

WARHAMMER
40,000

KILL TEAM



AGE OF DARKNESS
UNOFFICIAL MOD

KILL TEAM



AGE OF DARKNESS



THIS IS NOT AN OFFICIAL GAMES WORKSHOP PRODUCT

YOU NEED A COPY OF THE **KILL TEAM CORE BOOK** AND THE **COMPENDIUM** TO
USE THIS SUPPLEMENT

Dedication

This work is dedicated to the Kill Team and Horus Heresy communities that not only inspired the first version of the Age of Darkness mod but who continually encourage and cagoule me into keeping this going. In particular I would like to shout out the Kill Team Age of Darkness facebook group who have had a great influence on this mod in terms of telling me when I've gone off the rails... Thanks all, you rule.

I would also like to express my appreciation for anyone who does rules development or layout/ graphic design at Games Workshop. I have learned firsthand how refined your skills need to be and I am blown away by you.

DB

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

Sources

This is not an original work. Almost all of the words and imagery used were taken from the following sources:

- Forge World (www.forgeworld.co.uk): Horus Heresy Black Books 1-9 were the primary source for background text, images, and troop information, Horus Heresy Red Books detailed the options for models and the basis for weapon profiles.
 - Black Library (www.blacklibrary.com): Horus Heresy Novels provided the context for the background and use of novel cover images, Viva Neil!
 - Games Workshop (www.games-workshop.com): Kill Team for the layout, typographic elements and rules-set, Codex Space Wolves, Blood Angels, Dark Angels, Space Marines gave inspiration for tactics
 - o References: I make occasional references to existing rules found in the Kill Team rule books. These are;
- | | |
|--------|---------------------|
| KT-CB | Kill Team Core Book |
| KT-CPM | Compendium |
- 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.

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Version 0.7c Notes

This is an unplanned, but much needed update, for Kill Team Age of Darkness.

It corrects a fair few errors, clarifies some of the more strangled language and introduces some new rules, including reactions, to the game. This will also really be the penultimate update that covers Astartes in any meaningful way. A full List of changes is available on the Ossified Mods FB page

The Mechanicum will be released in a seperate playtest update shortly and be folded in with one or more others as we move to version 0.8 in early 2023.

BALANCE

This supplement is considered to be a standalone setting rather than an expansion for the Kill Team core game. Thus it strives to be **internally balanced** rather than balanced with the existing Kill Teams available to players via official expansions, White Dwarf articles or the Kill Team Compendium.

I may look at Xenos Kill Teams next year but for now, Human, Post-Human and Abhuman only.

A Coffee?

If you like my work please consider buying me a coffee at <https://ko-fi.com/ossified>

It really does help keep me going.

Anyway, I hope you enjoy this update and look forward to hearing from you.

Oss



THE GREAT CRUSADE

When the great Warp Storms that had cut off Terra since the end of the Dark Age of Technology subsided, and the Age of Strife came to an end at the dawn of the 31st Millennium, the Emperor of Mankind deemed it time to begin his Great Crusade, a massive campaign to conquer the galaxy by which he and his armies would free all human-settled colony worlds from alien oppression or primitive ignorance and reunite the human race across the galaxy under the single banner of the new Imperium of Man. To execute this plan, the Emperor created the Primarchs, his god-like, genetically-engineered superhuman offspring.

The Primarchs were still in their infancy, growing to hyper-accelerated maturity in their special gestation tanks, when they were snatched away from the genetic laboratory deep beneath the Himalazian (Himalayan) Mountains on Terra where they had been created and gestated by the Emperor using His own DNA. The cause of this disappearance was the 4 powerful entities known as the Chaos Gods. Fearful that with the Primarchs the Emperor would be able to impose His new order across the galaxy and weaken their own firm grip on the collective unconsciousness of the minds of Humanity, which was the source of both their existence and the growth in their power within the Immaterium.

During the course of the Great Crusade, the Emperor encountered each of the Primarchs on their scattered homeworlds in turn. To fill the gap in His military plans for the Great Crusade wrought by the Primarchs' absence after they had been stolen away, the Emperor had instead created 20 Space Marine Legions, several of which, such as the 1st Legion, had been raised even as the Unifications Wars of Terra still raged.

The Emperor used the Primarchs' individual genetic material still in His possession to craft the genetically-enhanced transhuman warriors of each of the Legiones Astartes, creating 19 gene-seed organs that could be implanted within an adolescent Human male to transform him into a Space Marine. After the Emperor rediscovered His sons scattered across the galaxy, He deemed it fitting that each Primarch should lead their genetic offspring as the master of the Legion whose Astartes bore their DNA.

