SPACE HULK
THE HORUS HERESY

RULEBOOK

Dedication

This work is dedicated to the Space Hulk players who have held faith with the game for decades. Your support and enthusiasm through social media has kept this project alive.

A huge thank you to Skylar Orr who did a couple of editing passes on the rules and hammered my ungodly grammar and strangled verbiage into some semblance of clarity. I appreciate you bud!

Finally a special shout out to Marcos. Welcome to the world.

Sources

This is not an original work. All of the words and imagery have been used without permission and have been taken from the following sources:

- Forge World (www.forgeworld.co.uk): Horus Heresy Black Books 1-8 for background details, images, and troop information. Horus Heresy Red Books detailed the options for models and the basis for weapon profiles. The terminator miniatures peppered through out the book are also for Forgeworld.

- Games Workshop (www.games-workshop.com): Space Hulk for the Mechanics and ruleset

- Lexicanum Wiki (wh40k.lexicanum.com): An excellent resource for the minutia of the setting

- Warhammer 40K Wiki (warhammer40k.wikia.com): An outstanding Horus Hersey background resource, this PDF has pieces copied wholesale from it.

If you enjoy this work please buy the books/models that inspired it or support the websites and communities that keep it going.

INTRODUCTION

Welcome to this total mod for Space Hulk that brings the claustrophobic action of Games Workshop's classic board game to the 30th Millenium and the warzones of the Horus Heresy. In this book you will find all you need to be able to play games of Space Hulk with the Space Marines of the Legiones Astartes being primary combatants on both sides.

What you will Need to Play

Besides this book, thank you for downloading it by the way, you will also need the contents of the 3rd or 4th editions of Space Hulk, technically everything except the models, and enough models from the Horus Heresy setting to represent space marines clad in both Terminator and Powered Armour. This mod also allows the inclusion of 7 different Space Marine character models covering many specialities within each of the Legions.

Space Hulk by Games Workshop

The First of Three

The Space Hulk Horus Heresy Rulebook is the first of three supplements that will immerse the players in the setting of the Horus Heresy. The next book to be released for this mod will be **Space Hulk Horus Heresy Legions.** This will dive into each of the 18 of the Legiones Astartes, their methods of war, unique troops and the rules for representing them within Space Hulk. Additionally this supplement will also include rules for the mysterious Astartes of the Blackshield warbands

The final of the three books will be **Space Hulk Horus Heresy Missions** which will recreate battles and moments drawn from the expansive lore of the Horus Heresy ranging from the blasted ruins of Isstvan III to the bloodied vaults of Calth and the Imperial Palace itself. It will also include a short campaign aboard the Vengeful Spirit recreating the Imperial forces frenzied battle through its corridors at the very close of the Heresy.

What is Different?

Actually the game as a whole is quite different. The Phases have been restructured within the turn sequence as both players now go through the command and reinforcement phases together. This is followed by two action phases, one each for the attacker and defender. Both players also start the game with blips instead of models and only once they are revealed does the action start.

The games are also much quicker than normal as once the bolts start flying nothing tends to last too long. This was a real issue to begin with as most models didn't last long enough to achieve any mission objectives. It was for this very reason that a Save mechanic was included which, as was mercifully discovered during playtesting, didn't grind the game to a halt. The dangers of ranged combat in marine on marine games will force players to be more circumspect and the conversion of blips will need to be timed well.

Why 3rd Edition?

Space hulk has had 4 editions so far and the overwhelming nostalgia I have for the first edition and its supplements, Deathwing and Genestealer, can be at times quite incapacitating. So why 3rd/4th and not any of the others? Putting aside the fact that these are the most commonly played versions of the game the answer is not very satisfying I'm afraid, the 3rd edition of the game is the one I own...

Regardlesss I hope you enjoy this mod, let me know how you get on,

Oss

Legion Centurion
Alpha Legion

Playtest Version 0.2 01/22

THE HORUS HERESY

The Horus Heresy, sometimes referred to poetically as the "Age of Darkness", was a galaxy-spanning civil war that consumed the worlds of Mankind for 9 Terran years. Its outbreak marked the end of the Emperor of Mankind's Great Crusade to reunite the scattered colony worlds of Humanity in the Milky Way Galaxy under a single government and the beginning of the current Age of the Imperium. The Horus Heresy is in many ways the founding event of the Imperium of Man as it now exists.

The Isstvan III Atrocity

Horus musters four entire Astartes Legions to put down a rebellion against Imperial rule at Isstvan III, and having turned the Primarchs of those Legions to his treacherous cause, engineers the purging of tens of thousands of Legionaries not trusted to follow them into treason because of their continued loyalty to Terra and the Emperor. The ancient magicks of the Sirenhold are unleasged against the forces of the Sons of Horus, Emperor's Children, Death Guard and World Eaters. The battle against the rebel governor Vardus Praal and his Slaaneshi Warsingers is won, but is ultimately in vain when the four Legions unleash a terrible Virus-Bombing of Isstvan III while the Loyalist Astartes are engaged against the rebels. All does not go to plan, however, and many of the Loyalists survive to force Horus to engage them in a vicious battle among the ruins of the planet's capital, the Choral City, before they are finally wiped out by orbital bombardments. At the same time, a small number of these Loyalists escape the carnage to carry word of the Traitors' actions to Terra aboard the frigate Eisenstein. This action marks the formal start of the great conflict that will be named the Horus Heresy.

The Flight of the Eisenstein

Nathaniel Garro, Battle-Captain of the Death Guard's 7th Great Company, flees Istvaan III after having witnessed the Warmaster Horus' treachery first-hand. He braves the Warp to escape the Traitor forces who pursue him in order to bring word to the Emperor of his once favoured-son's duplicity. He encounters Primarch Rogal Dorn and his Imperial Fists and informs Dorn of the Istvaan III Atrocity.

The Isstvan V Dropsite Massacre

With Terra warned of the Warmaster Horus' treachery at Isstvan III, eight entire Space Marine Legions, half of the known forces of the Legiones Astartes, are ordered by Terra to crush the Traitors' rebellion at Isstvan V, but unbeknownst to the rest, Horus has already turned three of them to his service and ensured the fourth is delayed. The first wave of Loyalist Legions -- the Iron Hands, Raven Guard and Salamanders -- makes planetfall but is betrayed by the second wave coming behind them -- the Alpha Legion,

THE LEGIONES ASTARTES

The Space Marine Legions, or the Legiones Astartes in High Gothic, were the original unit formations of the Space Marines created during the First Founding by the Emperor of Mankind on Terra in the late 30th Millennium after the great Unifiaction Warsbrought terra under his rule.

This initial Founding happened before the start of the Great Crusade that reunited the scattered worlds of Humanity beneath the banner of the Imperium of Man, while the Unification Wars were still raging on Terra.

At the start of the crusade, as the 20 Legions were placed at the forefront of the Imperial expeditionary fleets that left Terra. Led by the Emperos sons, the Primarchs, they were the primary frontline military forces of the ancient Imperium of Man. The Astartes were renamed Space Marines and their formations the Space Marine Legions.

As the battlelines of Horus' betrayal were slowly revealed fully half of the remaining 18 legions declared against their Gene-Father, the Emperor of Mankind.

No.	Legion Name	Allegiance
I	Dark Angels	Loyalist
II	Records Expunged	
III	Emperor's Children	Traitor
IV	Iron Warriors	Traitor
V	White Scars	Loyalist
VI	Space Wolves	Loyalist
VII	Imperial Fists	Loyalist
VIII	Night Lords	Traitor
IX	Blood Angels	Loyalist
X	Iron Hands	Loyalist
XI	Records Expunged	
XII	World Eaters	Traitor
XIII	Ultramarines	Loyalist
XIV	Death Guard	Traitor
XV	Thousand Sons	Traitor
XVI	Sons of Horus	Traitor
XVII	Word Bearers	Traitor
XVIII	Salamanders	Loyalist
XIX	Ravenguard	Loyalist
XX	Alpha Legion	Traitor

Night Lords, Iron Warriors and elements of the Word Bearers -- in the bloodiest three solar hours of war ever fought by the Legiones Astartes. In the aftermath of the great betrayal, three Legions are almost entirely wiped out, one Primarch, Ferrus Manus, is slain by Fulgrim and two others -- Vulkan and Corvus Corax -- are missing in action. The survivors of the Iron Hands, Raven Guard and Salamanders who manage to escape off-world or remained elsewhere in the galaxy become known as the "Shattered Legions."

Destruction of the Furious Abyss

Following the destruction of the Auretian Techocracy and securing of their rare STC templates, Lorgar, Primarch of the Word Bearers Legion, secured a secret alliance with the traitorous Fabricator-General Kelbor-Hal. He commissioned the Dark Mechancium to construct a trio of mighty vessels built for the service of his Legion. The Furious Abyss was the first such vessel of its kind. The Word Bearers had been secretly ordered by the rebellious Warmaster Horus to bring their unfettered wrath down upon their hated rivals, the Ultramarines Legion. The Furious Abyss was to play an instrumental role in the Battle of Calth and the Traitor Legion's destructive campaign that was intended to see the Ultramarines capital world of Macragge destroyed. But before the mighty Battleship could reach its destination, the secret of its existence had been discovered. The Word Bearers' vessel was infiltrated by a small Loyalist strike force of Space Marine Legionaries, who proceeded to sabotage the ship's plasma generatorium, which began a chain-reaction that resulted in the destruction of the massive vessel.

Legion Praetor
Ultramarines Legion

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The Battle of Calth

Mustering at the world of Calth in Ultramar on orders issued by the Warmaster Horus before the Isstvan III Atrocity, the Ultramarines and Word Bearers prepare for a campaign against the Orks of the Ghaslakh xeno-hold. The Ultramarines are unaware of the Word Bearers' true allegiance and utterly unprepared for betrayal, and suffer horrific losses. The Traitors' real objective is the murder of Calth's Veridia star as an offering to the Ruinous Powers that would bring about the birth of the Ruinstorm, a Warp tempest so large it would sever the galaxy in half and render all long-range Warp travel unpredictably dangerous, and trans-luminal astrotelepathic communication all but impossible. This paves the way for Horus' rapid advance on Terra. The so-called "Age of Darkness" begins.

The Underworld War of Calth

Following the events of the Battle of Calth, the Word Bearers perform one last act of spite and cause the planet's primary star to become unstable. The surface of Calth is ravaged by the radiation emitted by the slow death of the Veridia star. The continuing Battle of Calth between trapped forces of those Ultramarines and Word Bearers still locked in a death-struggle descends into the extensive arcologies deep beneath the planet's surface. This so-called "Underworld War" grinds on for ten solar years before the last of the
.

Traitors is finally hunted down and slain, a period that extends beyond even the end of the Heresy itself.

The Angel Exterminatus

Both the Iron Warriors and Emperor's Children enter the great Warp rift named by Perturabo as the "Eye of Terror," on a quest to seek out an ancient Aeldari weapon known as the Angel Exterminatus. They are led deep within the hellish region where the Empyrean bleeds into realspace, where they discover the remnants of an Aeldari Crone World called Iydris. While exploring the planet's ancient ruins for the legendary weapon, they are set upon by guardian Ghost Warriors and other Aeldari Wraith constructs and by elements of the Shattered Legions that have been tracking their activities for many solar months. Unknowingly, Fulgrim had been using his brother's life force in order to finally achieve daemonic apotheosis, and he becomes the first Primarch to ascend to the position of Daemon Prince during this quest. The act destroys Iydris, and releases so much energy that a black hole singularity is formed. Perturabo escapes from the world with his Legion after watching Fulgrim and his warriors teleport somewhere else, and their fleet dives directly into the heart of the black hole. They emerge on the other side of the galaxy, near the verdant world of Tallarn.

SPACE HULK RULES

Once you have the board set up and the models or blips deployed, as described in the Mission Book, you are ready to play. Every game of Space Hulk is played through in a series of turns—first the Attacking player, and then the Defending player. Each turn is further broken down into a number of phases.

When it is your turn you may move and fight with all of the models under your command. The turn sequence below summarises what each player does in their turn, and the order in which these activities are carried out.

At the start of their turn each player gains extra help in the form of command points, which allow their models to carry out extra actions during their turn, and bring additional blips and models into play. The next thing the players do is to move and fight with their models.

Each player only has a limited time in which to complete their turn, representing the fast-paced decision-making that must take place between such evenly matched forces, where even the slightest advantage can be the difference between success and utter destruction.

After the players have completed their Action Phases there is a Mission Status phase which is used to tidy up the board and remove any counters or markers that are no longer needed, and to check if either player has won the game.

The Turn Sequence

Each turn is comprised of 5 seperate phases, which are;

     a. Command Phase
     b. Reinforcement Phase
     c. Attacker Action Phase
     d. Defender Action Phase
     e. Mission Status Phase

Command Points Overview

Each player has command points, which allow models to carry out additional actions such as moving extra squares or taking extra shots at an enemy. In a given player's turn, they can spend command points without restriction, interrupting the actions of another model under their control, if desired, in order to carry out the chosen action. In the opposing player's turn, the player must wait until one of their models sees an opposing model do something. Then the player can decide if they want to spend command points to carry out one action with a single model anywhere on the board (not just the one that saw the opposing model's action).

ACTION POINT SUMMARY

	Indomitus	Terminator Cataphractii	Tartaros	Powered Armour	Blip
Move forwards 1 square *	1	1	1	1	1
Move backwards 1 square *	2	2	2	2	1
Move sideways 1 square	-	-	2	1	1
Move into a Barricade Turn	2	2	2	2	1
90 degrees	1	1	1	0/1**	-
Turn 180 degrees	-	-	-	1	-
Set overwatch/guard	2	2	2	2	2
Fire Weapon		See Weapon Chart			-
Close assault	1	1	1	1	-
Clear jammed weapon	1	1	1	1	-
Open/close door	1	1	1	1	1

* Unless noted otherwise a Marine may fire a weapon with the Overwatch rule as part of the same action, after moving. at no additional cost in APs

** A Marine in Power Armour may make a single 90 degree turn once per phase for free. This may happen at any point during their turn

COMMAND PHASE

At the start of the game each player takes their six command point counters and places them in a mug or similar opaque container. Then, in the Command phase each player draws a command point counter at random from the container, to see how many command points they will have for the turn. After examining the counter, they place it face down on the '0' space on the command track of the mission status display board, without showing it to the opposing player.

Legiones Astartes Sergeants

Sergeants of the Legiones Astartes are veterans of a hundred battles, trained to issue commands that will be followed without question. To represent this, as long as a player has at least one Legiones Astartes Sergeant on the board, the player may choose to return the command counter they have drawn to the container, shake the counters up, and draw a replacement counter. They must use the replacement counter, even if it has a lower value than the counter that was first drawn.

Legiones Astartes Commanders

The greatest commanders of the Space Marine Legions are all but peerless in their strategic and tactical abilities. To represent this, these models come with an additional opportunity for command points that are available to the player each turn. At the beginning of a player's turn, they may roll a D6. The Praetor provides +1 command points on a roll of 3 or 4 and +2 command points on a 5 or 6. The Centurion provides a +1 on a D6 roll of 3-6. Counters for these are found in the counters section on page 47 and are placed at the end of the command point track. These are flipped over when used. Additionally, as long as a player has at least one Legiones Astartes Commander on the board, the player may choose to return the command counter they have drawn to the container, shake the counters up, and draw a replacement counter. They must use the replacement counter, even if it has a lower value than the counter that was first drawn. During force selection players may select a single Centurion or Praetor to deploy on the mission.

Note: Some missions will limit players to Centurions but the will also be a cost difference in force construction. A force led by a Praetor can include a single legion Consul; a force led by a Centurion can include 2 Consuls.

Using Command Points

Command points can be used by players in both their own and their opponent's turn in order to allow models to carry out extra actions. How this works is summarised on the left, and explained in detail in the relevant rules sections.

Praetor
Blood Angels Legion

Keeping Track of Command Points

The command points counter is placed face down on the '0' space on the command point track of the mission status display. It is the player's responsibility to move the marker along the track whenever they spend command points.

The command points counter is revealed to the opposing player in the Mission Status phase at the end of a player's turn, although that player can check it freely to see how many points they have left during their turn. A player is not allowed to use more command points than the number shown on the counter, and if they have used more command points than they had available–excepting the command points conferred by their Commander, if selected–they immediately lose the game!

The Timer

Players only have a limited amount of time to complete their Action phase, which is kept track of with the timer included in their copy of Space Hulk, or a similar timer such as one on a phone or computer. If the players do not have the original sand timer, the time should be set to 3 minutes. It is the opposing player's responsibility to start the timer. They do this after the player has placed the command points marker on the '0' space of their mission status display. When the timer runs out the player's turn ends immediately! Complete any action that the player was in the process of carrying out and then start the opposing player's turn.

REINFORCEMENT PHASE

Each mission states how many blips each player starts the game with, either on the board or as reinforcements each turn. Until they are revealed, only the controlling player will know which model each blip represents.

At the start of the game, each player assigns a blip letter to each model they are using in the game via their mission roster. Neither player may examine the other's roster or turn over any of their opponent's blips.

Starting and reinforcement blips are selected at the appropriate time (starting blips during deployment, and reinforcement blips in the player's Reinforcements phase). After the requisite number have been selected they are checked to ensure that they represent the correct model, and then placed by the player either in their deployment area at the start of the game or at any of their marked entry areas shown on the map for the mission. When no blips are left in the stack all models available for this mission have been deployed.

PLACING STARTING BLIPS

As part of the mission deployment a minimum number of blips must be placed in the deployment areas of each player. These deployment areas are defined in each mission briefing. The blips can be placed in any order the player prefers, to provide them with the best tactical advantage at the start of the mission. Once all starting blips have been placed the mission can begin!

The player takes two reinforcement blips and places them beside two of their entry areas. The blip by the bottom entry area will be forced to lurk for a turn, as there is an enemy model four spaces away from the entry square.

Note: There will be missions where an attacking and defending side will be mandated.

PLACING REINFORCEMENT BLIPS

Reinforcement Blips must first be placed face-down off the board outside an entry point (the player chooses which blip before placing it). While there, they are not considered to be on the board and take no part in the game. To enter play, the blip moves onto the first square of the board next to the entry point, expending the normal 1 AP cost for moving one square. From then on they are part of play and operate as described below.

STACKING

Blips do not have to immediately enter play. They can instead stack up on an entry point, usually to wait for more numbers to arrive. Simply leave the blip off the board next to the entry point. Up to three blips or revealed models can stack up at each entry point. If the opposing player has a model which is six or fewer squares away from an entry point square at the start of that player's phase, any reinforcement blips placed there must remain stacked for the rest of the turn (they must wait for the area to be clear before blindly rushing into a dangerous situation). They are free to enter the board on the following turn if the controlling player chooses, and if no opposing models are within this range.

BLIP MOVEMENT

Blips receive 5 APs per turn. Blips have no facing and therefore can move one square in any direction for 1 AP. Opening/closing doors, moving and overwatch are the only actions blips can perform - they perform any other action. Blips are considered to have Line of Sight from all adjacent squares.

Blips cannot move into a model's line of sight. If this happens accidentally, the blip is returned to the last square in which it was out of line of sight and it may not do anything for the remainder of the current turn. Blips cannot move next to a model, even if the model is facing another direction and has no line of sight to the blip. Blips can move into an enemy blips line of sight.