In time, many of the Space Marines in the Legions, especially those recruited from their Primarchs' homeworld rather than from Terra before the Primarchs' rediscovery, would come to venerate and feel more loyalty for their Primarch than the Emperor of Mankind.

TRIUMPH AT ULLANOR

With the great victory over the Ork Empire of the Overlord Urrlak Urruk sealed in blood and iron, the call to a triumph was sounded, to recognise this highpoint of the Great Crusade and to honour all the warriors of the Ullanor Crusade, mortals and Astartes alike, for their extraordinary valour and service to Humanity's cause. By the Emperor's command, Ullanor was remade as a trophy world, designated Mundus Tropaeum on all galactic maps and records of tithe. It would be a site of glory and spectacle to cement not only this single conquest over the forces ranged against Mankind, but a greater symbol of the Great Crusade itself.

A change was coming, though, a change that found its fulcrum on Ullanor. None who walked upon that world knew that the echo of that triumph would sound for solar decades, for standard centuries, for millennia. The glory of this triumphant spectacle as so many of the Imperium's scattered military forces gathered in one place for the first time in centuries was to remain in the mind of every Astartes as the high-point of the great endeavour that they were engaged upon. It would prove to be a bright memory to recall in the dark days of the Horus Heresy after Astartes had turned against Astartes and Primarch against Primarch .

A full fourteen of the Space Marine Legions stood represented at the Triumph of Ullanor, and with them came nine beings of superhuman power and majesty. Nine gods and angels made flesh, the Primarchs of the greatest armies ever created by Human hands. Horus Lupercal, Primarch of the Luna Wolves, the Hero of Ullanor, liberator and first among equals. Horus, who was to be given the new honour of an Imperial title above and beyond any that had been bestowed before; a title, it could be said, that would forever carry the echo of his name. **Warmaster**

As Warmaster, Horus was the commanding general of all of the Imperium of Man's military forces, charged with leading the other Primarchs and their Legions through the remainder of the Great Crusade. Many of the other Primarchs did not understand why the Emperor was leaving them to fight the enemies of Mankind alone and, worse still, why Horus should be raised as the first amongst equals. The situation only grew worse when the Emperor announced that He would be creating a civilian administrative bureaucracy known as the Council of Terra that was comprised of Imperial bureaucrats and nobles to carry out the day-to-day governmental affairs of the Imperium, replacing the direct rule of the Emperor while He was engaged in his secret project deep beneath the Imperial Palace.



LORDS OF HUMANITY

While the Emperor was locked away in His subterranean factories, trouble was brewing. The formation of the Council of Terra proved to be a contentious decision with the distant Primarchs, who were appalled when news of the formation of the council finally reached them on the frontiers of the Great Crusade. Some of the Primarchs took great exception to being ruled by those they deemed less worthy of such an honour than themselves. The less stable Primarchs felt that this was a betrayal of all they had fought and won in the Emperor's name and that their victories now counted for nothing.

The Primarchs, and many of their Astartes, felt that it was they who had suffered and sacrificed the most to build the Imperium and thus it was they who should have the greatest say in how it was ruled, not a council composed of effete Terran nobles and faceless bureaucrats. This was one of many growing resentments that allowed the Ruinous Powers to infect and corrupt several of the Primarchs.

The creation of the Council of Terra, seen in this light, lent new weight to Horus' later argument to several of his brothers that the Imperium had been betrayed by their father. He argued that the Emperor had proved more than willing to turn His back on His sons and generals and give power instead to petty mortal administrators and the sycophantic tech-adepts of Mars who lacked the Primarchs' brilliance and superhuman abilities.

As Horus prepared his rebellion against the Emperor, he convinced himself that petty functionaries and administrators had supplanted the Primarchs and the Astartes within the Imperium they had won. Once the Imperium had been wholly geared for the war and conquest that was its life's blood since its inception, but now Horus believed that it had become burdened with parasitic exectors, scribes and scriveners who demanded to know the cost of everything.

Bureaucracy was taking over – red tape, administrators and clerks were replacing the heroes of the age. Horus argued to his more receptive brothers that unless the Imperium changed its ways and direction, its greatness as an empire would soon be a footnote in history books.

Horus feared that everything he and his brother Primarchs had achieved would be a distant memory of former glory, lost in the mists of time like the civilisations of ancient Terra. It was this hubris and arrogance that led to the Warmaster's inevitable fall to Chaos and the resultant civil war that would consume



the entire galaxy, ushering in a new Age of Darkness that would last for millennia.

Yet Horus and his more resentful brothers had completely misunderstood the Emperor's intent in creating the Council of Terra. The council was to become the body of civilian government that would administrate the myriad bureaucratic tasks needed for the survival of the newly formed Human interstellar empire. The Emperor was determined that in His Imperium power would reside with those mortal men and women who were governed by its apparatus and not with an artificial military elite composed of genetically-engineered beings who were so powerful that they already possessed only a very tenuous grip upon their own Humanity.

The Primarchs and their Space Marines had been created to give life to the Emperor's dream of a united Human Imperium stretching across the galaxy and to defend it from Humanity's myriad foes. They were never intended to rule it as a hereditary caste of immortal warriors imposing their whims upon those they deemed mere "mortals" by brute force. The Primarchs and the Space Marines had been created to protect Mankind, not become new tyrants over it.

DEATH OF A DREAM

As the Warmaster, Horus took over command of the Great Crusade, and accepted his new duties with earnest dedication. However, there was much dissension in the ranks of the Primarchs and other parties in the Imperium over the Emperor's decision to withdraw from the campaign and return to Terra as well as to reorganise the administration of the Imperium. Only a handful of the Primarchs, among them a scheming Lorgar, remained steadfast beside the Warmaster during this period of conflict. Horus also disagreed with many of the decrees passed by the newly established Council of Terra, intended to shift the burden of taxation and administration onto the newly-conquered "Imperial Compliant" worlds.

It was on the moon of the world of Davin that Horus' fate was sealed. This was the second time his Legion had been posted to this world; after the previous visit sixty years earlier the Luna Wolves had adopted the native Davinite institution of warrior lodges. Though these lodges had begun as simple fraternities of warriors, their secretive nature handed Lorgar, the Primarch of the Word Bearers Legion and his First Chaplain Erebus, the tool they needed to manipulate Horus towards the service of the Chaos Gods.

Lorgar and his Word Bearers originally came from Colchis, a world defined by religious fanaticism, and had long worshiped the Emperor as a god. The Word Bearers had sought to spread their Cult of the Emperor to every world they added to the Imperium. But the Emperor deeply disliked and mistrusted organized religion (ironic, since he had often been the focus for much of it in his various guises across history), blaming it for much of the darkness that had plagued humanity's history. The Emperor openly and publicly refuted his alleged divinity and banned religious worship in his empire, and demanded that his subjects accept the "Imperial Truth"- that science, reason and logic alone presented the tools required to create a better human future. Lorgar did not suffer the Emperor's reprimand or views on religion well. Angered and wounded that the Emperor would not accept his devotion and worship, Lorgar turned instead to the Ruinous Powers of the Warp - who were all too willing to accept the devotion of one of humanity's Primarchs. Before long, the Word Bearers Legion had been almost entirely corrupted by the Chaos Gods, and Lorgar and Erebus were tasked by the Ruinous Powers with corrupting all of their fellow Space Marines - starting with the greatest of them all, the Warmaster Horus.

During a battle against Chaos-spawned undead on Davin's moon, whose Planetary Governor, Eugen Temba, had been corrupted by the forces of Chaos. Horus personally faced off with the mutant that had been Temba aboard the grounded ruins of his Imperial Cruiser. In the course of that battle, the potent living metal of the Chaos blade wielded by the plague-infused monstrosity left Horus with a bleeding, toxic wound in his shoulder that his Legion's Apothecaries could not heal despite all the advanced technology available to them. Seeing his chance to further the designs of Chaos, Erebus next persuaded the Luna Wolves' warrior lodge to allow a group of Davinite shamans - Chaos Cultists all - located on the surface of Davin at the Temple of the Serpent Lodge to heal him. The Sons of Horus, besides themselves with grief and the fear that their beloved Primarch would die, agreed to the suggestion, despite its direct violation of the creeds of the Imperial Truth.