Blip Overwatch

Blips can carry out a limited form of overwatch at a cost of 2AP. The blip is considered to be armed with a storm bolter but does not gain the benefit of Sustained Fire. The facing of a Blip taking an overwatch action is defined by placing the Overwatch token to what would be considered its forward adjacent square

CONVERTING BLIPS

Blips can be converted in two ways: voluntarily and involuntarily. In either case the blip is flipped over to show which model needs to be placed, and the blip is then placed face up beside the board.

Voluntary Conversion

A player can convert a blip counter into a model by revealing it during their Action phase. They reveal the blip instead of activating it; if the blip has done anything that Action phase then it may not be revealed. The player may choose to reveal a blip that is off the board by an entry area.

The three main reasons a player would voluntarily convert a blip are interactions with objectives, use of model/legion abilities, and more complete overwatch options.
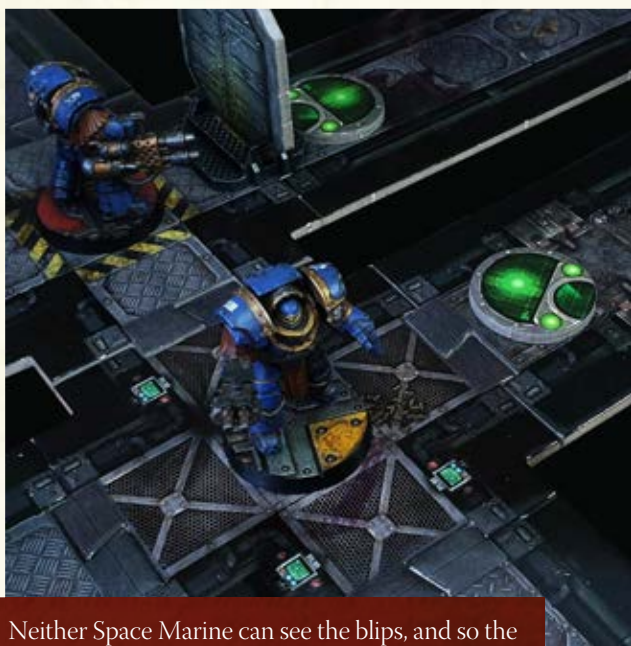
Neither Space Marine can see the blips, and so the opposing player may voluntarily convert them in his Action phase.

Involuntary Conversion

If at any time during a turn an enemy model or blip can draw a line of sight to a blip (page 11) then it is immediately revealed. Should this happen during the turn of the player who controls the blip, then the revealed model may be activated, so long as the blip has not taken an action so far this turn. Remember that a blip can move into an enemy blip's line of sight but not that of an enemy model; however, the opposing player can move a model or open a door that was blocking an enemy model's line of sight, allowing the model to see a blip. This would be involuntary conversion.

In their turn, the Ultramarine with the heavy flamer opens the door, revealing the blip, which is discovered to represent a Word Bearer terminator. The model is placed in the square that the blip had occupied. Had there been more than one model represented by the blip, and as this is an involuntary conversion, any further models would have been placed by the Ultramarine player further away down the corridor. The Word Bearer player chooses the facing of any models placed.

Placing Revealed Models

When a blip is revealed, the model it represented is placed on the space the blip was occupying. If the blip was off the board by an entry area, then the model replaces the blip by the entry area and may enter play in the same manner as a blip counter.

In the case of voluntary conversions, the model may not be placed in line of sight of an enemy model. With involuntary conversions they may be and, in this case, placing the model counts as performing an action and so the enemy model can fire on overwatch or spend command points to perform an action. Regardless of being revealed voluntarily or involuntarily the owning player can choose the facing of the model when it is converted.

If the blip had not yet been activated on the turn it was converted, any model placed is free to be activated as normal. If the blip was activated before it was revealed, any model placed may not be activated in the same turn.

ACTION PHASE

The bulk of the Space Hulk rules deal with how models and blips move and fight on the board. This is conducted in each player's Action phase. In the Action phase, each model under a player's command receives a number of action points that the player can use to have the model carry out actions.

ACTION POINTS

During the Action phase each model or blip has a certain number of action points (AP) to spend on actions, as shown in the chart below:

Action Point Allowance

|	
Marine in Terminator Armour	4
Marine in Power Armour	5
Blip	5

Actions

Action points are used to carry out actions. Each action costs a certain number of APs to perform. The actions and their AP costs are collected together on the summary chart below and explained in detail later on in this rules section. Possible actions include moving, opening and closing doors, shooting and attacking the enemy in close assault. In their Action phase a player activates the models and blips under their command one at a time. When a piece is activated it expends action points to carry out actions until the player wishes to stop or the piece has run out of action points to use.

Actions are performed one at a time, and each action must be completed before moving on to the next one. Once all models and blips have performed their actions the player's turn is over. A player may only activate one model or blip at a time and once that piece has completed its actions it may not be activated again except through the use of command points - the players must plan their turns so that they do not have to swap back and forth between pieces mid-activation.
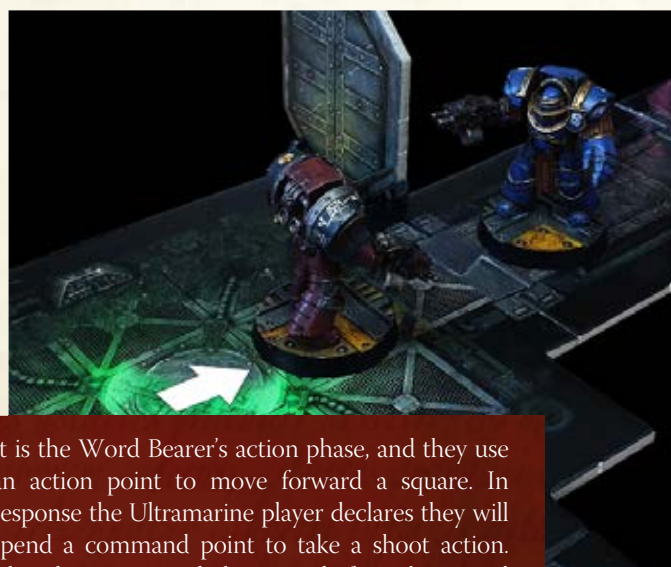
COMMAND POINTS

Each turn the player gets a number of command points. These allow the Astartes under their command to take extra actions in addition to their normal allowance of action points, and can even be used in certain situations during the opposing player's turn.

When used in a player's own turn, command points are treated exactly like additional action points that can be spent performing actions. They may be spent on the same model, or spread out over several as the player sees fit. Command points can be used on a model at any time during the Action phase, even if the model has already been activated, or if it interrupts another model's activation.
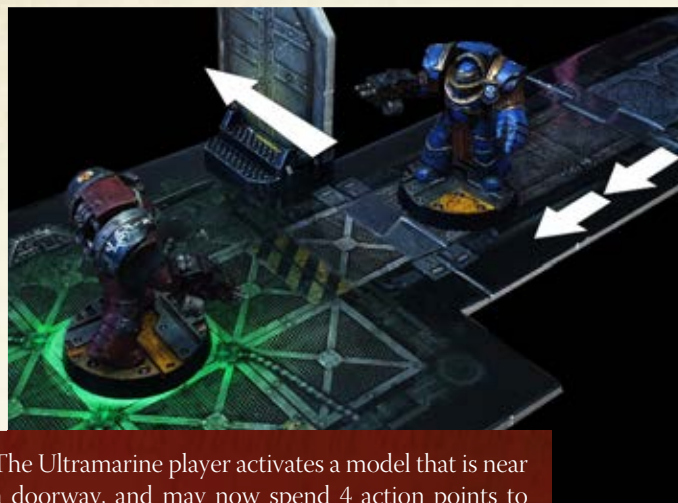
The Ultramarine player activates a model that is near a doorway, and may now spend 4 action points to carry out actions with the model. The Ultramarine moves forward two squares (2 action points), opens the door (1 action point), and then shoots at the Word Bearer (1 action point). The player may then activate another model, and so on until all Ultramarine models have been activated or the timer runs out. He may not go back to a model they have already used except by spending command points.

The player can also use command points in the opposing player's turn to react to the actions of their opponent. They can be spent to perform actions out of sequence–so command points could be used to fire a weapon, close a door and so on during their opponent's turn.

It is the Word Bearer's action phase, and they use an action point to move forward a square. In response the Ultramarine player declares they will spend a command point to take a shoot action. The shooting attack happens before the Word Bearer takes its next action or any overwatch shots are taken.

Command points can only be spent in the opposing player's turn if a model has line of sight to an enemy model that has just completed an action (line of sight is explained under Shoot Actions on the next page). Each action witnessed allows one model to perform one action (this can be an action that costs up to 2 APs). The player's action happens immediately after the opposing player's action is complete, before overwatch, and before the opposing player carries out its next action.

MOVE & TURN ACTIONS

A model or blip is allowed to take 'move' or 'turn' actions. Move actions allow the model or blip to move one square, and turn actions allow them to change their facing. The number of AP it costs to carry out the action varies depending on how difficult it is to carry out, as described below.

Move: It costs 1 AP to move one square forwards, or diagonally forwards, and 2 AP to move backwards one square or diagonally backwards one square. Additionally, it costs 1 AP to turn 90 degrees in either direction. Blips are an exception to these rules, and can move in any direction for 1 AP (see the rules for blips later on). Space Marines in Indomitus, Gorgon, or Cataphractii Armour may not move sideways - they must turn to face before moving into the square. Space Marines in Tartaros Armour may move sideways at a cost of 2AP and Space Marines in Power Armour can move sideways at a cost of 1 AP.

The Word Bearer may not move into the squares marked X, as it would have to move between the Ultramarine and the wall.

Turn: Space Marines in Power Armour may turn 90° to the left or right as part of a move action . The turn is made before or after the move (but not both), and does not cost any action points or count as a separate action. All other turns are taken as a separate action. Space Marines in Terminator Armour may turn 90° to the left or right for 1.

This diagram shows how many action points it costs the Word Bearer Terminator to move into an adjacent square. Note that a Space Marine in Cataphractii or Indomitus armour cannot move sideways

Move and Shoot: Models equipped with a weapon that has the Overwatch rule may combine a shoot action with a forwards/backwards move as one single action. This effectively gives the model a free shoot action per move. Unless noted otherwise this is available for all such weapons.

A model or blip cannot move through another model, a blip, or a closed door. A model also cannot move diagonally if this means it would pass between two squares containing a wall and/or a model.

Exiting the Map

In some missions models can exit the board at exit points shown on the mission map. In order to do so the model must 'move' into an imaginary square off the board at the exit point. A model leaving the board in such a way may not subsequently return and, depending on the mission may be classed as rescued, redeployed or destroyed.

Doors

Doors block lines of sight and movement when closed, but when open have no effect on the game. Doors start the game closed. To open or close a door a model must be within one square of the door, and with the door in one of its three forward squares (even if the door is 'around a corner'). It costs 1 AP to open or close a door. A door may not be closed if its square is currently occupied by a model, blip or object.

Barricades

Representing either a partially collapsed section or a hastily constructed defensive position, a barricade is an obstacle to both movement and shooting. Such squares are referred to as Barricaded Squares.

Moving into a Barricaded Square: It costs 2 AP to move one square forwards, or diagonally forwards, and 3 AP to move backwards one square or diagonally backwards one square into a barricaded square. Blips are an exception to these rules, and can move in any direction for 1 AP (see the rules for blips later on). Only Astartes in Tartaros or Power Armour may move sideways into a barricaded square at a cost of 3 AP and 2 AP respectively.

Barricaded Squares and Shooting: No model may make a shooting action that traces a line of sight through a barricaded square. A model that is occupying a square adjacent to and facing a barricaded square, however, may perform shooting actions as normal, as long as their line of sight does not pass through another barricaded square. Weapons with the Area Effect rule treat Barricaded Squares as normal, open squares.

SHOOT ACTIONS

Many models come armed with powerful and esoteric ranged weapons. They may fire these at enemy models, empty squares and closed doors by taking a shoot action. The cost of a shoot action varies depending on the weapon being used (See ranged weapon table below).

Line of Sight

In order to be able to shoot at something, the model must be able to see it. An Astartes can see squares in its forward arc, as shown in the diagram below. A model can see an unlimited distance as long as there is nothing in the way. If there is a model, barricade, wall, door or persistent effect in any square between the shooting model and their target then they cannot see it.


This diagram shows which squares are considered to be in the model's forward arc. As you can see, the forward arc widens from three squares, to five, then seven and so on.

Tracing a Line of Sight

If the line of sight between two models is in doubt, trace a straight line from a corner of the square occupied by one model to any corner of the square occupied by the other. The line of sight is blocked if any part of the line passes through a square containing a model, barricade, wall, door, persistent effect, power field generator, or force barrier. All of these things are referred to as 'obstructions'.

Blocked Diagonals

If the line of sight passes diagonally between the corners of two squares, it is only blocked if both of the squares contain obstructions to the line of sight. This is similar to the rule that restricts diagonal movement between two squares
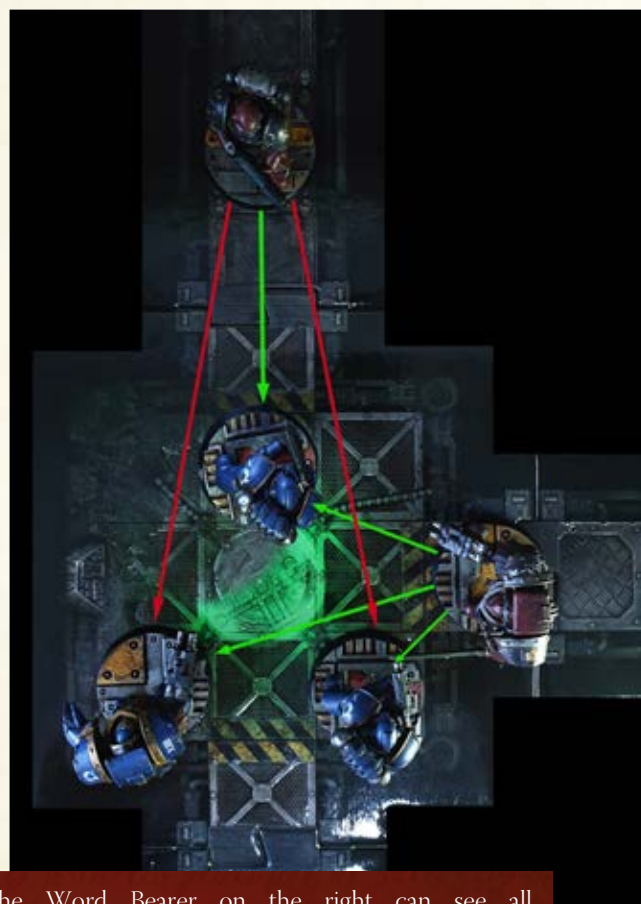
The Word Bearer on the right can see all Ultramarines. The other Word Bearer can only see the closest Ultramarine, as his line of sight goes through the square occupied by the first Ultramarine, which blocks it to the Ultramarines that are further away.

Range

Sometimes shooting has a limited range. To see if the target is within range, count the number of squares between the model shooting and the target, including the target's square but not the shooting model's.

The Ultramarine standing at the corner can see the Word Bearer. The Ultramarine further down the corridor cannot.

Destroying The Target

When a model carries out a shoot action, one or more dice will be rolled, and if they roll high enough the target will be destroyed. For example, a model firing a combi-bolter rolls two dice and will destroy the target if either dice rolls a 6.

Astartes can carry a variety of ranged weapons, including combi-weapons, reaper autocannons and heavy flamers. The rules for these weapons and the rolls they require to destroy the target can be found in the Astartes Wargear section of the rulebook (pages 17 - 22).

SAVE ROLL

Astartes are protected by layers of ceramite armour over plasteel exoskeleton. Such armour is designed not only to keep the Astartes alive in the harshest of environments, but also to defend them against enemy attacks. If a model successfully rolls to destroy their target, that target then has an opportunity to count on their armour to save them.

A save roll is made by rolling 2D6; if the score is equal to or greater than the save roll associated with the armour type, table below, has succeeded and the shooting action has had no effect and is ignored, unless it has additional impacts due to a rule such as Graviton or Persistent Effect.

| Armour Type	Save Roll Required
Terminator: Cataphractii	5+
Terminator: Indomitus	6+
Terminator: Tartaros	7+
Powered Armour	8+

Modified Save Roll

Some weapons are extremely powerful, or are designed specifically to pierce layers of armour. The save roll is modified to reflect this. These modifiers are described in the Space Marine Wargear section of the rulebook (pages 17 - 22).

Multiple Rolls

The Save Roll is also modified by the number of successful shooting rolls per action. If the shooting model made 1 or more additional successful shooting rolls then the Save Result is modified by -1 per additional hit. Note that the Save modifier of a weapon is only applied to the first shot, additional successful shots only add -1 to the result.

A model is only ever required to make a single save roll for an each shoot action that targets them. After any casualties have been removed, the shoot action is complete.
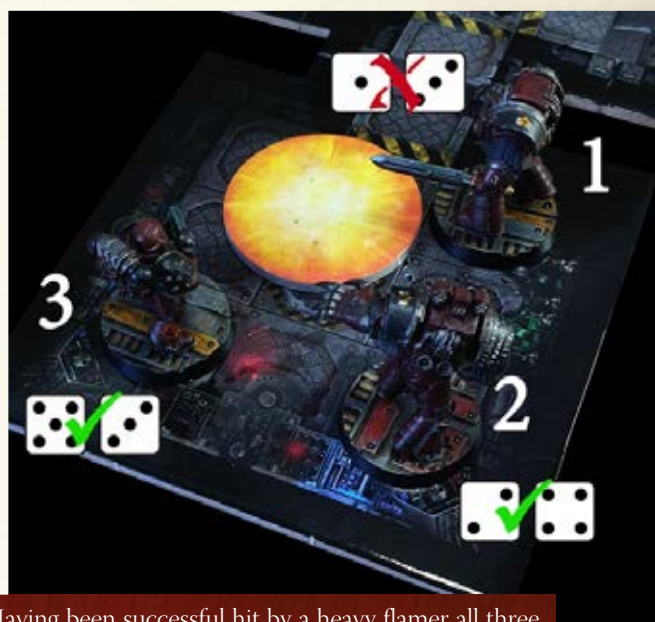
Having been successful hit by a heavy flamer all three word bearer models must now make a Save roll or be destroyed. Model 1, a Cataphractii Terminator, needs a 5 or more on 2D6, they roll a 4 and are destroyed. Model 2, another Cataphractii terminator rolls a 6 and survives. Model 3, Ain Powered Armour, needs an 8 or more and rolls an 8. They also survive.

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OVERWATCH ACTIONS

A model armed with a weapon with the Overwatch rule can spend 2 APs to set themselves in overwatch, which will last until the end of the turn.

When in overwatch the model is standing ready to fire and this allows them to shoot during the opposing player's turn. Place an overwatch marker next to the model to show that they are in overwatch.

The Ultramarine player spends 2 action points to put the model into overwatch. They place an overwatch counter beside the model to show that it is in overwatch.