During the dark rituals that followed within the temple, Horus' spirit was transferred from his body into the Immaterium. There, he bore witness to a nightmare vision of the future. He saw the Imperium of Man as a repressive, violent theocracy, where the Emperor and several of his Primarchs (but not Horus) were worshiped as Gods by the masses. While this vision of the Imperial future granted by the Chaos Gods was a true one, it was ironically an outcome largely created by the Warmaster's own actions. The Dark Gods portrayed themselves as victims of the Emperor's psychic might, and claimed that they had no real interest in the happenings of the material world. Magnus the Red, the sorcerous Primarch of the Thousand Sons Legion, had also travelled into the Warp via sorcery to try and stop Horus from turning to Chaos. Magnus explained that the Warmaster's vision was only one of many possible futures, but one that Horus alone could prevent. Horus, already jealous and resentful of the Emperor, proved all too receptive to the Ruinous Powers' false vision. The Chaos Gods' pact with Horus was simple: "Give us the Emperor and we will give you the galaxy." Driven by his jealousy, desire for power and anger at what he saw as his father's abandonment of him, Horus accepted the Ruinous Powers' offer. They healed his grievous wound and filled him with the powers of the Warp. Renouncing his oath to the Emperor, Horus led his Legion, renamed the Sons of Horus, into worship of the myriad Chaos Gods in the form of Chaos Undivided. He then sought to turn many of his fellow Primarchs to the service of Chaos, and succeeded with Angron of the World Eaters, Fulgrim of the Emperor's Children and Mortarion of the Death Guard, who were the first of many to follow, along with many regiments of the Imperial Army and several Titan Legions of the Adeptus Mechanicus.



ISSTVAN III

The Imperial Planetary Governor of Isstvan III, Vardus Praal, had been corrupted by the Chaos God Slaanesh whose cultists had long been active on the world. Praal had declared his independence from the Imperium, and practiced forbidden sorcery, so the Council of Terra charged Horus with the retaking of that world, primarily its capital, the Choral City. This order merely furthered Horus' plans to overthrow the Emperor. Although the four Legions under his direct command – the Sons of Horus, the World Eaters, the Death Guard and the Emperor's Children – had already turned Traitor and now pledged themselves to Chaos, there were still some Loyalist elements within each of these Legions that approximated one-third of each force; many of these warriors were Terran-born Space Marines who had been directly recruited into the Astartes Legions by the Emperor himself before being reunited with their Primarchs during the Great Crusade. Horus, under the guise of putting down the religious rebellion against Imperial Compliance on the world of Isstvan III, amassed his troops in the Isstvan System.

Horus had a plan by which he would destroy all the remaining Loyalist elements of the Legions under his command, a plan that would ultimately unfold into the nightmare of what Imperial scholars would later name the Isstvan III Atrocity. After a lengthy bombardment of Isstvan III, Horus dispatched all of the known Loyalist Astartes down to the planet, under the pretense of bringing it back into the Imperium. At the moment of victory and the capture of the Choral City, the planetary capital of Isstvan III, these Astartes were betrayed when a cascade of terrible virus-bombs fell onto the world, launched by the Warmaster's orbiting fleet.

Captain Saul Tarvitz of the Emperor's Children, however, was aboard his Legion's flagship Andronius and discovered the plot to wipe out the Loyalist Astartes of the Traitor Legions. He was able, with help from Battle-Captain Nathaniel Garro of the Death Guard who was in command of the Death Guard frigate Eisenstein, to reach the surface of Isstvan III despite pursuit and warn the Loyalist Space Marines he could find of all four Legions of their impending doom. Those that heard or passed on Tarvitz's warning took shelter before the virus-bombs struck. The civilian population of Isstvan III received no such protection: eight billion people died almost at once as the lethal flesh-dissolving virus called the Life-Eater carried by the bombs infected every living thing on the planet. The psychic shock of so many deaths at one time shrieked through the Warp, briefly obscuring even the Astronomican.

The Primarch of the World Eaters, Angron, realising that the virus-bombs had not been fully effective at eliminating all the Loyalists, flew into a rage and hurled himself at the planet with 50 companies of Traitor Marines. Discarding tactics and strategy, the World Eaters Legion's Traitors worked themselves into a frenzy of mindless butchery. Horus was furious with Angron for delaying his plans, but the Warmaster sought to turn the delay into a victory and was obliged to reinforce Angron with troops from the Sons of Horus, the Death Guard, and the Emperor's Children. Fortunately, a contingent of Loyalists led by Battle-Captain Garro escaped Isstvan III aboard the damaged Imperial frigate Eisenstein and fled to Terra to warn the Emperor that Horus had turned Traitor.

On Isstvan III, the remaining Loyalists, under the command of Captains Tarvitz, Garviel Loken and Tarik Torgaddon, another Loyalist member of the Sons of Horus, fought bravely against their own traitorous brethren. Yet, despite some early successes that delayed Horus' plans for three full months while the battle on Isstvan III played out, their cause was ultimately doomed by their lack of air support and Titan firepower. During the battle the Sons of Horus Captains Ezekyle Abaddon and Horus Aximand were sent to confront their former Mournival brothers, Loken and Torgaddon. Horus Aximand beheaded Torgaddon, but Abaddon failed to kill Loken when the building they were in collapsed. Loken survived and witnessed the final orbital bombardment of Isstvan III that ended the Loyalists' desperate defence. To prove his worth and loyalty to Lord Commander Eidolon of the Emperor's Children – and thus to his Primarch, Fulgrim – Captain Lucius of the 13th Company of the Emperor's Children, the future Champion of Slaanesh known as Lucius the Eternal, turned against the Loyalists that he had fought beside because of his prior friendship with Saul Tarvitz. Lucius slew many of them personally, an act for which he was then accepted back into the Emperor's Children on the side of the Traitors. In the end, the Loyalists retreated to their last bastion of defense, only a few hundred of their number remaining. Finally, tired of the conflict, Horus ordered his men to withdraw, and then had the remains of the Choral City bombarded into dust for a final time from orbit.