Note that a model armed with a weapon that has the Jam rule may jam it if they roll a 'double' on the dice when shooting in overwatch (See weapon rules on page 17). If a model is attacked in close assault, or performs any action (other than clearing a jam) they immediately lose their overwatch status. Overwatch markers are removed during the Mission Status phase if they were not lost earlier.

Shooting in Overwatch

A model in overwatch can perform shoot actions in the opposing player's turn without expending any action points. They can, but do not have to, take one shoot action each time a model completes an action within their line of sight and within a range of 12 squares. The overwatch fire is resolved after the model has performed its action, and after any command points have been spent as a result. The target must be the model that triggered the overwatch.

Overlapping Overwatch

It can happen that an enemy model performs an action in the fire arc of more than one model on overwatch. If this happens, any number of those models can shoot at the enemy. Declare how many will shoot before carrying out any of the resulting shoot actions.
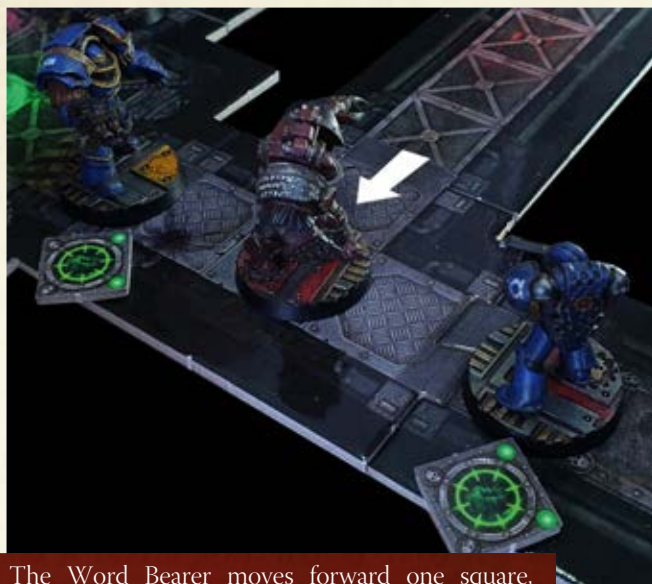
The Word Bearer moves forward one square, turning 90 degrees to the left as part of the same action. This triggers overwatch fire from both of the Ultramarines, who can now shoot.

In the Word Bearers Action Phase the first Word Bearer take an action to move one square towards the Ultramarine (1). The Ultramarine fires and does not kill his target. The Word Bearer spends another action point to move a second square (2), and the Ultramarine fires again. This time he kills the Word Bearer. The second Word Bearer moves diagonally forward into the side corridor (3). The Ultramarine cannot see into this square and may not therefore take an overwatch shot.

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CLOSE ASSAULT ACTIONS

Many models carry one or more close assault weapons, indeed some specialist troops carry only close assault weapons and must rely on getting to grips with the enemy as quickly as possible to destroy them. They do this by taking a close assault action.

Taking a Close Assault Action

A model can take a close assault action to attack an enemy in the square directly in front of them. It costs 1 AP to take a close assault action once the model is in position.

Resolving Close Assaults

In a close assault both players roll a number of dice, and then compare their scores. Models can carry a variety of close assault weapons, including power fists, chainfists and lighting claws. The rules for these weapons and the number of dice rolled for them can be found in the Space Marine Wargear section of the rulebook (pages 17 - 22).

Compare the single highest dice roll for each side: whoever has rolled higher has won the close assault. If the scores are tied, and no model has the Win Ties rule, then neither side has won, and no damage is done to either participant.


A model can only attack the square directly in front of it. In this example, the Word Bearer could only attack a model in the square marked with the tick. It could not attack a target in the squares marked X.

Character Bonuses

Space Marine Sergeants, Centurions and Consuls are highly experienced combat veterans. To represent this, add +1 to their dice score in a close assault against an enemy to the front. Space Marine Praetors and Champion Consuls are warriors of legendary ability and thus add +2 to the close assault dice rolls.
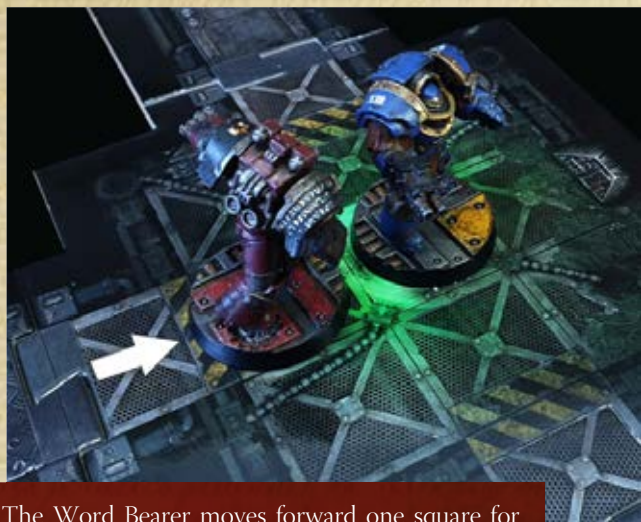
Effects of Close Assault

If the attacker wins, the defender is forced to pass a Save Roll (see page 12) or is considered to be destroyed and removed from play. If the defender wins and is facing the attacker then the attacker must pass a Save Roll or is considered to be destroyed and removed from play. If the defender wins or ties and is not facing the attacker, the defender may be turned in place to face the attacker. The close assault action is then complete.
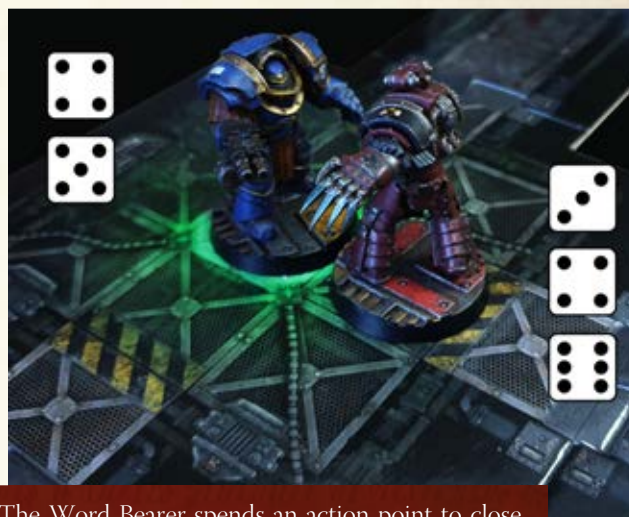
The Word Bearer spends an action point to close assault the Ultramarine. The Word Bearer player rolls three dice for the Lightning Claws, and uses the single dice with the highest roll. He rolls 2, 4 and 5, so his score is 6.
The Ultramarine rolls two dice and rolls a 4 and 5. The Word Bearer wins the combat, and the Ultramarine must take a save roll or be killed.

Close Assaulting a Door or Barricade

A model may close assault a door or barricade just like attacking a model. For obvious reasons the target does not roll any dice! The attacker must score a 6 on at least one of their dice to destroy the door and a 6+ on at least two dice to destroy a barricade. Models armed with a weapon that has the Rend rule destroys both doors and barricades automatically, no roll is required after expending the 1 AP for the close assault action.

A model that is on guard may re-roll a single dice again in a close assault. The model may choose to re-roll their own dice after they have seen their opponents dice roll. Only one die may be re-rolled, and the result of the second roll must be used even if worse than the first.

A model remains on guard until the end of the turn, even if they are attacked by an enemy model. The counter is removed at the end of the turn during the Mission Status phase.
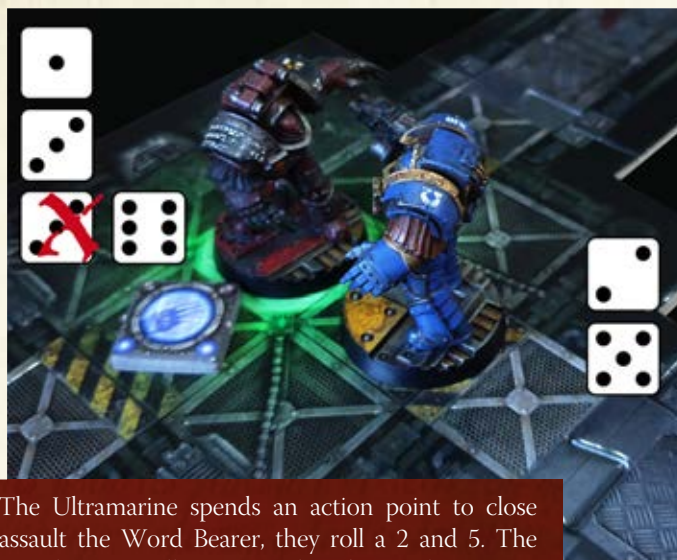

The Word Bearer moves forward one square for 1AP and the attacks the Ultramarine from the side for a second AP. If the Ultramarine wins he will not kill the Word Bearer, but may turn to face it.

GUARD ACTIONS

A model can spend 2 APs to set themselves on guard. When on guard, the model is standing ready to fight in close combat, which can give them a vital advantage if they are assaulted in the opposing player's turn. Place a guard counter next to the model to show that they are on guard. If the model carries out any other action they lose the guard counter. A model can either be on guard or in overwatch, not both at the same time.

The Ultramarine spends an action point to close assault the Word Bearer, they roll a 2 and 5. The Word Bearer rolls a 1, 3, and 3 - but as they are on guard they can re-roll the dice, rolling a 6 and winning the combat. The Ultramarine must now pass a save or be destroyed and the Word Bearer remains on guard.

MISSION STATUS PHASE

The Mission Status phase is used to check if either player has won, and to get things ready for the next turn. Counters that have served their purpose are removed, and the board is generally cleared up for the start of a new turn.

The players should first check the victory conditions of the mission to see if either of them has won. The game ends as noted in the mission rules, usually when a specific event has occurred or objective has been achieved. As there are variable victory conditions, it is possible that a victory condition has been achieved but the game does not end.

Each player then reveals the command point counter to show that they had not expended more than they had for the turn and then return them to the container with the other command point counters. Any command points not spent are wasted. If bonus command points

for a commander have been used, they are reset, available for use in the next round.

Note that if a player has achieved a victory, they must still reveal the command point counter to verify they did not use more points than they had available. If they have, they instead lose the game.

Players should then remove any markers for overwatch, jams, persistent effects, etc. If the mission lasts a specific number of turns, place the turn counter on the 1 space on the turn/psi track at the start of the game, and move it up one space each Mission Status phase. You are now ready to start a new turn.

LADDERS & OBJECTS

Some missions will include ladders that lead down to a new level of the Space Hulk or objects that can be picked up and carried. The missions that use these rules will say so in the special rules section.

LADDERS

Some missions are fought on two maps, one above the other, that are connected by ladders. Place ladder-up and ladder-down counters on the appropriate squares on each board, as shown on the mission map.

The two ladder squares are assumed to be adjacent to each other, and a model standing on one is allowed to shoot at a model on the other just as if they were standing in adjacent squares, regardless of each model's actual facing. It costs models 2 APs to move from a ladder square on one board to the corresponding ladder square on the other.

Roll a dice when a model enters a square that contains a ladder going down (excluding when they climb up the ladder). On a roll of 1 the model falls down to the square below. The model maintains their facing, but loses any APs they may have had remaining at the time that they fell (command points may be used to perform extra actions as normal). Any model in the square below must pass and unmodified Save Roll or be destroyed and removed from play. A model cannot 'voluntarily' fall down a ladder.

OBJECTS

A mission may require that one side must carry an object into position, or retrieve it for themselves. This is specified in the Mission Book. Objects are placed in a square in the same manner as a model.

Objects may not be attacked, though a model carrying one may be. An object on its own in a square does not block a line of sight; a model can shoot through the square as if the object was not there. A model that moves onto a square with an object automatically picks it up and may move with it from then on. A model carrying an object can carry out any action and is not hindered in any way. It may choose to drop the object in a square as it moves, leaving the object behind as it moves on. A model will automatically drop an object if the model is destroyed. Blips may not move into a square that contains an object nor may they pick an object up.

A model may pass an object to another model from the same side that is in the square to his front. This is an action and costs the model handing the object 1 AP; the model receiving the object does not have to use an action or any action points in order to receive it.

SPACE MARINE WARGEAR

Space Marines can be armed with a wide variety of weapons, each of which is described in this section of the rulebook. Don't feel you need to learn the rules for all of the weapons in the game -just look them up as and when they are required.

ASSAULT CANNON

Assault cannons are heavy weapons that can be used by Space Marine Terminators. Their rapidly rotating, multiple barrels are capable of unleashing a hail of shells, each capable of tearing a Space Marine apart. lt costs 1 AP for a Space Marine to fire an assault cannon. When firing in this way, there is no maximum range. To resolve the effects of the shooting roll 3 dice. If any dice scores a 5 or 6 the target must pass a save roll with a -1 is destroyed and removed from play. This weapon has the **Overwatch**, **Sustained Fire**, and **Limited Ammunition (10 Shots)** rules

Assault Cannon Ammunition Track

An assault cannon is loaded with enough ammunition to fire ten times. Assault cannon ammunition is kept track of on the mission status display. At the start of the game place the assault cannon ammunition counter on the 10 space on the track. Each time the assault cannon is fired, including when it is fired on overwatch, the player must move the counter one space down the track. Once all ten shots have been used the assault cannon may no longer shoot.

Assault Cannons and Overwatch

An assault cannon can be put in to overwatch entitling the assault cannon to fire at any eligible target as long as it has ammunition remaining. An assault cannon will not jam during Overwatch attacks (these weapons are built for rapid fire).

Illiastus Pattern Assault Cannon
Blood Angels Legion

Reloading the Assault Cannon

Assault cannon ammunition is held in slide-in magazines mounted on the rear of the weapon. The Space Marine armed with the assault cannon carries a spare box of ammunition, and can reload it at a cost of 4 AP. Return the ammunition marker to the 10 space on the track, but flip it to the 'reloaded' side. Once these additional ten shots have been used, the assault cannon may not be reloaded again.

Assault Cannon Malfunction

Although made of a special alloy, an assault cannon's weapon barrels can reach incredibly high temperatures if used continuously, and in such circumstances there is a chance it will malfunction. If an assault cannon has been reloaded and all three dice come up with the same number when firing then the assault cannon explodes (the target can still be destroyed if the dice rolls are high enough). The Space Marine firing the assault cannon is killed outright and removed from play. In addition, the Space Marine player must roll a dice for each model or door on the same board section as the assault cannon; any model or door is destroyed on a roll of 4 or more.

COMBI-BOLTER

Most Space Marine Terminators are armed with a combi-bolter. lt is capable of laying down a witheri ng hail of fire that can cut down armoured targets and blast down doors. lt costs 1 AP for a Space Marine to fire his combi-bolter. When firing in this way, there is no maximum range. Roll 2 dice to resolve the effects of the shooting action. If the result is a 6 the target must pass an unmodified save roll or be destroyed and removed from play. This weapon has the **Overwatch**, **Sustained Fire** and **Jam** rules.

Phobos Pattern Combi-Bolter
Word Bearers Legion

Tigrus Pattern Combi-Flamer
Salamanders Legion

COMBI-WEAPONS

Combi-weapons are boltguns that have been specially modified by skilled artisans to house another weapon with a limited charge. Each combi-weapon has a Boltgun and one secondary weapon which may only be used once per game. It costs 1 AP for a Space Marine to fire his combi-weapon. When firing the player must choose which component of the combi-weapon is being used.

When shooting with the boltgun component there is no maximum range. Roll 1 dice to resolve the effects of the shooting action. If the result is a 6 the target must pass an unmodified save roll or be destroyed and removed from play. As the boltgun component of a combi-weapon rolls a single dice it can never jam however, like the combi-bolter, it retains the **Sustained Fire** and **Overwatch** rules.

Phobos Pattern Combi-Plasma
Night Lords Legion

Combi-Flamer

When shooting with the flamer component select an enemy model or board setion within 12 spaces. Roll 1 dice for each model on the targeted section to resolve the effects of the shooting action. If the result for any model is a 4 or more the target must pass an unmodified save roll or be destroyed and removed from play. Like the larger heavy flamer this weapon benefits from the **Area Effect**, **Persistent Effect,** and **Limited Ammunition (1 Shot) rules.**

Combi-Grav

When shooting with the grav component select an enemy model within 8 spaces. Roll 1 dice to resolve the effects of the shooting action. If the result is a 3 or more the target must pass a save roll with a -2 modifier or be destroyed and removed from play. This model has the **Graviton** and **Limited Ammunition (1 Shot)** rules.

Combi-Grenade Launcher

When shooting with the grenade launcher component select a target within 12 spaces. Resolve the effects of the shooting action as per the grenade type found on on page 20. This weapon has the **Limited Ammunition (1 Shot)** rule.

Combi-Melta

When shooting with the melta component select an enemy model or door within 8 spaces. Roll 1 dice to resolve the effects of the shooting action. If the result is a 3 or more the target must pass a save roll with a -3 modifier or be destroyed and removed from play. This weapon has the **Limited Ammunition (1 Shot)** rule.

Combi-Plasma

When shooting with the plasma component select an enemy model within 12 spaces. Roll 2 dice to resolve the effects of the shooting action. If the result is a 4 or more the target must pass a save roll with a -1 modifier or be destroyed and removed from play. This weapon has the **Overheat** and **Limited Ammunition (1 Shot)** rules.

Combi-Volkite

When shooting with the volkite component select an enemy model within 12 spaces. Roll 2 dice to resolve the effects of the shooting action. If the result is a 6 or more the target must pass an unmodified save roll or be destroyed and removed from play. This weapon has the **Deflagrate** rule

CYCLONE MISSILE LAUNCHER

A cyclone missile launcher system is fitted to the carapace of Terminator armour to provide heavy fire support. Able to fire missiles with either anti-infantry or anti-armour warheads, it is able to engage all manner of foes.

It costs 1 AP for a Space Marine to fire a cyclone missile launcher. This cannot be combined with any other action. There is no maximum range when firing a cyclone missile launcher. This weapon has the **Limited Ammunition (6 shots)** rule.

Cyclone Missile Launcher - Iron Warriors Legion

CYCLONE MISSILE LAUNCHER AMMUNITION

A cyclone missile launcher can shoot two different kinds of warheads, krak or frag. A Space Marine with a cyclone missile launcher can choose which type of warhead to shoot each time the cyclone missile launcher is fired.

KRAK WARHEAD

When firing a krak warhead, a cyclone missile launcher can target any visible enemy model or door. Roll 2 dice to resolve the effect of the shooting action. If either dice scores a 3 or higher the target must pass a save roll with a -2 modifier or be destroyed.

FRAG WARHEAD

When firing a frag warhead, a cyclone missile launcher can target any visible enemy model, door or empty square, even if such targets are in a section occupied by a friendly model. Frag warheads affect entire board sections, be they a single section of corridor one square long or an entire room. When a cyclone missile launcher shoots a frag warhead at a square, door or model, roll two dice for each model, blip or door in the section (if any); If either dice scores a 5 or higher the target must pass an unmodified save roll or be destroyed. You can fire more than once at a section if desired.

FRAG WARHEADS AND DOORS

Although doors can be destroyed by cyclone missile launcher fire, they still offer a measure of protection . Frag warheads cannot shoot through closed doors. If a section which takes a frag warhead hit has any closed doors, then the squares beyond the doors are unaffected by that shot, even if the door is destroyed as a result of the shot.

GRENADE HARNESS

Mounted either on the carapace of terminator armour or, more rarely, on a power glove a grenade harness can configure its payload to provide a level of tactical flexibility and fire support.When shooting with the grenade harness select a target within 12 spaces and choose to shoot with either Krak, Frag or Blind grenades. Resolve the effects of the shooting action as per the grenade type, found on page 20. This weapon has the **Limited Ammunition (2 shots)** rule.

HEAVY FLAMER

A heavy flamer can incinerate a swathe of enemies, and continues to burn for a time after firing. it costs 2 APs to take a shoot action with a heavy flamer. This cannot be combined with any other action. A heavy flamer can target any visible enemy model or empty square up to 12 spaces away, even if the enemy model or empty square is in a section occupied by a friendly model. Roll a dice for each model or blip in the section, if the dice scores a 2 or higher the target must pass an unmodified save roll or be destroyed. This weapon has the **Area Effect, Persistent Effect** and **Limited Ammunition (6 Shots)** rules

HEAVY FLAMER DETONATION

If the Space Marine armed with a Heavy Flamer is destroyed before they have fired 3 or more times the Space Marine player must roll a dice for each model on the same board section as the heavy flamer; any model is destroyed on a roll of 4 or more.


The Ultramarine can see one or more spaces in the room and fires his heavy flamer into it. The flamer marker is placed in the room to show that it has been set on fire. Each of the Word Bearers in the section will be attacked, even though the Ultramarine cannot actually see them both, and will be need to take a save on a roll of 2 or more.

PLASMA BLASTER

With a shorter range than tradition plasma guns, plasma blasters have a higher rate of fire due to their double-barrelled design which makes them more suited to be used on the move.. lt costs 1 AP for a Space Marine to fire his plasma blaster. When firing in this way, there is no maximum range. Roll 2 dice to resolve the effects of the shooting action. If the result is a 5 or more the target must pass a save roll with a modifier of -1 or be destroyed and removed from play. The weapon has the **Overheat** and **Overwatch** rules

REAPER AUTOCANNON

The Reaper Autocannon is a double-barrelled variant of the standard Autocannon and is capable of a high rate of fire. It is most often carried by the Terminators of the Space Marine Legions. lt costs 1 AP for a Space Marine to fire a reaper autocannon. When firing in this way, there is no maximum range. To resolve the effects of the shooting roll 2 dice. If any dice scores a 5 or 6 the target must pass a save roll with a -1 modifier or be destroyed and removed from play. This weapon has the **Overwatch**, **Sustained Fire**, **Jam** rules
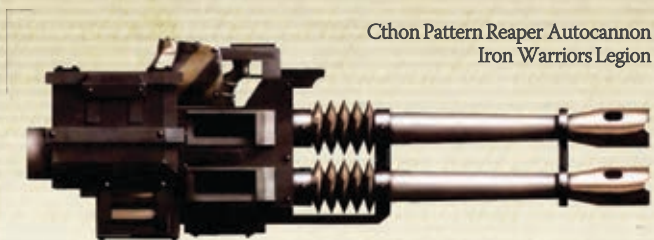
Cthon Pattern Reaper Autocannon
Iron Warriors Legion

Hail of Fire

Locking their armour joints a Space Marine may set expend all their ammunition in one hail of armour piercing rounds grinding everything before it to bloody pulp. It costs 1 CP for a Space Marine, who has not moved this turn, to fire a reaper autocannon this way. There is no maximum range and it targets all models in a straight line. To resolve the effects of the hail of fire roll 4 dice for every model, if any dice scores a 5 or 6 the target must pass a save roll with a -1 modifier or be destroyed and removed from play. At the end of the action the weapon counts as having automatically jammed, The player has to expend 1 CP to clear the jammed weapon.

As Hail of Fire uses command points rather than action points it can be used during opponents turn.

VOLKITE CHARGER

Whilst not benefiting from the range or power of its larger cousins, the charger retains the volkite beam's deflagrating effects and allows its wielder a greater degree of movement. It costs 1 AP to shoot a volkite charger, when shooting with this weapon select an enemy model within 6 spaces. Roll 2 dice to resolve the effects of the shooting action. If any dice scores 6 or more the target must pass an unmodified save roll or be destroyed and removed from play. This weapon has the Deflagrate and Overwatch rules. This weapon can be used in a Move and Shoot action.

GRENADES

Grenades are hand-held devices thrown at the enemy and designed to in some way damage or disrupt an enemy formation or individual personnel. Genades are most frequently thrown by hand but a number of weapons incorporate mechanisms to extend that range. The default range for throwing a grenade is 6 spaces.

Blind Grenades

Blind grenades emit wide-spectrum electromagnetic interference disrupting all communications and sensors in an affected area. Place a blind marker on the affected section, models within this section, or those that enter into it suffer no damage. This weapon has the **Area Effect** and **Persistent Effect** rules.

A section with a blind marker is assumed to block LOS in all cases. Models may move into, within, or through a section with a blind marker freely. Models within a section may move and engage in close combat as normal but may not make shooting actions or take any actions requiring the use of Command Points.

Frag Grenades

When a frag grenade hits a square, door or model, roll 2 dice for each model, blip or door in the section (if any); If either dice scores a 6 the target must pass an unmodified save roll or be destroyed and removed from play. This weapon has the **Area Effect** rule.

Krak Grenades

When targeting a model with a krack grenade roll 1 dice; If the score is 3 or more the target must pass a save roll with a -2 modifier or be destroyed and removed from play.

CLOSE ASSAULT WEAPONS

POWER FIST

Terminator armour usually incorporates a power fist for close assault combat. It enables the Space Marine to punch through or crush almost any material. A model with a power fist rolls two dice in close combat. If successful in combat an enemy model must make a save roll with a -2 modifier.

CHAINFIST

Chainfists are used to slice through bulkheads and closed doorways. A model with a chainfist rolls two dice in close combat. If successful in combat an enemy model must make a save roll with a -2 modifier. This weapon has the **Rend** rule.

LIGHTNING CLAWS

Lightning claws are bladed gloves surging with lethal energy. They are usually worn in pairs, and therefore preclude the use of any other hand held weapons. A model with lightning claws fighting a close assault to their front rolls three dice in close assault, and adds 1 to the result of the highest dice. When on guard the model may re-roll one of the three dice, not all. If successful in combat an enemy model must make a save roll with a -1 modifier.

Proteus Pattern Power Sword
Ultramarines Legion

Proteus Pattern Power Axe
Imperial Fists Legion

POWER SWORD

Power swords are rare weapons, awarded to warriors that have proven themselves in battle. This bladed weapon can deflect incoming attacks and reduce the combat effectiveness of an enemy. A model with a power sword rolls two dice in close combat. This weapon has the **Parry** rule

POWER AXE

Taking the form of either a heavy blade coruscating with power or a ferociously teethed weapon a power axe is designed to bite deep into the weakest parts of their opponent's defences. A model with a power axe rolls two dice in close combat. This weapon has the **Cleave** rule

Meridius Pattern Power Maul
Iron Hands Legion

Artificer-wrought Thunder Hammer
Iron Hand Legion

POWER MAUL

Resembling a mace of ancient terra a power mace is used to render an opponent insensate and opening them up to further assault or shots. A model with a power maul rolls two dice in close combat. This weapon has the **Knock Back** rule

STORM SHIELD

The storm shield is a defensive energy shield worn on a models forearm. This weapon has the **Block** rule.

Svalinn Pattern Storm Shield
Space Wolves Legion

THUNDER HAMMER

When a thunder hammer strikes a foe it unleashes a blast of energy. To represent this, a model armed with a thunder hammer rolls two dice in combat and receives a +1 modifier to their close assault dice roll against models to their front. This weapon has the **Knock Back** rule.

Praetor
Sons of Horus Legion

Ranged Weapons	AP	Range	Dice	Kill	Save	Notes
Assault Cannon	1	Unlimited*	3D6	5+	-1	Overwatch, Sustained Fire, Limit'd Ammo (10)
Combi-Bolter	1	Unlimited*	2D6	6+	-	Overwatch, Sustained Fire, Jam
Combi-Weapon						
- Bolter	1	Unlimited*	1D6	6+	-	Overwatch, Sustained Fire
- Combi-Flamer	1	8	1D6	4+	-	Area Effect, Persistent Effect, Limit'd Ammo (1)
- Combi-Grav	1	12	1D6	3+	-2	Graviton, Limited Ammo (1)
- Combi-Grenade Launcher	1	12	*As Grenade Type*			Limited Ammo (1)
- Combi-Melta	1	8	1D6	3+	-3	Limited Ammo (1)
- Combi-Plasma	1	12	2D6	4+	-1	Limited Ammo (1), Overheat
- Combi-Volkite	1	12	2D6	6+	-	Deflagrate, Limited Ammo (1)
Conversion Beamer						
- Short	1	1-6	1D6	5+	-1	Area Effect, Rend Area
- Medium	1	7-12	2D6	4+	-2	Effect, Jam, Rend Area
- Long	1	13+	3D6	3+	-3	Effect, Jam, Rend
Cyclone Missile Launcher						
- Frag Missile	1	Unlimited	2D6	5+	-	Area Effect
- Krak Missile	1	Unlimited	1D6	3+	-2	-
Grenade Harness	1	12	*As Grenade Type*			Limited Ammo (2)
Heavy Flamer	2	8	1D6	2+	-	Area Effect, Persistent Effect, Limit'd Ammo (6)
Needle Pistol	1	4	2D6	6+	*	Jam, No Save
Plasma Blaster	1	Unlimited*	2D6	5+	-1	Overwatch, Sustained Fire, Jam
Reaper Autocannon						
- Standard Shot	1	Unlimited*	2D6	5+	-1	Overwatch, Sustained Fire, Jam
- Hail of Fire	1 CP	Unlimited	4D6	5+	-1	Sustained Fire, Jam Deflagrate,
Volkite Charger	1	8	2D6	6+	-	Overwatch

Range is 12 when on Overwatch

Grenades	AP	Range	Dice	Kill	Save	Notes
Blind	*As Weapon Type*		-	-	-	Area Effect, Persistent Effect
Frag	*As Weapon Type*		2D6	6	-	Area Effect
Krak	*As Weapon Type*		1D6	3+	-2	

Assault Weapons	AP	Dice	Save	Notes
Chainfist	1	2D6	-2	Rend
Force Axe	1	2D6+?	-	Cleave
Force Maul	1	2D6+?	-	Knock Back
Force Sword	1	2D6+?	-	Parry
Lightning Claws	1	3D6+1	-1	
Narthecium	1	1D6	-3	Rend
Power Axe	1	2D6	-	Cleave
Power Maul	1	2D6	-	Knock Back
Power Sword	1	2D6	-	Parry
Powerfist	1	2D6	-2	
Servo Arm	-	+1D6	-	Choose: Block, Knock Back, Rend, or Sweep
Thunder Hammer	1	2D6+1	-2	Knock Back

Sergeant, Centurion, Chaplain, Librarian: +1 to Close assault dice
Praetor, Champion: +2 to Close assault dice

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WEAPON SPECIAL RULES

Space Marines can be armed with a wide variety of weapons, each of which is described in this section of the rulebook. Don't feel you need to learn the rules for all of the weapons in the game -just look them up as and when they are required.

Area Effect
Some weapons affect entire board sections, be they a single section of corridor one square long or an entire room. When such a weapon shoots at a square or model, first place a counter in the middle of the section the target occupies. Then roll the number of dice for each model or blip in the section (if any) as noted in the weapons profile. You can fire more than once at a section if desired.

Area Effect weapons cannot destroy or shoot through closed doors. If a section which takes a hit from such a weapon has any closed doors, then the squares beyond the door are unaffected, but the door cannot be opened until the counter is removed.

Block
A model with this weapon may block one close assault dice roll made by an opponent to their front, with the result that the opponent rolls one less dice than normal to resolve the assault.

Cleave
When making a save against this weapon a result of 11 or 12 is classed as a failed save roll and the model is considered destroyed and removed from play.

Deflagrate
When making a save roll against a shooting attack from a volkite weapon if the result is a double that model is destroyed and removed from play even if the roll would have resulted in a successful save. Command points may be used as normal to re-roll the dice.

Graviton
If a model passes a save roll against an attack from a grav weapon it can only use the Move and Shoot or Set Overwatch/Guard actions if it pays for them with CP. Additionally, if applicable, any weapons carried by the model no longer benefit from the Sustained Fire rule.

Jam
A Space Marine on overwatch is firing even more rapidly than normal, and it is not uncommon for him to jam the firing mechanism of his weapon in this situation. To reflect this, if the Space Marine player rolls a double on the shooting dice while shooting on Overwatch, his weapon jams, flip the overwatch marker to its 'jammed' side to indicate this. If he rolls a double 6 (or a double 5 with the sustained fire bonus) the enemy model is killed and the weapon then jams.

A Space Marine with a jammed weapon cannot shoot until he clears the jam, but can carry out other actions including going on guard. lt costs 1 AP to clear a jam. Once the jam is cleared, the Space Marine player can either flip the counter back over to show that the model is back in overwatch, or remove it. A Space Marine on guard must choose to remove the counter. All jam counters are removed at the end of the turn in the Mission Status phase, along with any overwatch counters.

Knock Back
If a model targeted by this weapon in close assault survives the attack they are knocked back 1 square. If the square is either already occupied or they are against a board edge the effect is ignored. A model moved by this rule is counted as having moved into the square normally when resolving Area Effects and Overwatch

Limited Ammunition (X Shots)
Certain weapons can only be fired a number of time before their ammunition is expended, this is noted on the weapons profile as X Shot(s) where X is the number of times the weapon can be used in a single game. Some waepons have tokens allowing players to track their use. Once the final token has been used the model may no longer shoot with that weapon. The Force roster also has space for tracking limited ammunition.

Overheat
If, while resolving a shooting attack with a plasma weapon, the result is either a double 1 or 2 the shooting model is destroyed and removed from play. Command points may be used as normal to re-roll the dice.

Parry
When fighting a close assault to their front a model armed with this weapon can force the opposing player to re-roll one dice of the player's choice. If the model is on guard then they may do this before deciding if they will re-roll their own dice.

Penetrate

If as a result of a shoot action with this weapon the target model is removed from play the next model directly behind the target, regardless of range, must also pass a save roll or be destroyed and removed from play.

Persistent Effect

The damage or effect of certain weaponry is ongoing. When a marker for such a weapon is placed it remains where it is until it is removed in the Mission Status phase at the end of the turn. Where the weapon also has the Area Effect weapon rule all squares in a section that contains the marker are, unless otherwise noted, considered blocked for line of sight, movement, and the placement of models from converted blips. Surviving pieces within the section can move, but must roll to see if they are destroyed each time they enter a new square in the section with a marker. Note that it is possible to trace a line of sight to a target on the edge of a section, as long as there are no affected squares in between.

Rend

This weapon automatically destroys Doors and Objects if it is used to shoot or close assault it. No dice roll is necessary.

Sustained Fire

If a Space Marine fires his weapon at a target and does not kill it (including when shooting after a move or turn), he gains a sustained fire bonus if he uses his next action to shoot at the same target without moving. The sustained fire bonus also applies to a Space Marine firing on overwatch that takes more than one shot at the same target.

A Space Marine shooting with the sustained fire bonus gains a +1 to the kill roll. e.g. a combi-bolter would hit the target on a roll of 5 or 6, not just on a roll of 6 as would norma lly be the case.

The sustained fire bonus is lost if the Space Marine loses his line of sight to the target, takes an action other than a shoot action, if a model other than the target takes an action, and when the Mission Status phase is reached.

Sweep

When fighting a close assault a model armed with a weapon with this ability may elect to assault multiple adjacent squares at once. This model may attack 3 adjacent squares, at least two of which must be to the models front facing, for each close assault action. Resolve each attack separately.

Corruption of the Space Marine Legions

Long before the tragic events that would unfold on Isstvan III and initiate the conflict of the Horus Heresy, the so-called "Primordial Truth" of the existence of Chaos changed Lorgar and the Word Bearers forever as they were exposed to the Ruinous Powers and slowly corrupted, the first of the Space Marine Legions to worship the Chaos Gods and become Traitors to the Emperor in their hearts. Lorgar and the Word Bearers spent the remaining years of the Great Crusade attempting to enlighten humanity about the true spiritual nature of Creation, ultimately resorting to manipulation and deception to sway nine of the Primarchs to the cause of Chaos as their Gods demanded, the most notable being the Warmaster Horus. When it became clear that Mankind could not be enlightened by Chaos without first being forcibly weaned at a great price in blood from the Emperor's false Imperial Truth, Lorgar would go on to willingly help orchestrate the terrible Battle of Isstvan III and the Drop Site Massacre at Isstvan V as well as the larger Horus Heresy itself. When Horus openly declared his rebellion against the Emperor, the Word Bearers were one of the first Legions to support him and his cause. The worlds they had conquered since their conversion to Chaos also joined the side of the Traitors, having been secretly corrupted to the worship of the Ruinous Powers in the final days of the Great Crusade.

The Ultramarine spends an action point to move one square and shoot. He rolls a 1 and 3, missing the Word Bearer. He moves forward again, shooting for the second time. He rolls a 5 and 5, but misses because he cannot claim the sustained fire bonus as he has moved. He spends a third action point to remain stationary and shoot, rolling a 1 and a 5. This time he can claim the sustained fire bonus, so the 5 hits the Word Bearer.

LEGION PRAETOR

Praetors are the mightiest warriors and battleleaders of the Space Marine Legions, second only to the god-like Primarchs in martial skill and generalship. These lords of the Imperium hold the power of life and death over whole worlds, with the direct control of entire war fleets and armies in their hands.

Each Praetor is a vastly experienced warrior and warlord, unique in character, who has writ a legend in blood for themselves, and carries into battle the finest wargear and weapons known to humanity. In their ranks can be found Chapter Masters and Lord Commanders, First Captains, Khans and Tribunes as the traditions of their Legions dictate. They are the masters of war and have commanded the hosts of the Great Crusade that have conquered worlds unnumbered.

COMBAT MASTER
Praetors are highly experienced combat veterans. To represent this they add + 2 to the dice in a close assault.

FORCE COMMANDER
Praetors have commanded their warriors in hundreds of battles and are accustomed to issuing orders that will be followed without question. To represent this, during the command phase, a Praetor counts as a Space Marine Sergeant for the purposes of choosing to return a command counter to the container and drawing a replacement counter.

Additionaly the Praetor has the Legiones Astartes Commanders ability for CP generation, see page 6.