FLIGHT OF THE EISENSTEIN

Captain Garro had commandeered the Imperial frigate Eisenstein and, evading the Traitor forces of Horus, were able to escape from the Isstvan System into the Immaterium, after being told what was happening on the planet. The Eisenstein was badly damaged by the Death Guard battleship Terminus Est during its escape from Isstvan III and it was assaulted by undead minions, including the first known Plague Marines of Nurgle while it was within the Immaterium. This assault by Warp entities forced the ship to make a crash emergence from the Warp. The repeated traumas left all of the frigate's astropaths dead, and its lone Navigator was mortally wounded. However, Garro managed to attract the attention of passing Loyalist starships by setting the vessel's Warp-Drives to self-destruct and ejecting them from the starship. Rogal Dorn's Imperial Fists Legion's massive mobile fortress-monastery Phalanx and the Legion's fleet had been becalmed in the Warp for some time due to the waxing power of the Ruinous Powers as the Heresy began, and his Navigators sensed the detonation of the Eisenstein's Warp-Drives. Charting an immediate course for the location of the detonation, Dorn met with Garro, who explained to him all that had happened with the Traitor Legions. Dorn was reluctant to believe Garro's tale, but overwhelming proof from a Remembrancer named Mersadie Oliton who had escaped from Horus' flagship, the Vengeful Spirit, and Garro's dogged insistence finally convinced the Primarch. The Phalanx fortress set a course for Terra.



HORUS PREPARES

Much of Horus' later success arose from the thorough groundwork he had laid before the opening shots of the Heresy were fired at Istvan III. He had already swayed the Primarchs Angron and Mortarion, of the World Eaters and Death Guard Legions, respectively, to the side of Chaos because of their own various personal grudges against the Emperor. Fulgrim of the Emperor's Children had been lured to the side of the Warmaster by the promise of power and personal perfection that the Chaos Gods, especially Slaanesh, offered to him and his vain Astartes. Lorgar of the Word Bearers, who had been responsible for the nascent rebellion and Horus's own corruption by Chaos, was also with the Warmaster. Three of the most loyal Legions who could not be swayed to the side of Chaos, the Dark Angels, Blood Angels and Ultramarines and their Primarchs, were sent on missions by the Warmaster far from Terra and the Istvan System. The Imperial Fists and White Scars were too close to Terra to be contacted without raising suspicion, though Horus believed – mistakenly – that the White Scars' Primarch Jaghatai Khan, would ultimately take his side. Shortly before the Drop Site Massacre on Istvan V, Fulgrim also attempted to sway his friend Ferrus Manus of the Iron Hands Legion to Horus' cause by using many of the same inducements that had been offered to the Adeptus Mechanicus, with whom the Iron Hands were closely allied in both temperament and philosophy. This attempt failed, and Fulgrim barely escaped with his life. Angered by the rebuff, Fulgrim promised he would deliver Manus' severed head to Horus in recompense, a promise he kept on Istvan V. The Blood Angels were sent to the daemon-infested Signis Cluster and the Ultramarines to the world of Calth, where a large Word Bearers force, under First Captain Kor Phaeron, had massed to hold Roboute Guilliman's equally massive Legion in place while Horus made his play for Terra.

Of the other eventual Traitor Primarchs, Konrad Curze, the Night Haunter, was due to face disciplinary action from the Emperor which he did not believe he deserved; the Alpha Legion Primarch Alpharius had always been closer personally to his brother Horus than to his father the Emperor, although some evidence indicates that he and his twin brother Omegon's turn to Chaos was driven by mistaken loyalty to the Emperor; and the Iron Warriors' Primarch Perturabo's open and bitter rivalry with Rogal Dorn of the Imperial Fists and his feeling that he and his Legion were handed the worst tasks in the Great Crusade for which they never received the recognition they believed they were due made him an easy target for corruption.