Praetor
Dark Angels Legion

Praetor
Word Bearer Legion
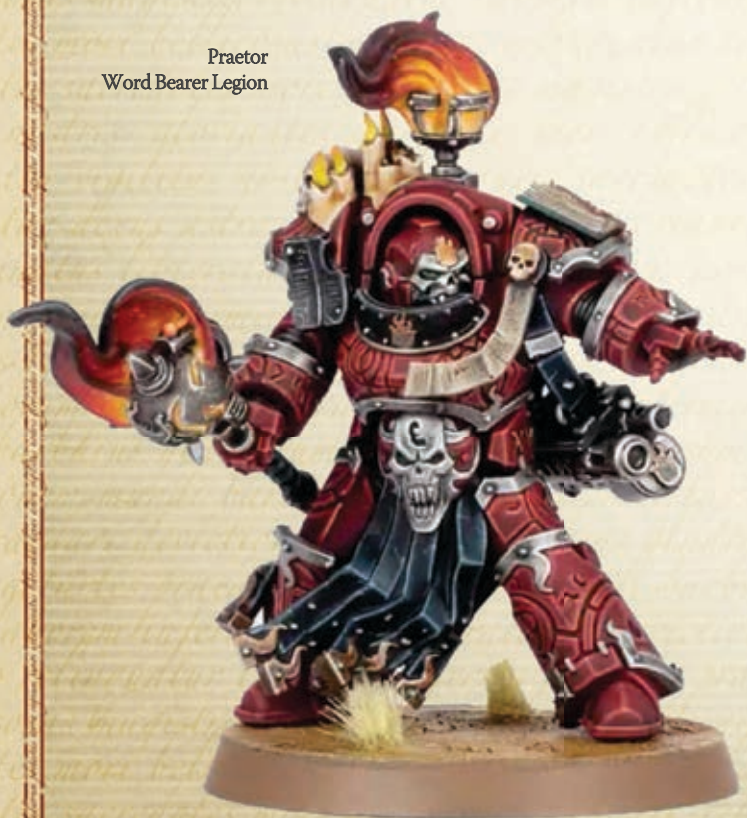
EQUIPMENT
A Praetor is equipped with Terminator armour, a Combi-Weapon, and a Power Weapon.

LEGION DISCIPLINE
The Praetor, and all other Space Marines in the same section as their Praetor, fight all the harder because of their commanders presence. When resolving a close assault in a section which contains a Praetor, the player's side wins any close assault where the scores are tied.

PRIMARCH'S STRATEGY
Access to the Legions Primarchs Vision ability, see Space Hulk Legions supplement (Not yet available!).

Alternativley any model within 6 Squares of the Praetor may re-roll a save dice that results in a 1.

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LEGION CENTURION

The ranks of each Space Marine Legion are tens of thousands, sometimes hundreds of thousands strong and as such require a substantial core of battle commanders and officers to control and co-ordinate, as well as more specialised ranks and roles which help give a Legion its operational depth and strategic flexibility.

Centurion
Night Lords Legion

Additionaly the Centurion has the Legiones Astartes Commanders ability for CP generation, see page 6.

EQUIPMENT
A Centurion is equipped with Terminator armour, a Combi-Weapon and a Power Weapon.

LEGION DISCIPLINE
The Centurion, and all other Space Marines in the same section as the centurion, fight all the harder because of their commanders presence. When resolving a close assault in a section which contains a Centurion, the player's side wins the close assault if the scores are tied.

LEGIO DELIGATUS
Access to the Legions Deligatus ability, see Space Hulk Legions supplement (Not yet available!).

Alternativley any model on the same section as the Centurion may re-roll a shooting or assault dice result of 1.

Centurion
Imperial Fists Legion

The Centurion represents such leaders, champions and line officers, and whether a Company Captain in command of a thousand or more Legionaries on campaign, or a Shield-Lieutenant given charge of a boarding party in a savage space battle, to have risen in the ranks means they have already demonstrated their worth in the bloody fires of conflict.

COMBAT MASTER
Centurions are highly experienced combat veterans. To represent this they add + 1 to the dice in a close assault.

FORCE COMMANER
Centurions have commanded their warriors in hundreds of battles and are accustomed to issuing orders that will be followed without question. To represent this, during the command phase, a Centurion counts as a Space Marine Sergeant for the purposes of choosing to return a command counter to the container and drawing a replacement counter.

LEGION CHAMPION

Chosen from the best blades of the Legion, a Champion bears the honour of their chapter or company in battle, and are armed and armoured in the finest panoply of war. Their sworn task is to seek out the foe's mightiest warriors, and slay them as an object lesson in the Imperium's superiority.

LEGION SUPPORT

During the command phase, a Champion counts as a Space Marine Sergeant for the purposes of choosing to return a command counter to the container and drawing a replacement counter.

COMBAT MASTER

Champions are highly experienced combat veterans. To represent this they add + 2 to the dice in a close assault.

EQUIPMENT

A Champion is equipped with Terminator armour, a Combi-Bolter and a Power Weapon.

MASTER CRAFTED WEAPONS

Some weapons are lovingly maintained artefacts, crafted with skills now lost. Though the exact form of master-crafting varies, it is always considered to be the pinnacle of the weaponsmith's art. The Close Assault weapons carried by a Legion Champion are always of the highest calibre which only adds to their deadliness when wielded by such warriors. Any unmodified rolls of 1 during a close assault action may be re-rolled.

DUELISTS SKILL

When resoling close assault actions this model automatically wins ties. Additionally, when making a close assault action the Champion may use either of the following skills. Only one skill can be used per close assault action;

Piercing Lunge: Attacks made with this skill double the Save Modifier for the weapon used. The Power Fist modifier of -2 becomes a -4 etc...

Sweeping Blow: The Champion may assault all enemy models within the 3 squares of his front LOS. Roll 1 dice when attacking each enemy model.

Peerless Guard: The Champion makes the close assault action and, if they survive, immediately goes on guard at no additional AP cost. Place a Guard counter next to the model.

HONOUR DUEL (4AP)

Almost every form of human civilisation possesses its own warrior culture. As such, it is not unusual to find the Champions of opposing forces advancing out in front of their lines to engage in personal combat, their honour guards forbidden to interrupt. A Champion who is within 6 squares of an enemy Character or Sergeant may challenge them to an Honour Duel. The target model may Accept or Refuse the duel.

If the target model refuses the Honour Duel then all enemy models within 6 squares of the Champion or the target model may not take any action that requires command points until the start of the next turn.

However if the enemy player accepts the challenge both models are moved forward up to 3 squares each until they are adjacent and they fight a Close Assault action. Both models must remain in adjacent squares and may only make Close Assault actions each round until one of the models is removed. No other model may target these models or the board section where this combat is taking place until the honour Duel is resolved. The victorious player gains an additional +1 CP per turn.

Legion Champion
White Scars Legion

LEGION CHAPLAIN

The Chaplain Order, established towards the end of the Great Crusade, was intended to create a cadre of fearsome veteran warriors who would enforce a cohesion of doctrine and belief in the scattered and increasingly idiosyncratic Legions, far from Terra. Theirs was a mortuary symbol of sacrifice craven in the form of an ornate staff, mace or axe; the Crozius Arcanum, which served as both a badge of office and a deadly weapon.

The position of Chaplain was created during the Great Crusade in the early 31st Millennium following the edicts of the Council of Nikaea -- an Imperial conclave that was called on the world of Nikaea to determine whether the use of psychic powers represented a boon or a grave danger to Mankind and the newborn Imperium of Man. After the Emperor rendered His Decree Absolute in regards to the use of psykers, the Space Marine Legions were instructed to abolish their Librarius divisions and enforce compliance by establishing the Chaplain Order.

Combat Veteran
Chaplains are highly experienced combat veterans. To represent this they add + 1 to the dice in a close assault.

Legion Support
During the command phase, a Chaplain counts as a Space Marine Sergeant for the purposes of choosing to return a command counter to the container and drawing a replacement counter.

Legion Chaplain
Ultramarines Legion

EQUIPMENT
A Chaplain is equipped with Terminator armour, a Combi-Weapon and a Power Maul.

LITANY OF BATTLE
Chanting the liturgies of battle with every breath, punctuating his oration with strikes from his crozius arcanum the Chaplain exhorts his fellow battle-brothers to the pinnacle of their martial dedication. A Chaplain can use one Litany per turn, each of which costs 2 action points. Using a litany is an action when resolving abilities triggered by actions, such as overwatch.

CANTICLE OF HATE [2 AP]
The Chaplain fuels himself with hatred and rushes forward to strike the foe without mercy. The Chaplain may move up to 3 squares and make a close assault attack on an enemy model rolling an additional dice during the attack.

CATECHISM OF FIRE (2AP)
The Chaplain calls upon his brothers to unleash a relentless storm of close-range firepower. Friendly models within 6 squares of this chaplain may add +1 to any attack roll made as part of a Shooting Action.

EXHORTATION OF RAGE (2AP)
The Chaplain bellows his fury at the enemy, his brothers surging forwards to strike them down. Models within 6 squares of this chaplain that makes a close assault action during this turn roll an additional dice when attacking.

LEGION PRIMUS MEDICAE

High officers of the Legion Apothecarion, the Primus Medicae of a Legion hold the onerous duties of both ensuring the battle-readiness and physical wellbeing of their battle-brothers, an authority in which none but a Primarch or his chosen deputy can overrule them, and in preserving at all costs the gene-seed of the Legion from loss or contamination, even that of their lives.

LEGION SUPPORT

During the command phase, a Primus Medicae counts as a Space Marine Sergeant for the purposes of choosing to return a command counter to the container and drawing a replacement counter.

EQUIPMENT

A Primus Medicae is equipped with Terminator armour, a Needle Pistol and a Narthecium.

NARTHECIUM

The narthecium is used by Legion Apothecaries to dispense emergency medical aid, including complex trauma surgery, to the wounded. The player can use the narthecium each time a Space Marine fails a save roll, so long as that Space Marine is within one of the 3 forward squares of the Primus Medicae, even if that square is 'around a corner". To use the narthecium, the player rolls a dice; on a 1, 2 or 3 the narthecium has failed to revive

the Space Marine and the Space Marine is removed as normal. On a 4, 5 or 6, however, the narthecium has successfully healed the Space Marine; that Space Marine disregards the hit that killed it, but loses their overwatch status (if they were in overwatch) for being attacked.

NARTHECIUM IN CLOSE ASSAULTS

The Primus Medicae carries a narthecium into battle in place of a power fist, making them somewhat more vulnerable in a close assault. However, the blades of this weapon are designed to remove the toughest armour the Legiones Astartes has to offer allowing access to the warrior within. When resolving a close assault treat a Narthecium as a power fist but only roll 1 assault dice however on a successful hit the target must pass a save roll with a -3 modifier or be destroyed and removed from play. The weapon has the Rend special rule

NEEDLE PISTOL

Needle Pistols fire a "needle" of crystallized toxin using a form of laser technology in order to propel the toxic sliver, and to penetrate any existing armour. When shooting with Needle Pistol select an enemy model within 4 spaces. Roll 2 dice to resolve the effects of the shooting action. If any of the results is a 6 the target is destroyed and removed from play, no Armour Save is allowed. This weapon has the Jam rule.

Legion Primus Medicae
Worldeaters Legion

LEGION FORGE LORD

Masters of the machine and foundry, Forge Lords are the most experienced and skilful of the Legion's Techmarines. These warrior-smiths are skilled battle-leaders as much as they are artisans of war, and are often appointed to the command of Legion detachments comprising largely of tanks or battle-automata, as well as serving as stewards to a Legion's Dreadnoughts.

LEGION SUPPORT
During the command phase, a Forge Lord counts as a Space Marine Sergeant for the purposes of choosing to return a command counter to the container and drawing a replacement counter.

EQUIPMENT
A Forge Lord is equipped with Terminator armour, a Combi-Weapon, a Power Axe and either a Servo-Arm or a Conversion Beamer

SERVO ARM
These systems are complex arrays of industrial claw arms and manipulators, often directly spliced into the wielder's nervous system. As well as making for powerful tools, they can also be wielded in battle as versatile and savagely powerful weapons. A model equipped with a Servo Arm rolls an additional +1D6 when attacking in Close Assault. Additionally for each close assault action it gains one of the following weapon rules: Block, Knock Back, Rend, or Sweep.

CONVERSION BEAMER
These esoteric energy weapons fire a beam that induces a subatomic implosion in their target, with the beam itself gathering power over distance up to a terminal point of beam instability. Conversion beamers are both difficult to construct and highly complex to use, needing skilled calibration to operate as well as dedicated reaction core systems to power. This weapon has the **Area Effect, Jam** and **Rend** weapon rules and the resolution of any attack made is based on the distance to the target model;

• Up to 6 squares the player rolls 1 dice for each model on the targeted board section. If the result is a 5 or more the target must pass a save roll with a -1 modifier or be destroyed and removed from play.

• Between 7 and 12 squares the player rolls 2 dice for each model on the targeted board section. If the result is a 4 or more the target must pass a save roll with a -2 modifier or be destroyed and removed from play.

• From 13+ squares the player rolls 3 dice for each model on the targeted board section. If the result is a 3 or more the target must pass a save roll with a -3 modifier or be destroyed and removed from play.

CREATE BARRICADE
For 2 CP a Forge Lord can create a barricade from the very structure that they find themselves in. Place a single barricade counter in the front arc of this model. While it is in play no model may enter or trace a line of sight through that square. This barricade can be destroyed by any weapon with the Rend ability or any other ability that can automatically destroy a door. Only one barricade created by a Forge Lord can be in play at any given time.

Legion Forge Lord
Iron Hands Legion

LEGION LIBRARIAN

For many years the Legions maintained cadres of battle-psykers in their ranks, warriors who fused these esoteric powers with a Space Marine's superhuman physical power. But there were many within the Imperium's hierarchy who were troubled by such dangerous and unstable potential, and after dark events in the Great Crusade's later era, such adepts were forbidden from the use of their arts and arcane lore. With the outbreak of the Horus Heresy however, the Traitors threw off such shackles quickly and soon the Loyalists were forced to revoke the ban in order to combat them..

COMBAT VETERAN
Librarians are highly experienced combat veterans. To represent this they add + 1 to the dice in a close assault.

PSI POINTS
The Librarian starts each mission with 20 psi points. Psi points can be spent to do two things:
• They may be spent to increase the Librarian's dice roll in an assault (see the force axe entry below)
• They may be spent to use a psychic power (see psychic powers below).

The psi point counter provided with the game is used to record the number of psi points the Librarian has remaining. At the start of the game place the counter on the '20' space on the turn/psi track on the mission status display. The player must move the counter down the track as the Librarian uses psi points. Once all 20 psi points have been used, the Librarian may not use any of his psychic abilities for the remainder of the mission.

EQUIPMENT
A Librarian is equipped with Terminator armour, a Combi-Weapon and a Force Weapon.

FORCE WEAPON
The Librarian's force wesapon allows him to channel his psychic energy into a deadly close combat attack. To represent this, psi points can be used to add a bonus to the Librarian's dice roll in a close assault to the Librarian's front. Each point spent adds 1 to the dice roll. The points are spent after the dice are rolled and any re-rolls have been made. There are 3 types of Force Weapon;

Force Axe
A carbon steel axe blade which incorporates a psi-matrix. This Force Weapon has the **Cleave** rule.

Force Staff
Designed as a defensive tool that can be used in melee combat to protect a bearer from attacks. This Force Weapon has the **Block** rule.

Force Sword
A Force Sword resembles a normal carbon-steel, plastic or ceramic blade interwoven with a powerful psi convector. This Force Weapon has the **Parry** rule.

Legion Librarian
Night Lordss Legion

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PSYCHIC DISCIPLINES

Psychic Discipline reflect a deeper understanding of a Psyker's capabilities and allow him to manifest some of the most destructive powers known to Man. A Psyker that has mastered one or more Disciplines is truly a horror to behold, capable of such things as reducing his enemies to ash, repairing torn flesh in the blink of an eye, and even defying the march of time itself.

Although the powers of librarians are many and varied, they usually fall into one of several disciplines. The five most common psychic disciplines are: Biomancy, Divination, Pyromancy, Telekinesis and Telepathy.

Each discipline has a particular character, which is reflected by the powers within it. The Telepathy discipline, for example, is grounded in mind control, and its powers act through compelling and influencing the thoughts and actions of others.

Some librarians specialise in only one discipline, honing a few powers to the exclusion of all others. Others manifest a much broader range of psychic disciplines and abilities, in such cases, the librarian will be able to generate powers from several psychic disciplines.

SELECTING PSYCHIC POWER

Librarians must select 3 powers; one each of 1, 2, and 3 point powers. These can either be all from the same discipline or from different disciplines.

Example: An Ultramarine librarian can select all three powers from the Divination discipline or take Endurance from the Biomancy discipline, Flame breath from the Pyromancy discipline and Hallucination from the Telepathy discipline.

Librarians that specialise in a discipline gain a number of bonus psi points based on the number of abilities they choose from a single discipline;
- 2 powers from a single Discipline   +3 psi points
- All 3 powers from a single Discipline   +5 psi points

BIOMANCY

Biomancers specialise in manipulating biological energy and processes with the power of their minds. They are masters of the flesh, learning to shape and influence the physical forms of themselves, their allies or their enemies, according to their will.

Endurance (1 psi point)

Reaching into the essence of their allies, the biomancer knits together bones, heals flesh and banishes fatigue so that they carry on the fight. Pick a friendly model within 6 squares, that model may re-roll failed save rolls this turn

Enfeeble (2 psi points)

As the librarian channels their powers, tendrils of Warp energy lash over their victims, every caress sapping the strength and vitality from their bodies. Pick an enemy model within 12 squares, that model must spend an additional AP on any move or combat actions. This model may not set Overwatch or Guard.

Warp Speed (3 psi points)

The powers of the Immaterium flow into the librarian, heightening their speed to supernatural levels. They are a blur amongst their enemies, felling the unrighteous with blows too swift to see. Pick a friendly model within 12 squares, each AP that model spends on movement allows them to move two squares and they may re-roll failed combat attacks until the next Psychic phase.

DIVINATION

Diviners seek to discern the hidden past of the galaxy and know the course of events yet to come. These abilities allow diviners to look into the twisting strands of the Immaterium in search of the answers they seek, and sometimes even influence the outcome of fate itself.

Prescience (1 psi point)

Using his powers of foresight, the Librarian allows the Space Marines to act with greater coordination and efficiency. Using prescience allows the player to move the command point marker one space back along the track. The counter cannot be moved back past the '0' space.

Scrier's Gaze (2 psi points)

The diviner can see the battlefield clearly in their mind's eye, with the vantage point of a hunting hawk and the precision of a laser. The to and fro of armies and war machines is but the scurrying of ants beneath their omniscient gaze. Reveal up to D6 blips within 8 squares of the Librarian or all blips on one tile anywhere on the board.

Precognition (3 psi points)

Having already witnessed the one true path to victory, the diviner strides across the battlefield like an avenging god of war. Whilst the premonitions run true, they are all but undefeatable, proof against bullet and bolt, blade and bombardment. Pick a friendly model within 12 squares, that model may re-roll failed save rolls and gains an additional 2 CP which can only be used during the opponents turn. These CP can only be used on this model.

PYROMANCY

A pyromancer is a master of fire and flame, a librarian who is able to create searing infernos out of thin air. Pyromancy is one of the most spectacular and destructive forms of psychic ability, and those who face a pyromancer in combat are oft reduced to nought but a pile of charred bones.

Fire Shield (1 psi point)

With a sweep of their arms, the librarian throws up a towering wall of flame to protect their allies. Pick a single empty square within 6 squares and place a fire shield token. This square blocks LOS and any model moving through this square must make a save as if they had been hit with a heavy flamer.

Flame Breath (2 psi points)

A torrent of psychic flames pours forth from the librarian's eyes and mouth, engulfing the target. All models 6 squares in front of the librarian must make a save as if they had been hit with a heavy flamer.

Inferno (3 psi points)

With an impatient gesture, the librarian sets the air itself aflame, creating a whirling pillar of fire to sweep through the ranks of their enemies. Resolve a single Heavy Flamer shot up to 12 squares away, attack also automatically destroys doors and barricades.

TELEPATHY

Telepaths are librarians whose mental expertise lies with contacting and controlling the minds of others. With a single thought, a telepath can blast away his foe's sanity, induce states of numbing terror or possess his victim's thoughts and mould their actions as if they were his own.

Mind Howl (1 psi point)

The librarian triggers a primal fear reaction in the minds of their foes with a howl drawn from the deepest racial memories of their kind, leaving them panicked and confused in the face of their onslaught. Select an enemy model within 6 squares, that model loses any Overwatch or Guard token it may have. Additionally the target model may not use CP actions until the next psychic phase.

Dominate (2 psi points)

The librarian reaches into their foe's mind, trammelling their soul and crushing their will to fight on. Select an enemy model within 8 squares and roll a D6; on a 2+ the player may force a model to immediately make up to 3 AP of movement actions. On a 5+ the player may force a model to immediately make a single shoot or combat action

Hallucination (3 psi points)

Paranoia, confusion and panic are heightened to a debilitating degree as the telepath alters their foes' perceptions. Return an existing model to a blip, shuffle and stack 2 false signal blips with it. All blips immediately make up to 4 AP of movement actions.

TELEKINESIS

Telekines are able to manipulate the material world with the power of their minds, translating sheer mental power into physical force. These librarians can lash their foes with psychic energy, erect invisible force shields to protect themselves and even rend apart the fabric of reality.

Crush (1 psi point)

By reaching out their arm and clenching their fist, the librarian entraps their foe in a choking and crushing mass of force. Gritting their teeth, the Librarian continues the assault until flesh, armour and bone alike are ground to powder. Pick an enemy model which the librarian has line of sight to and roll 2D6; if either result is a 6 the model must pass a save roll or be killed. If any double is rolled the attack has the Graviton weapon rule. This psychic power can be used to target doors or barricades, in which case they are automatically destroyed

Force Barrier (2 psi points)

The librarian creates a psychic barrier. Place the force barrier counter in an empty square with in 12 spaces of the librarian (no line of sight is required). The force barrier remains in play for the rest of the turn, and is then removed in the Mission Status phase. While it is in play no model may enter or trace a line of sight through the square.

Psychic Storm (3 psi points)

The librarian unleashes a psychic attack upon the enemy. The librarian can target a single enemy model or blip with in 6 squares of the librarian, or a board section that has at least one square within range. No line of sight is required. If the power is targeted on a single enemy model or blip then it is destroyed on a roll of 2 + with no save roll possible. If a board section is targeted then roll a dice for each enemy model or blip on the board section: If the result is a 4 or more the target must pass a save roll with a -3 modifier or be destroyed and removed from play. Only Doors and friendly models are not affected by a psychic storm.

DAEMONOLOGY

Daemonology is the study of all things to do with Chaos and the Warp. Librarians can manipulate the interactions between the Immaterium and realspace, allowing them to manifest all manner of destructive powers and amazing feats. However, Daemonology is the most difficult and dangerous of any discipline to master, and many who have tried have perished, been driven insane or else have been irredeemably corrupted by the very power they once sought to use against the forces of Chaos.

SANCTIC DAEMONOLOGY

The practice of Sanctic Daemonology is amongst the most difficult arts a psyker can study, and amongst the most potent. Few have the necessary will to excel in this discipline and many who have attempted to master the discipline have lost their sanity or succumbed to the temptation offered by the darker branch of Daemonology.

Hammerhand (1 psi point)

Focusing the raging power of their mind, the librarian augments the strength of their comrades to the point where they can crush flesh and bone with a single blow. Pick a friendly model within 6 squares, that model rolls an additional dice in Combat with any successful kills resulting in an additional -2 save roll modifier

Sanctuary (2 psi points)

Select a board section within 12 squares. Until the next psychic phase all enemy weapons targeting models on this section, either shooting or combat, lose their save modifiers and weapon special rules they may have. Friendly models may re-roll failed save rolls. Daemons within or entering this section are automatically killed, with no save roll possible.

Gate of Infinity (3 psi points)

The librarian punches a corridor through the roiling lmmaterium, allowing them to cross great distances in the blink of an eye. Select one friendly model within 6 squares, remove that model from the board and immediately return it to the board within 12 Squares of the librarian. That friendly model may only use CP for activation until the next psychic phase.

MALEFIC DAEMONOLOGY

Malefic Daemonology is not viewed as a true psychic discipline by any other than the sons of Lorgar. It is the gravest of sorcery and warpcraft the practice of which can invite the horrific and alien sentiences of the realm of chaos to manifest.

Dark Flame (1 psi point)

The librarian projects a dark ball of psychic flame that immolates their foes' souls as well as their bodies. Select one enemy model within 8 squares and roll 2D6; if either result is 6 that target model must pass a save roll or be killed and removed from play. Additionally the target model may not take any actions that require Command Points.

Summoning (2 psi points)

The librarian sacrifices one of their followers' souls to summon forth one of the Chaos gods' most trusted servants. Place a Lesser Daemon model* within 6 squares of the librarian model on a board section occupied by one or more friendly model. The friendly models on that board section can no longer take any action that would require spending command points.

Sacrifice (3 psi points)

The librarian sacrifices one their own to be possessed by a Daemonic Herald of Chaos, bursting forth from the host's body in an explosion of psychic energy. One friendly model within 12 squares of the librarian is removed from the board and replaced with a Daemonic Herald model*.

*Lesser Daemons or Daemonic Heralds can be selected from; Daemonette of Slaanesh, Plaguebearers of Nurgle, Bloodletters of Khorne, or Pink Horrors of Tzeentch.

POWER ARMOURED ASTARTES

During the later Great Crusade and the Horus Heresy 5 marks of power armour, Mk II - VI saw extensive use among the Legiones Astartes with power armoured Infantry making up the vast bulk of each legion's forces. While offering a fraction of the protection afforded those warriors in terminator armour it was used in vast numbers with each legion able to field tens of thousands of power armoured warriors.

Powered Armour, or Power Armour, is an extraordinarily sophisticated defensive system which combines huge resistance to physical damage with a sensory array and sealed environment which protects its wearer from the ravages of the void and alien atmospheres. Integrated with the armour are networks of electro-motivated fibre bundles which mimic and augment the muscular strength of the wearer. The true genius of the design, however, lies in its close integration with the already superhuman physiology, senses and reflexes of the warrior within.

Powered Armoured models follow all of the rules outlined in the rules section of this book with the following exceptions;
• Models in powered armour may move through a square already occupied by a friendly model in powered armour.
• Models may shoot though an adjacent square which that is occupied by a friendly model in powered armour. This does not apply to shots taken as part of Overwatch.
• All Astartes in powered armour suffer a -2 modifier to their dice rolls in close assaults against models in terminator armour.

Tactical Astartes
The mainstay of the Legiones Astartes during the Great Crusade the tactical astartes are a highly flexible infantry unit. Able to attack or defend at will, assault heavily fortified positions and take and hold strategic objectives or simply slaughter an enemy comprehensively in almost any terrain or situation.

Fury of the Legion
One of the Legion's greatest assets in open battle is the massed, co-ordinated hail of bolter fire its Tactical squads can unleash. Such is the firepower of this storm of explosive shells that enemy infantry formations and even squadrons of light vehicles will be blasted to the four winds in a single thunderous volley of bolt shells. When attacking during Overwatch a tactical astartes may roll an additional number of dice equal to the number of friendly Tactical Astartes models they are adjacent to.

The Blood Angel depicted here in his Mark IV Legiones Astartes power armour the surface of which is adorned with armorial detail added by highly skilled Legion serfs

Assault Astartes
Assault Astartes are rapid attack forces whose wargear is optimised towards close-quarter fighting and hit-and-run tactics. The use of jump packs allows Assault squads to move with great speed across the battlefield and impact the enemy line with savage force, leaping past intervening terrain and open defences to engage their adversaries in bloody melee. The needs of even limited flight systems however preclude the use of heavy weaponry or extensive munitions supplies.

Bolt and Blade
When attacking in Close Assault an Assault Astartes may roll an additional dice if they are armed with a Bolt Pistol, Plasma Pistol or Hand Flamer. Regardless of the type of pistol they are equipped with all attacks are resolved with the close assault weapon they possess.

Breacher Astartes

The most hazardous and desperate spheres of warfare such as boarding actions amid the cold void of space and the forlorn hope of the first wave of attackers into a breached fortress domain can prove lethal beyond endurance, even for the warriors of the Legiones Astartes. Breacher Astartes are equipped with specialised arms and armour designed to enable them to act as a vanguard in such missions, including heavy ablative shields to resist enemy fire and specialized breaching charges and lascutters to bypass bulkheads and shatter strongpoints.

Void Hardened Armour

This form of upgraded Astartes power armour is most commonly utilised Breacher Astartes allowing them to fight in a void environment or in other situations where extremes of radiation, gas or fire may prove too much for even un-augmented power armour. This model gains +2 to save rolls against weapons with the Area Effect rule.

Support Astartes

Support Astartes replace the utilitarian bolter of their comrades with more specialised weapons, enabling them to cope with particular battlefield threats or enemies. The most common armaments used are flamers which are ideal for urban warfare, bunker and trench clearance, as well as eradicating xenos life forms from an area. Rapid-firing rotor cannon are used against large numbers of lightly armed foes, and where available, melta, plasma and volkite weapons against the most heavily armoured enemies.

Heavy Support Marines

Heavy Support Astartes provide the Legions' infantry with mobile, Space Marine-portable firepower sufficient to bring down hordes of enemy troops or smash armoured vehicles apart in withering hails of weapons fire. Although tanks and field artillery outrange and outgun heavy support squads in most cases these marines can go where a battle tank or Dreadnought cannot.

Encumbered

Even with suspensors Heavy Support Astartes move as a slower pace than their brothers due to the awkwardness of their weaponry in confined spaces. Heavy Support Astartes follow the same movement actions and costs as if they had Indomitus Terminator armour (see page 5).

Power Armoured Characters

All of the Characters in the book, pages 25 - 31 may be taken with power armour instead of terminator armour. Such characters follow the rules outlined above and use the Actions and associated costs under the powered armour column on the action points table, page 5 .

Centurion
Emperor's Children Legion

This Death Guard Legionary epitomises his Legion's panoply and appearance during the opening period of the Heresy. Note: Maintenance of superficial armour damage sustained on active service as a badge of honour. Modified Mk III 'Iron' Pattern armour with enhanced life support systems.

WARGEAR OF THE LEGIONS

The arsenal available to those Astartes outside of the elite Terminator cadres and chapters is no less deadly, and in many cases more destructive, each of which is described in this Appendix. Unless otherwise noted these weapons are only available to Astartes in Powered Armour. Once again, don't feel you need to learn the rules for all of the weapons in the game - just look them up as and when they are required.

RANGED WEAPONS

AUTOCANNON

Due to their high rate of fire and sufficient killing power, autocannons are effective against large infantry formations and light armoured vehicles. It costs 2 APs to take a shoot action with an autocannon; this cannot be combined with any other action. When firing in this way, there is no maximum range. To resolve the effects of the shooting roll 2 dice. If any dice scores a 5 or 6 the target must pass a save roll with a -2 modifier or be destroyed and removed from play. This weapon has the **Overwatch**, **Sustained Fire**, **Jam** rules.

BOLTGUN

The standard weapon of the Legiones Astartes the boltgun fires a self-propelled explosive 'bolt' which explodes with devastating effect once it has penetrated its target, effectively blowing it apart from the inside. It costs 1 AP to fire a boltgun and there is no maximum range. Roll 1 dice to resolve the effects of the shooting action. If the result is a 6 the target must pass an unmodified save roll or be destroyed and removed from play. This weapon has the **Overwatch** and **Sustained Fire** rules. This weapon can be used in a Move and Shoot action.

Phaestos Pattern Flamer
Imperial Fists Legion

BOLT PISTOL

The bolt pistol is a smaller handheld version of the venerable boltgun. It costs 1 AP to shoot a bolt pistol, when shooting select an enemy model within 6 spaces. Roll 1 dice to resolve the effects of the shooting action. If the result is a 6 the target must pass an unmodified save roll or be destroyed and removed from play. This weapon has the **Sustained Fire** rule. This weapon can be used in a Move and Shoot action.


Phaestos Pattern Flamer
Salamanders Legion

FLAMER

A flamer can incinerate a swathe of enemies, and continues to burn for a time after firing. It costs 2 APs to take a shoot action with a flamer. This cannot be combined with any other action. A flamer can target any visible enemy model or empty square up to 12 spaces away, even if the enemy model or empty square is in a section occupied by a friendly model. Roll a dice for each model or blip in the section, if the dice scores a 4 or higher the target must pass an unmodified save roll or be destroyed. This weapon has the **Area Effect**, **Persistent Effect** and **Limited Ammunition (6 Shots)** rules.

FLAMER DETONATION

If the Space Marine armed with a flamer is destroyed before they have fired 3 or more times the player must roll a dice for each model on the same board section as the flamer; any model is required to pass an unmodified save roll or be destroyed.

GRAVITON GUN

The graviton gun was originally developed for using on low gravity environments for peaceful purposes. The weapon fires a stream of particles which affects the local gravitational field of a target area, making the targeted object either far heavier or lighter depending on the weapon's setting. It costs 2 APs to take a shoot action with a graviton gun. This cannot be combined with any other action and may target an enemy model within 8 spaces. Roll 1 dice to resolve the effects of the shooting action. If the result is a 3 or more the target must pass a save roll with a -2 modifier or be destroyed and removed from play. This model has the **Graviton** and **Limited Ammunition (6 Shots)** rule.
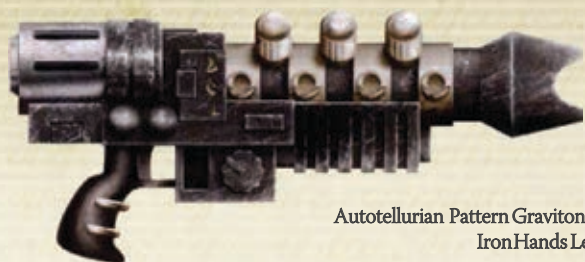
Autotellurian Pattern Graviton Gun
Iron Hands Legion

HAND FLAMER

Also called a "burner", the hand flamer is a more compact pistol version for a flamer requiring only one hand. It costs 2 AP to take a shoot action with a hand flamer, targeting any visible enemy model or empty square up to 4 spaces away. Pick 3 squares in a straight line, all must be within 4 squares, and roll a dice for each model or blip within those squares, if the dice scores a 4 or higher the target must pass an unmodified save roll or be destroyed. This weapon has the **Persistent Effect** and **Limited Ammunition (3 Shots)**.

HEAVY BOLTER

The heavy bolter is an enormous version of the boltgun. Of much larger size and weight, the heavy bolter fires powerful armour-piercing fist-sized bolts at the enemy with a staggering rate of fire. It costs 2 AP to take a shoot action with a heavy bolter; this cannot be combined with any other action. When firing in this way, there is no maximum range. To resolve the effects of the shooting roll 4 dice. If any dice scores a 6 the target must pass a save roll with a -1 modifier or be destroyed and removed from play. This weapon has the **Overwatch**, **Sustained Fire**, **Jam**, and **Limited Ammunition (10 shots)** rules.

LASCANNON

The lascannon is a formidable laser weapon, capable of piercing most vehicle armour and killing powerful and heavily armoured troops. It costs 2 APs to take a shoot action with a lascannon. This cannot be combined with any other action. When firing in this way, there is no maximum range. Roll 2 dice to resolve the effects of the shooting action. If any dice scores 4 or more or more the target must pass a save roll with a -4 modifier or be destroyed and removed from play. This weapon has the **Limited Ammunition (4 shots)** rule.

Sol Militaris Pattern Lascannon
Iron Warriors Legion

LASCUTTER

Originally industrial tools used for cutting through armoured bulkheads and dense ores, these weapons make use of disruption field-assisted short range laser arcs. It costs 2 APs to take a shoot or close assault action with a lascutter. When shooting with a lascutter select an enemy model, door, or object within 6 spaces. Roll 1 dice to resolve the effects of the shooting action. If the result is a 6 or more the target must pass a save roll with a -4 modifier or be destroyed and removed from play. This weapon has the **Sustained Fire** and **Rend** rule.

MELTAGUN

Meltaguns are effective anti-armour weapons, used by the Legiones Astartes for close range assault and anti-tank roles. They are most effective at close-range, capable of reducing nearly any material to molten slag through super-heated blasts. It costs 2 APs to take a shoot action with a meltagun. When shooting with a meltagun select an enemy model, door, or object within 8 spaces. Roll 1 dice to resolve the effects of the shooting action. If the result is a 3 or more the target must pass a save roll with a -3 modifier or be destroyed and removed from play. This weapon has the **Limited Ammunition (6 Shots)** rule.

MISSILE LAUNCHER

Rules as per the Cyclone Missile Launcher, page 18.

Proteus Pattern Missile Launcher
Alpha Legion

MULTI-MELTA

The multi-melta is a vicious and effective Imperial anti-tank weapon, with longer range than its man-portable counterpart but still shorter than other heavy weapons. It costs 2 APs to take a shoot action with a multi-melta. This cannot be combined with any other action. When shooting with this weapon select an enemy model, door, or object within 12 spaces. Roll 2 dice to resolve the effects of the shooting action. If any dice scores 3 or more the target must pass a save roll with a -5 modifier or be destroyed and removed from play. This weapon has the **Limited Ammunition (6 shots)** rule.

PLASMA GUN

The weapon fires a highly energised ball of hydrogen-based plasma held by powerful magnetic containment fields. It costs 2 APs to take a shoot action with a plasma gun, when shooting with this weapon select an enemy model within 12 spaces. Roll 2 dice to resolve the effects of the shooting action. If any dice scores 4 or more the target must pass a save roll with a -1 modifier or be destroyed and removed from play. This weapon has the **Overheat** and **Limited Ammunition (6 Shots)** rule.
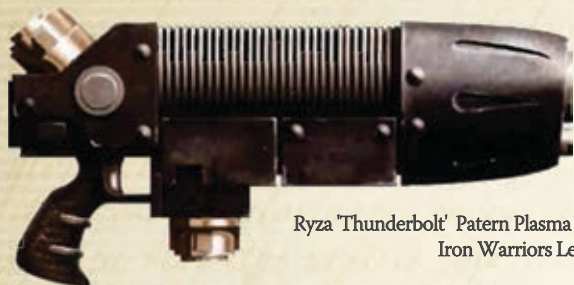
Ryza 'Thunderbolt' Patern Plasma Gun
Iron Warriors Legion

PLASMA CANNON

The plasma cannon has a similar effect to the plasma gun, except this weapon does damage over a much larger area. Several individuals can be caught in one blast, making the plasma cannon a potent weapon it costs 2 AP to fire a plasma cannon. Select an enemy model, there is no maximum range. Roll 2 dice for that target and 1 dice for each model on the same board section to resolve the effects of the shooting action. If the result is a 3 or more the target must pass a save roll with a -2 modifier or be destroyed and removed from play. This weapon has the **Area Effect**, **Overheat**, and **Limited Ammunition (6 Shots)** rules.