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The remaining Space Marine Legions – the Raven Guard, Salamanders, Iron Hands and Space Wolves – remained staunchly loyal to the Emperor, though all but the Space Wolves would pay dearly for it in the battles to come. Beyond the Legions, Horus had already swayed Magos Regulus of the Adeptus Mechanicus to his side with promises of the Standard Template Construct (STC) databases of ancient technology recovered during the war with the Aurelian Technocracy. This alliance delivered crucial Adeptus Mechanicus and Titan support to the Warmaster's Traitor Legion and Traitor Imperial Army forces.

Believing that the Chaos Gods had no interest in dominating the material universe, and were only lending their support so that Horus could overthrow the Emperor, who they claimed was creating devices that could destroy the daemoniac beings of the Immaterium. Horus agreed, and promised to swear loyalty to Chaos Undivided after his fateful operations on Istvan III.

OF THE THOUSAND SONS

Magnus the Red, the Primarch of the Thousand Sons Legion, foresaw Horus' actions through his Legion's own use of psychic sorcery, which had been forbidden to the Space Marines and the Primarchs by the dictates of the Council of Nikaea. Magnus then attempted to forewarn the Emperor of the impending betrayal of his favourite son. However, knowing that he would have to find a means of quickly warning the Emperor, Magnus used sorcery to send his message to the Emperor. The message penetrated the potent psychic defences of the Imperial Palace on Terra, shattering all the psychic wards the Emperor had placed on the Palace – including those within His secret project in the Imperial Palace's dungeons, where He was proceeding with the creation of the human extension into the Webway. Refusing to believe that Horus, His most beloved and trusted son, would actually betray Him, the Emperor instead mistakenly perceived the traitor to the Imperium to be Magnus and his Thousand Sons, who had long suffered from a near-debilitating run of mutations because of the instability of Magnus' own genome as well as being practitioners of sorcery that brought them into constant contact with the dangerous entities of the Empyrean. The Emperor ordered the Primarch Leman Russ, Magnus' greatest rival, to mobilise his Space Wolves Legion and the witchhunters known as the Sisters of Silence and take Magnus into custody to be returned to Terra to stand trial for violating the Council of Nikaea's prohibitions against the use of sorcery within the Imperium. While en route to the Thousand Sons Legion's homeworld of Prospero, Horus convinced Russ, who had always been repelled by Magnus' reliance on psychic powers, to launch a full assault on Prospero instead even though Magnus had been entirely willing to face the Emperor's judgment once he realised he was being manipulated by the entities that called the Immaterium home.

The Thousand Sons had never planned to join Horus, but the path Tzeentch had mapped for that Legion and their potent psychic Primarch Magnus the Red ultimately led them to Chaos regardless. Unfortunately, the Space Wolves' unexpected assault on the Thousand Sons' homeworld – a brutal campaign remembered as the Scouring of Prospero – resulted in the destruction of the libraries of precious knowledge that Magnus and his fellow Thousand Sons held so dear. Mortally wounded by Leman Russ, Magnus fell to temptation as he watched Tizca, the capital city of Prospero and its famed libraries of ancient knowledge burn and he called out to the Chaos God Tzeentch to save both himself and the remains of his Legion. The God of Sorcery was only too happy to oblige and he transported Magnus and the Thousand Sons through the Warp to the Daemon World later known as the Planet of the Sorcerers. Magnus became a Daemon Prince of Tzeentch and now desired only vengeance against the Emperor for what he saw as a betrayal, never realizing that it was Horus who had engineered his downfall.



ISSTVAN V

Up until shortly before the battle of Isstvan V, Horus' rebellion was largely going according to plan. The first significant check to his scheme was met when Ferrus Manus, Primarch of the Iron Hands refused to join the rebellion, despite the entreaties of his close brother, Fulgrim. Manus' refusal forced Fulgrim and his small contingent of Emperor's Children marines to violently escape the rendezvous, a surprise action that inflicted considerable damage upon the Iron Hands' space fleet. Horus, accepting that Fulgrim could sway Ferrus Manus, had factored in the Gorgon's appearance on his side as part of his plans. This news - late in arriving as Fulgrim suffered delays caused by the warp while traveling from the meeting place to the Isstvan system - irritated the Warmaster as it meant Horus' forces would suffer additional and unplanned-for casualties, as well as those inflicted by the then-ongoing and also unexpectedly protracted Battle of Isstvan III. Horus subsequently ordered Fulgrim and his portion of Emperor's Children not assigned to Isstvan III to proceed to Isstvan V and create a fortified position there.