PLASMA PISTOL

The plasma pistol is a smaller, though no less deadly, version of the plasma gun. It costs 2 AP to make a shooting action with this weapon, targeting an enemy model within 6 spaces. Roll 2 dice to resolve the effects of the shooting action. If the result is a 4 or more the target must pass a save roll with a -1 modifier or be destroyed and removed from play. This weapon has the **Overheat** rule.

ROTOR CANNON

Rotor cannons are multi-barrelled stubbers that use electric motors to maintain an extraordinary rate of fire from their spinning barrels. It costs 2 AP to fire a rotor cannon. When firing in this way, there is no maximum range. To resolve the effects of the shooting roll 3 dice. If any dice scores a 6 the target must pass an unmodified save roll or be destroyed and removed from play. This weapon has the **Overwatch**, **Sustained Fire**, **Jam**, and **Limited Ammunition (10 shots)** rules.
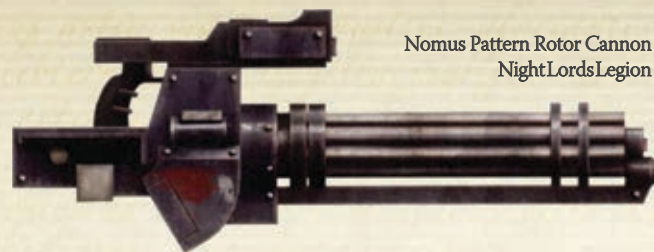
Nomus Pattern Rotor Cannon
Night Lords Legion

VOLKITE CALIVER

A rifle volkite variant with a devastating effect on flesh and bone, the volkite caliver was often employed by mobile Support Astartes, utilising firepower superior to that of the more common bolter. It costs 1 AP to shoot this weapon, select an enemy model within 12 spaces. Roll 2 dice to resolve the effects of the shooting action. If any dice scores 6 or more the target must pass an unmodified save roll or be destroyed and removed from play. This weapon has the **Deflagrate** rule.
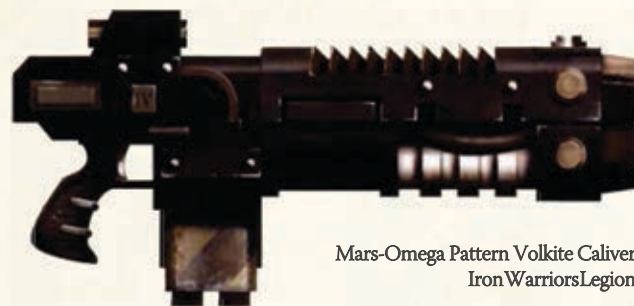
Mars-Omega Pattern Volkite Caliver
Iron Warriors Legion

VOLKITE CULVERIN

The most potent man-portable volkite weapon in the Imperium's arsenal, its beam has a devastating effect on organic matter, explosively burning flesh into ash and jetting fire. It costs 2 AP to fire a volkite culverin. When firing in this way, there is no maximum range. Roll 4 dice to resolve the effects of the shooting action. If any dice scores 5 or more the target must pass a save roll with a -1 modifier or be destroyed and removed from play. This weapon has the **Deflagrate**, and **Limited Ammunition (10 shots)**, and **Overwatch** rules, though when shooting in Overwatch the player rolls 2 dice instead of 4.

CLOSE ASSAULT WEAPONS

BOARDING SHIELD

A bulkier version of the standard combat shield, the boarding shields are the wargear of choice for the Legiones Astartes Breacher squads when needing to breach enemy ships and perform siege assaults. This model gains +2 to save rolls against weapons with the Overwatch rule when that attack originates from their front facing. Additionally this model may force an enemy model to re-roll one dice during a close assault when that attack originates from their front facing.

Thunder Edge Pattern Chainsword
Word Bearer Legion

CHAINSWORD

Chainswords are single handed melee weapons designed to slice through enemies, their motorized teeth grinding flesh, bone and armour to pulp. A model with a chainsword rolls one dice in close assault. If successful in combat an enemy model must make a save roll with a -1 modifier or be destroyed.

COMBAT SHIELD

A lighter, more manoeuvrable version of a storm shield a combat shield utilises similar technology to that used by power weapons, to produce a field of energy around the face of the shield. It is used by the Assault squads of the legiones astartes due to its flexibility and arm mount leaving the hand free to use other weaponry. A model with a combat shield may force an enemy model to re-roll one dice during a close assault when that attack originates from their front facing.

Ranged Weapons	AP	Range	Dice	Kill	Save	Notes
Autocannon	2	Unlimited*	2D6	5+	-2	Overwatch, Sustained Fire, Jam
Boltgun	1	Unlimited*	1D6	6+	-	Overwatch, Sustained Fire
Bolt Pistol	1	6	1D6	6+	-	Sustained Fire
Flamer	2	12	1D6	4+	-	Area Effect, Persistent Effect, Limited Ammo (6)
Graviton Gun	2	8	1D6	3+	-2	Graviton
Hand Flamer	2	4	1D6	3+	-	Persistent Effect, Limited Ammo (6) Overwatch,
Heavy Bolter	2	Unlimited*	4D6	6+	-1	Sustained Fire, Jam, Lt'd Ammo (10) Limited
Lascannon	2	Unlimited	2D6	4+	-4	Ammo (4), Penetrate
Lascutter	2	6	1D6	6+	-4	Rend, Sustained Fire
Meltagun	2	8	1D6	3+	-3	Limited Ammo (6)
Multi-Melta	2	12	3D6	3+	-5	Limited Ammo (6)
Plasma Gun	2	12	2D6	4+	-1	Overheat, Limited Ammo (6)
Plasma Cannon	2	Unlimited	2D6	4+	-2	Area Effect, Overheat, Limited Ammo (6 Shots)
Plasma Pistol	2	6	1D6	4+	-1	Overheat, Limited Ammo (6)
Rotor Cannon	2	Unlimited*	3D6	6+	-	Overwatch, Sustained Fire, Jam, Lt'd Ammo (10)
Volkite Caliver	1	12	2D6	6+	-	Deflagrate
Volkite Culverin	2	Unlimited*	4D6	5+	-1	Deflagrate, Limited Ammo (10), Overwatch**

*Range is 12 when on Overwatch
**Roll 2D6 when shooting in Overwatch

Assault Weapons	AP	Dice	Save	Notes
Chainsword	1	1D6	-1	-
Lascutter	2	1D6	-4	Rend

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HORUS HERESY FORCE LISTS

A more complete list of Terminator forces associated with the Legiones Astartes will be available in the Space Hulk Legions sourcebook, which will include the full Terminator lists and all the Legion specific terminator models. Until that book is available use the force lists below to create your forces.

Using the Terminator Force List
1. Agree a points total with your opponent
2. Construct your forces based on the lists below. Unless otherwise specified;
 - 1 in 5 models can be a sergeant
 - 1 in 5 models can be equipped with a Heavy Weapon
 - 1 Character model can be included for 5 models of any other type

Using the Powered Armour Force List
1. Agree a points total with your opponent
2. Construct your forces based on the lists below. Unless otherwise specified;
 - 1 in 10 models can be a sergeant
 - 1 in 5 models can be equipped with a Heavy Weapon
 - 1 Character model can be included for 10 models of any other type

TERMINATOR FORCE LIST

Model	Weapon 1	Weapon 2	Cost
Terminator	Combi-Bolter	Power Fist/Weapon	2
Terminator	Combi-Weapon	Power Fist/Weapon	3
Terminator	Volkite Charger	Power Fist/Weapon	3
Terminator	Heavy Weapon	Power Fist/Weapon	6
Terminator	Pair of Lightning Claws Thunder		2
Terminator	Hammer & Storm Shield		2

Weapon Options	
Replace a Powerfist/Power Weapon with a Chainfist	+1
Replace a Combi-Bolter with a Combi-Weapon	+1
Upgrade 1 model per 5 to a Sergeant	+2
Replace a Sergeant's Combi-Bolter with a Plasma Blaster	+2
Equip a Sergeant with a Grenade Harness	+2
Weapon Reload	+3

Character	Weapon 1	Weapon 2	Cost
Centurion	Combi-Bolter	Powerfist/Weapon	7
Praetor	Combi-Bolter	Powerfist/Weapon	11
Champion	Combi-Bolter or Assault weapon	Any Assault Weapon	10
Chaplain	Combi-Bolter	Power Maul	10
Primus Medicae	Needle Pistol	Narthecium	8
Forge Lord	Combi-Weapon*	Power Axe	12
Librarian Consul	Combi-Bolter	Force Weapon	10

Weapon Options	
Replace a Powerfist/Weapon with a Chainfist	+1
Replace a Combi-Bolter with a Combi-Weapon	+1
Replace all weapons with a pair of Lightning Claws or Thunder Hammer and Storm Shield	Free
Equip any character with a Grenade Harness	+2

A Forge Lord must also choose either a Conversion Beamer or Servo-arm

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POWERED ARMOUR FORCE LIST

Model	Weapon 1	Weapon 2	Cost
Tactical Astartes	Boltgun	Chainsword	1
Assault Astartes	Bolt Pistol	Chainsword	1
Breacher Astartes	Boltgun	Chainsword	2
Support Astartes	Flamer	Chainsword	2
Heavy Support Astartes	Heavy Bolter	Chainsword	3

Weapons Options

Upgrade 1 model per 10 to a Sergeant	+2
Replace a Sergeant's Chainsword with a Powerfist, Power Weapon, or Thunder Hammer	+1
Replace a Sergeant's ranged weapon with a Combi-Weapon	Free
Equip a Model with 2 Grenades (any type)	+1
Equip any Assault Astartes with Combat Shield	+1
1 Assault Astartes per 5 may replace their bolt pistol with a Plasma Pistol, or Hand Flamer	+1
1 Breacher Astartes per 5 may replace their Boltgun with a Flamer, Lascutter, Meltagun, Graviton Gun, or Volkite Charger	Free
Any Support Astartes may replace their Flamer with a Meltagun, Plasma Gun, Volkite Charger, Volkite Claiver, or Rotor Cannon	Free
Any Heavy Support Astartes may replace their Heavy Boltgun with a; - Autocannon, Heavy Flamer, or Missile Launcher - Lascannon, Multi-melta, Plasma Cannon, Volkite Culverin	+1 +2
Weapon Reload	+3
Characters in Powered Armour (as per terminator list)	-2

Missions and Maps

A dedicated Mission set for Space Hulk Horus Heresy will be released in the future but until that time players will need to build their own maps or modify existing mission to suit the needs of Astartes vs Astartes games.

In line with the existing advice given by GW in their 4ed supplements, it is recommended that one player builds the map and the other picks their deployment zones.

As an example, 2 maps were used for playtesting. Both taken from Space Hulk 4ed .

Mission 3, Rescue
One player selects deployment Zone A, the other B.
A player wins when they have the only models in all three room sections.

Mission 4, Cleanse and Burn
Players deploy up to 5 squares from either end of the map.
Take a 1 and a 3 blip and randomly place them in the red and green rooms in the centre of the board.
A model may investigate the blip for 1 AP. If the blip is a 3 then place the C.A.T. model.
A player wins by moving the C.A.T. back to their deployment zone.

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LESSER DAEMONS

The Lesser Daemons of Chaos are the most numerous entities of the Warp. The legions and servants of the Dark Gods are countless and diverse. These are the warriors, the guard beasts, the messengers and the tallymen of Chaos - the teeming masses of Daemonkind that exist solely to serve their creator's dreams and whims.

Lesser Daemons are slaves to the will of their master, little more than extensions of the mind and will of the Chaos God they serve, created and discarded without effort or thought.

Though nothing more than lowly minions in the Realm of Chaos, such Daemons are nevertheless potent entities in the material universe. Their otherworldly nature grants them speed, strength and resilience beyond that of mortals.

Bloodletters of Khorne

Bloodletters are Khorne's most numerous warriors, the mainstay of his daemonic legions. Their horrific appearance is an assault upon mortal sensibilities. Their skin is the colour of hot blood, and their angry eyes resemble burning coals. Bloodletters are possessed of an inhuman strength; they can rip a mortal apart with cold-blooded ease, and in battle their long, jagged Hellblades glow with the heinous energies of the Warp. A Bloodletter model has the **Daemonic** and **Rage of Khorne** abilities and is armed with a **Hellblade**.

Daemonettes of Slaanesh

Daemonettes are the warriors and messengers of Slaanesh, sent to tear down everything he finds repugnant, unsubtle and crude, and replace them with artistic views of destruction. These hermaphroditic daemonic creatures are at once impossibly twisted and shamefully intriguing, nearly impossible for mortals to turn away from. Their lithe bodies and entreating voices lure wayward souls to lower defences and open up to ravenous, violent consumption from the jaws and jagged claws of the Ladies of Slaanesh. A Daemonette model has the **Daemonic** and **Hypnotic Presence** abilities and is armed with **Daemonette Claws**.

The Horrors of Tzeentch

To describe a daemonic Horror is all but impossible, for they are pure Chaos unbound, given capering and energetic form by the will of Tzeentch. They do not have static material bodies, sometimes taking on a discernible form, at others blurring into a frantic mass of colour as they dash and scramble across the battlefield. A Pink Horror has the **Daemonic** and **Duplicating Rebirth** abilities and is armed with **Coruscating Flames**

Pink Horror of Tzeentch

When killed, a Pink Horror rapidly decomposes into an ectoplasmic blob of gyrating magic. With a characteristic whoop of satisfaction, this residue swiftly alters colour and divides into two Blue Horrors. These are diminutive replicas of their parent Daemon, though they are sullen and malicious, like evil-tempered children. Blue horrors has the **Daemonic** ability are armed with **Fizzing Flames.**

Plaguebearers of Nurgle

These Lesser Daemons of the Lord of Decay are shambling, pestilent creatures. Plaguebearers have gangling, bony limbs, their bodies swollen with decay, so much so that glistening innards are exposed through rents in their skin. They possess a single, cyclopean eye and a single horn rising above their haggard, drawn faces, their bodies covered in filth and parasites. Despite the Plaguebearer's unusual appearance, they are supernaturally resilient to harm, the gifts of their master having inured them to all pain. A Plaguebearer model has the **Daemonic** and **Cloud of Flies** abilities and is armed with a **Plaguesword**.

Daemonic Heralds

Daemonic Heralds are exalted Lesser Daemons who have gained the favour of their Gods, often summoned to lead their Gods forces into battle. These models are treated as a Lesser Daemon but gain the **Daemonic Commander** and **Cursed Presence** abilities.

DAEMONIC WEAPONS

Coruscating Flames

The weapons of the Horrors of Tzeentch are the raw energies of the Warp that flows in the creature's veins. With a cackled word or gibbered phrase, the Pink Horror throws balls of multicoloured flame at the enemy. A model with Coruscating Flames selects an enemy model within 12 spaces and roll 2 dice; if the result is equal to or greater than the distance between the models then the target must pass an unmodified save roll or be destroyed and removed from play. If the result totals 9 then this weapon has the area effect rule, further rolls of 9 for models within the board section have no effect.

Daemonette Claws

The arms of a Daemonette end in sensually curved chitinous claws. These vicious appendages are frequently gilded or clad in silks and leathers. A model with Daemonette claws fighting a close assault to their front rolls two dice in close assault, and adds 1 to the result of the highest dice. When on guard the model rolls three dice. If successful in combat an enemy model must make a save roll with a -1 modifier.

Fizzing Flames

While one of the least potent forms of Warpfire these flames are still wild warp power the effects of which are as unpredictable as they are deadly. A model with

Fizzing Flames selects an enemy model within 6 spaces and roll 2 dice; if the result a double then the target must pass an unmodified save roll or be destroyed and removed from play.

Hellblade

Etched with burning runes of slaughter, and screaming with the power of the daemon bound inside it Hellblades are carried by the core of Khorne's daemonic soldiery. These jagged iron swords glow with the red-hot Warp energies of Khorne's domain in the Realm of Chaos, each of these weapons is formed from its wielder's own essence, though some legends claim that the soul of another angry daemon forms the core of the Hellblade. A model with a Hellblade rolls two dice in close combat. This weapon has the Cleave rule

Plaguesword

Although corroded and battered, Plagueswords drip with a coating of loathsome slime whose touch brings disease and death. As Grandfather Nurgle enjoys each of the wide variety of splendid aliments at his command, there is no telling exactly what might be contracted from a scratch suffered from a Plaguesword. Victims not slain outright have been known to come down with all manner of gruesome and deadly maladies. A model with a Plaguesword rolls two dice in close combat. This weapon has the Graviton rule

Plaguebearer of Nurgle

Daemonette of Slaanesh

Bloodletter of Khorne

DAEMONIC ABILITIES

Daemonic
All Daemonic models have 4 action points per turn and are treated as Genestealers for available actions and their cost.

Additionally Daemonic models take save rolls as normal and must achieve a roll of 8 or more to pass. These save rolls can only be modified by Force Weapons and Psychic Powers.

Daemonic Commander
A model with this ability provides +2 command points per turn which can only be used on Daemonic models. Additionally this model adds +1 to shooting and close assault dice.

Daemonic Instrument/Icon
Any Daemonic model within 6 squares of a daemonic instrument or icon may re-roll their first failed Save roll per turn. Saves failed due to Force Weapons of Psychic Powers may not be re-rolled.

Cloud of Flies
When targeting Plaguebearers and Heralds of Nurgle with a shooting attack the range always counts as 2 squares greater than it is. Additionally any save the model is required to make gains a +1 modifier

Cursed Presence
Daemonic models within 6 squares of a model with this ability gain a +1 modifier to their save rolls and an additional +1 AP per turn.

Duplicating Rebirth
When a Pink Horror is killed they are replaced with two Blue Horrors. One Blue Horror must be placed on the square occupied by the Pink Horror and the other is placed in an adjacent square.

Rage of Khorne
Bloodletters can re-roll attack rolls of 1 in close assault and may, following a successful kill in close assault, they may immediately move up to 2 squares and make another close assault attack for free.

Hypnotic Presence
Ranged attacks against Daemonettes do not benefit from the Sustained Fire special rule. While within the same board section as a model with this ability enemy models cannot take any action that would require spending command points.

DEAMON FORCE LIST

Model	Weapon Hellblade	Cost
Bloodletter	Daemonette Claws	1
Daemonette	Coruscating Flames	1
Pink Horror	Plaguesword	1
Plaguebearer		1

Model Options	
1 in 8 models can be a Daemonic Herald	+4
1 in 8 models may have a Daemonic Instrument/Icon	+3

PLAYING EXISTING MISSIONS

This mod was designed off the back of the missions and troops found within the 3rd/4th editions of Space Hulk. The Force lists here can be used to play those missions and the information below will allow you to recreate these iconic missions within the Horus Heresy.