Fulgrim chose a ruined pre-Imperial fortress and defensive wall emplacement on the lip of the Urgall Plateau as the basis for his fortification. With the aid of Dark Mechanicum elements attached to Horus' forces he swiftly created a vast network of trenches, bulwarks and redoubts around this wall and fortress, emplacing anti-aircraft batteries and surface-to-orbit missile silos all along and behind the perimeter. The fortress itself he partially rebuilt, reinforcing it and even installing a protective void shield system. This would serve as Horus' command post in the battle to come.

Meanwhile, once news of the rebellion reached Terra, Rogal Dorn, the Primarch of the Imperial Fists, was placed in command of the Imperial military by Malcador the Sigillite. He transmitted the order for a strike force of no less than seven entire Legions - the Iron Hands, the Salamanders, the Raven Guard, the Word Bearers, the Night Lords, the Iron Warriors and the Alpha Legion - to travel to the Isstvan system and destroy the traitor forces. Unable to move his entire legion to Isstvan on time (due to the damage to his fleet inflicted by Fulgrim during his escape from their disastrous meeting), Ferrus Manus elected to travel in the largely undamaged vessel Ferrum, along with his entire Terminator elite, the Morlocks.

At the conclusion of events on Isstvan III, Horus moved his forces to Isstvan V, taking up position in Fulgrim's defensive work. Horus' forces at this time included the majority of his own Sons of Horus legion, as well as

those of the Emperor's Children, Death Guard and World Eaters legions. Alongside these Astartes units he also commanded millions of traitor Imperial Army forces under Lord Commander Fayle and Titans of Legio Mortis. One account of Horus' order of battle at Isstvan V puts his Astartes troop strength at around 30,000.

THE FIRST WAVE

The loyalists commenced the attack by initiating a short orbital barrage all along the length of the traitor line. This proved almost totally ineffective due to the strength of the defensive system (as indeed the loyalists had earlier realised) but succeeded in throwing off the anti-air platforms long enough for an immediate massed drop pod assault to hit the Urgall Plateau directly in front of the traitor position. One account places the total amount of loyalist marines hitting the dirt in this assault as over 40,000. In one of the first pods to land, Ferrus Manus led his elite Iron Hands units directly into an incoming storm of gunfire. Dies Irae opened up, eliminating hundreds of loyalist marines in these first moments. Under cover of this mammoth weight of fire a unit of around a hundred traitor marines - made up of units from the Death Guard and Sons of Horus - sallied out to close and engage with Ferrus Manus' advance unit, but were quickly decimated and forced to retreat in the face of the Primarch's rage. At roughly the same time the lead element of the Salamanders under Vulkan hit their portion of the enemy



enemy line. The traitors responded with a pinpoint artillery strike directly upon Vulkan's position... which barely fazed the Salamanders Primarch, although it did slay several of his Firedrakes. With two Primarchs penetrating the traitor defences and shrugging off everything thrown at them, the initial stage of the battle is considered to be tilted in the loyalists' favour.

Further improving the loyalist situation, the support elements of the loyalists' first wave chose this time to land on the planet. Touching down in a pre-arranged landing zone at the other side of the Urgall Plateau from the traitor position, further loyalist Astartes forces moved out from their Thunderhawk and Stormbird transporters, while heavy landers beached Imperial armour units and artillery. With casualties taken into account, it's now reckoned about 60,000 Astartes are engaged in the battle.

The traitor line bent like a bow under the weight of this attack, with Ferrus Manus' spearhead pushing in the furthest. At this point of wavering strength on the part of the defenders, Corax and the Raven Guard made their move, slicing into the traitor flank with a massed jump pack assault. However, this tactic was met with a riposte organised by Angron, primarch of the World Eaters, who had secreted many units of his legion in ambush positions, apparently for just this eventuality. His brutal warriors managed to slay many Raven Guard, halting the advance of the black-armoured Astartes. The loyalist push as a whole slowly ground to a halt at this point, as

Mortarion stiffened the resolve of his Death Guard and Ezekyle Abaddon and Horus Aximand moved amongst the Sons of Horus, inspiring them by slaying any Imperial who got within their reach. Ferrus Manus' own constant forward movement finally ended when his Iron Hands ran directly into the waiting formations of Emperor's Children Noise Marines, who devastated the attacking Morlocks with their sonic weaponry.

This halt in forward movement for the Imperials did not last too long; heavy armour brigades fought their way across the plateau to arrive behind the Iron Hands, their heavy weaponry scattering the Noise Marines and freeing up the Terminators to continue their advance. Changing target, the massed Imperial armour units then concentrated their firepower on the ravaging Dies Irae, stripping its voids and forcing it to cease firing upon infantry and switch to retaliatory tank-busting. Around this time of fragmentary combats, First Captain Julius Kaesoron of the Emperor's Children met First Captain Gabriel Santar of the Iron Hands in single combat, with Kaesoron emerging triumphant.