CHARACTERS

When using forces and characters from this book the following is suggested for the characters incuded within those existing missions

Librarian

Space Marines: Librarian in Terminator Armour or a Librarian in Power Armour,
Daemons: Daemonic Herald of Tzeentch with powers from the Malefic Daemonology psychic discipline and 27 Psychic Points

Broodlord

Space Marines: Any Astartes character in Terminator or Power Armour.
Daemons: Daemonic Heralds of Khorne with the Broodlord's Hard to Kill and Mighty Blow rules OR a Daemonic Herald of Nurgle, Slaanesh, or Tzeentch with The Hard to Kill rule and all powers from the Malefic Daemonology psychic discipline and 27 Psychic Points

FORCE SIZE

When playing the Missions below use the force points size as a guide when constructing a suitable force from the lists in this book

Mission		Force Size
I	Suicide	16 Pts
II	Exterminate	17 Pts
III	Rescue	33 Pts
IV	Cleanse & Burn	33 Pts
V	Decoy	33 Pts
VI	Alarm Call*	29 Pts
VII	The Artefact*	29 Pts
VIII	Escape Route*	23 Pts
IX	Regroup*	38 Pts
X	Defend	31 Pts
XI	Unknown Lifeforms**	29 Pts
XII	Pitfall**	23 Pts

* Includes a Librarian
** Includes Librarian and Broodlord

USING GENESTEALER BLIPS

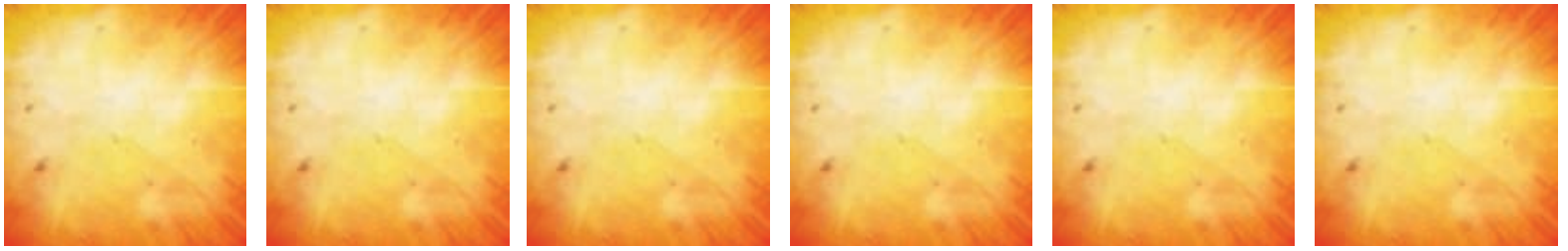|	POWER ARMOUR*	TERMINATOR*	DAEMONS
1	Any 1 Assault, Breacher or Tactical Astartes	Sensor Echo. No Models Placed	Any 1 Lesser Daemon
2	1 Assault, Breacher or Tactical Astartes AND 1 Sergeant, Support or Heavy Support Astartes.	1 Sergeant OR 1 Heavy Weapon	Any 1 Deamonic Herald
3	Any 3 Assault, Breacher or Tactical Astartes	Any Terminator costed at 2pts	Any 3 Lesser Daemons

* These space marines do not have access to CP.

COUNTERS AND BLIPS

HAND FLAMER / FIRESHIELD / DARKFIRE EFFECTS

COMMANDER CP

PRAETOR 1 CP

PRAETOR 1 CP

CENTURION 1 CP

NO CP EFFECT

NO CP — NO CP — NO CP — NO CP — NO CP — NO CP

PSI POWER EFFECTS

ENDURANCE — ENFEEBLE — MIND HOWL — WARP SPEED

ENDURANCE — ENFEEBLE — MIND HOWL — WARP SPEED

ENDURANCE — ENFEEBLE — MIND HOWL — MIND HOWL
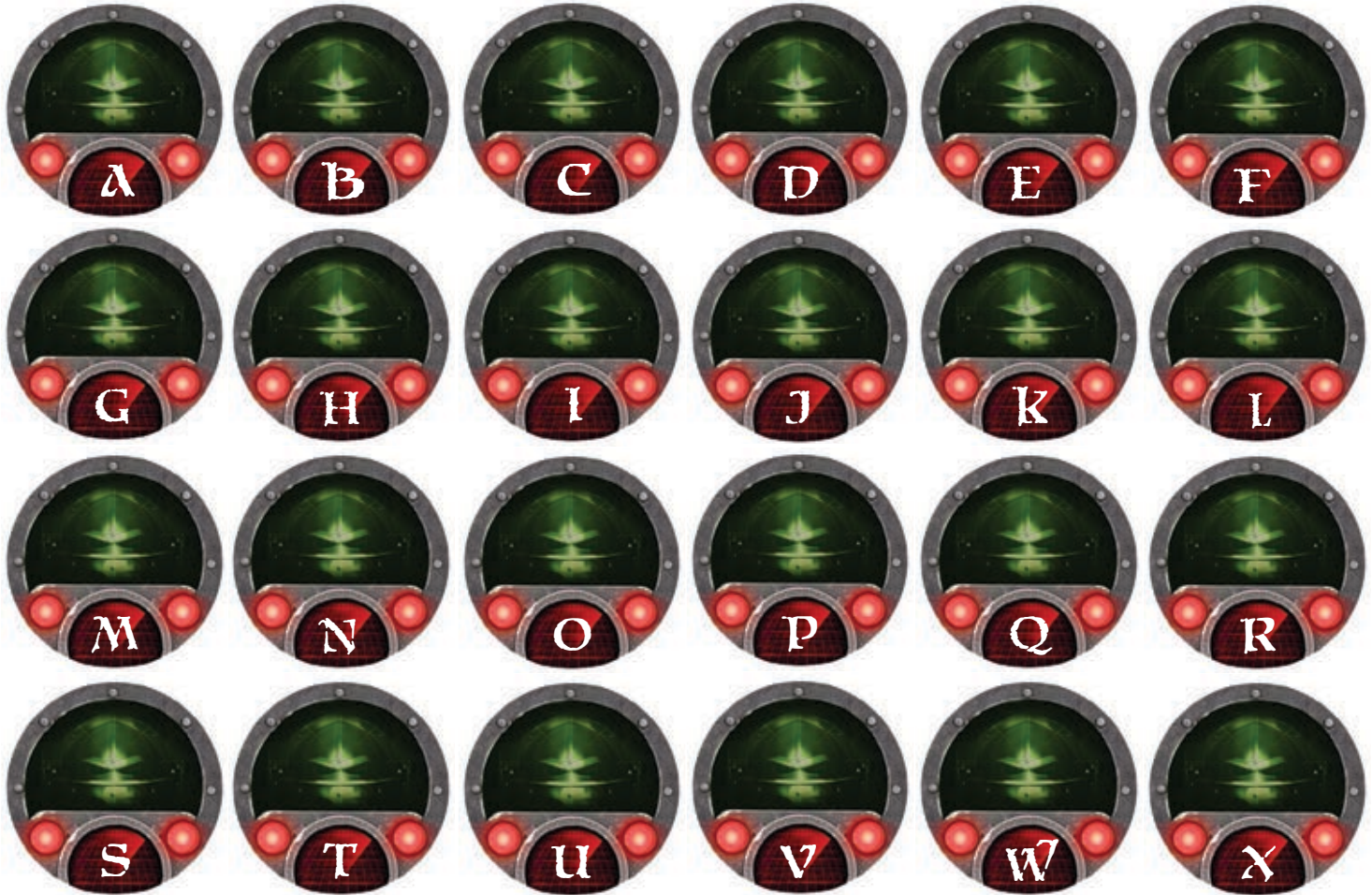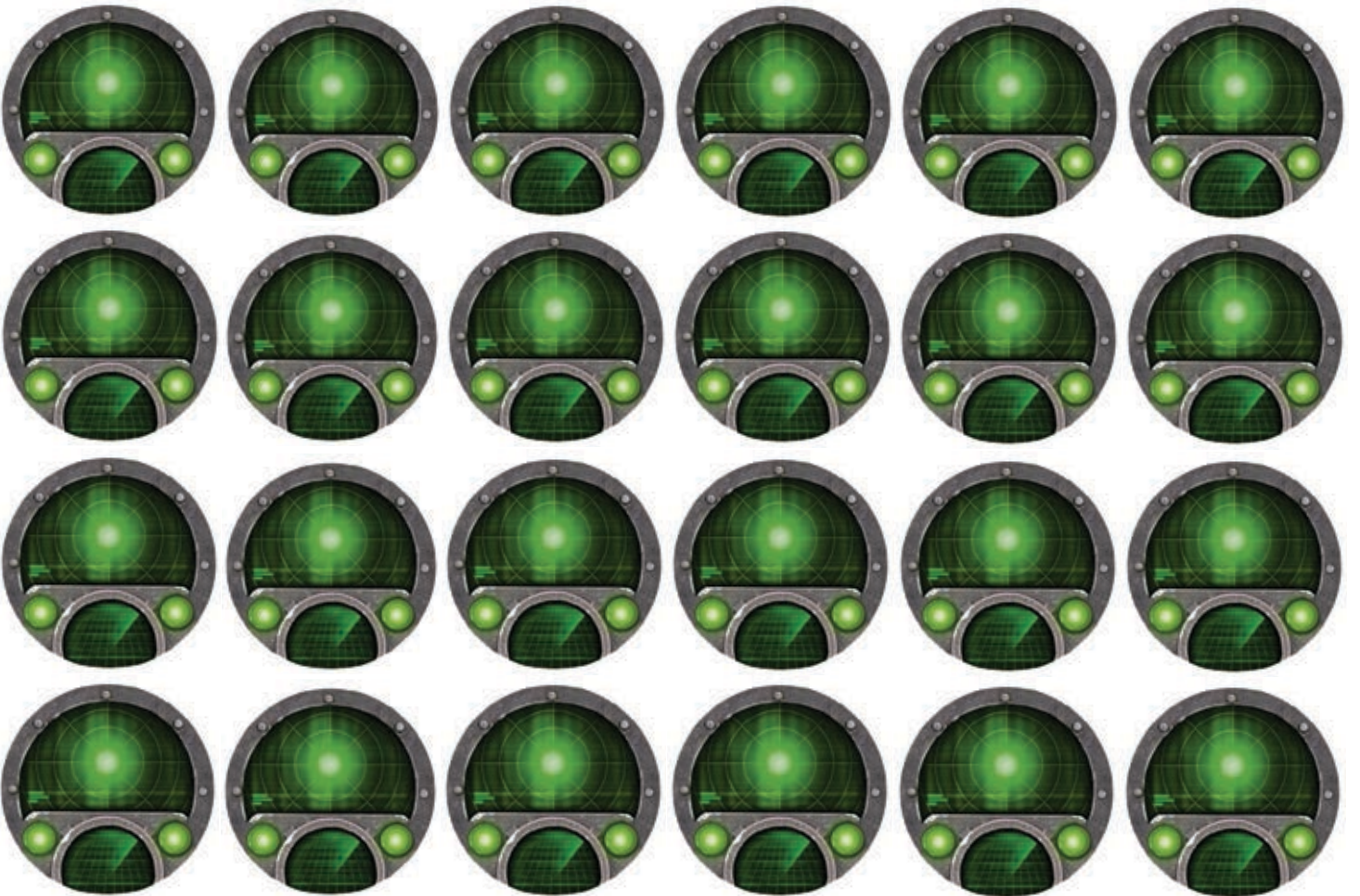
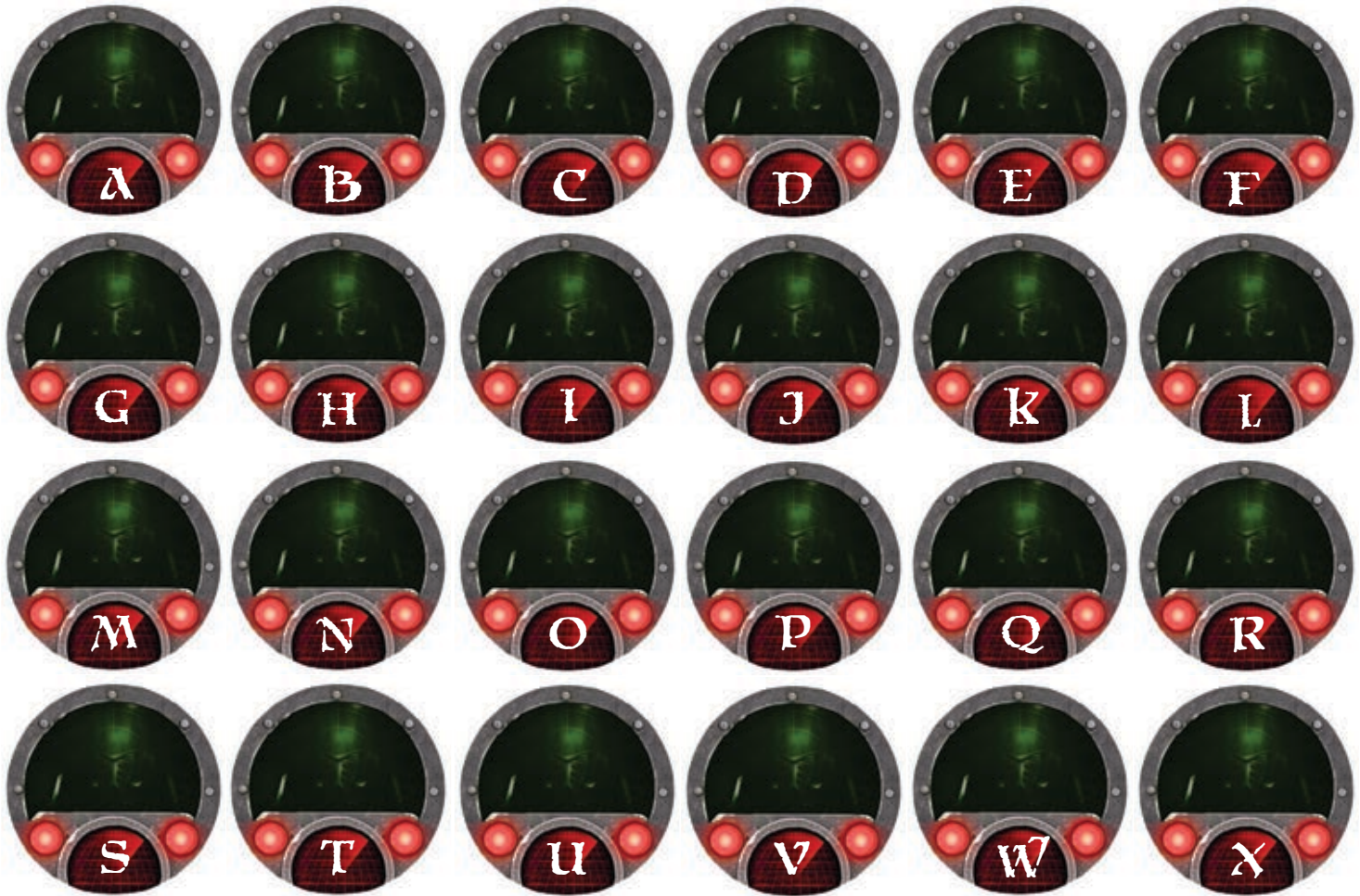**GRAVITON EFFECT**

SENSOR ECHO BLIPS

SANCTUARY

BLIND GRENADES

TERMINATOR BLIPS
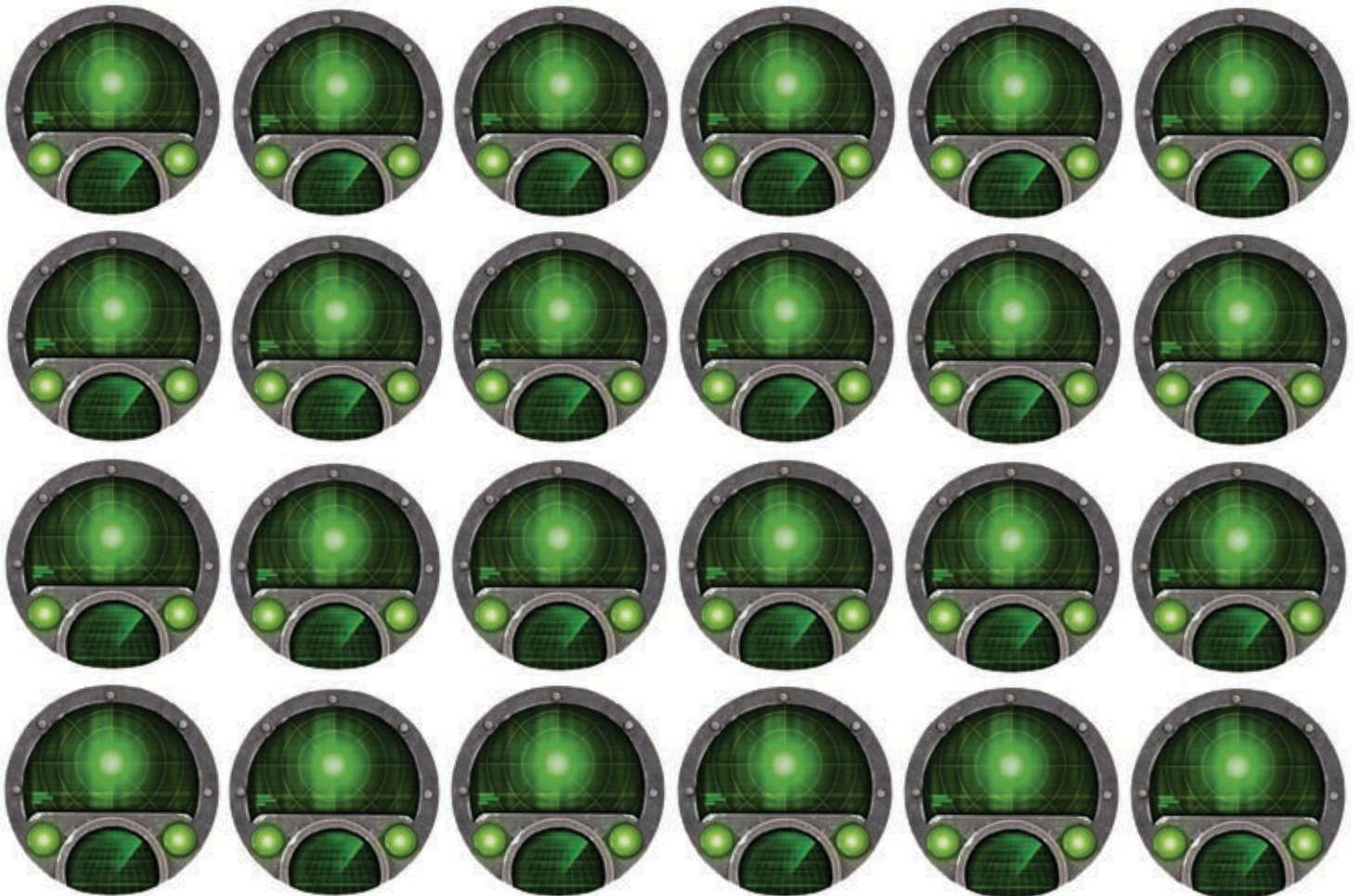
POWERED ARMOUR BLIPS

DAEMON BLIPS

SPACE HULK HORUS HERESY ROSTER

Player _____

Force _____

Blip   **Model**   **Ammo**

A

B

C

D

E

F

G

H

I

J

K

L

M

N

O

P

Q

R

S

T

U

V

W

X