THE SECOND WAVE

With combat seeming about to enter a disorganised phase, the loyalists were once again bolstered with reinforcements. It was at this time, about three hours after the beginning of the battle, that the second-wave Legions arrived. The Word Bearers, Iron Warriors, Night Lords and Alpha Legion executed successful combat landings into the already-established imperial drop zone, immediately fortifying it and securing the flanks of the plateau itself, with the Night Lords and Alpha Legion taking the flanks, the Iron Warriors the high ground behind the drop zone and the Word Bearers forming up on the newly erected defensive wall. The sight of this massive force - more than doubling the Imperial presence on Istvan V in one stroke - appeared to force a general fighting retreat on the part of the traitorous forces, with even Angron, Mortarion and the Dies Irae seen pulling back from combat.

Just at this moment, Ferrus Manus located Fulgrim's command position in the centre of the traitor line and ordered his Morlocks to assault it, despite Corax's urgings to fall back. Corax believed that the battered first-wave Legions should take advantage of the lull in fighting to resupply in the drop zone encampment and return with the fresh second wave, and in fact both the Raven Guard and the Salamanders took this course of action. When Ferrus Manus refused to follow them, his two brothers apparently chose to leave him unsupported rather than reinforce his sudden forward push.





The heavy Terminator elite of the Iron Hands struck the Emperor's Children command redoubt hard, engaging in battle with the significantly outnumbered Phoenix Guard. In their stead, Ferrus Manus confronted Fulgrim, choosing to duel him with words rather than weapons. At the other side of the battlefield, the Salamanders and Raven Guard, low

on ammunition and having suffered heavy casualties, got to within a hundred metres of the landing zone fortifications when vox-contact with the second wave abruptly went dead. A single flare was fired from Horus' command post: a signal to the second wave legions, now revealed as traitors, to open fire. This first salvo decimated the unsuspecting Raven Guard and Salamanders.

THE DROPSITE MASSACRE

Holding an immediate conference, Corax and Vulkan found themselves disagreeing over what to do; Vulkan advocated making their way to their own dropships and digging in to resist an attack, while Corax insisted that they should take whatever means possible to immediately evacuate the area. Unable to agree a unified plan, Corax - realising the battle was lost - turned from his brother and ordered his legion to retreat by any means necessary.

On the other side of the battlefield, the supposedly retreating traitor legions about-faced and threw themselves at the Iron Hands, apparently slaughtering them to the last marine. In the midst of this carnage, Fulgrim and Ferrus Manus, once the closest of brothers, duelled to the death. After a titanic conflict Fulgrim emerged the victor, and beheaded Ferrus Manus. Immediately afterwards, the horrified Primarch of the Emperor's Children, seeking oblivion for his sin, gave in to daemonic possession, for a time effectively ceasing to exist as an independent entity.

The general advance of the traitors included the newly revealed second wave forces, with Lorgar, Kor Phaeron and Erebus of the Word Bearers in the vanguard. Due to the positioning of the legions, the Word Bearers primarily found themselves facing Raven Guard marines, and it was in the midst of this fighting that the hardest hitting units of both legions would meet in brutal combat. The Gal Vorbak - the Word Bearers' elite Possessed formation - leapt upon Corax, attempting to swarm him in close combat. The Primarch of the Raven Guard proved so formidable a warrior however, that even Astartes enhanced by daemonic possession were no match for him and he slew them freely. In an attempt to stop this slaughter of his favoured sons, Lorgar used his normally stunted and weak psychic powers to charge through the throng of warriors, arriving just in time to prevent the deaths of such Gal Vorbak as Argel Tal. Corax and Lorgar then dueled, with Corax swiftly gaining the upper hand over the less warlike Lorgar and preparing to execute him. Lorgar was only saved from death by the sudden intervention of Konrad Curze, the Night Haunter, who threw himself at his Raven Guard brother. Fresh to the battle and a lethal warrior, Curze proved superior to the tired and wounded Corax and drove him off.

It was at this point in the battle that the day could truly be called a massacre. Massively outnumbered, the Raven Guard and Salamanders were dying, but dying slowly. Until that is, the return to the field of Mortarion, Angron and the Dies Irae, who caused tens and tens of deaths. Fulgrim - now secretly possessed by a daemon - quit the field completely, leaving the Emperor's Children to be commanded by Eidolon and Lucius. Finally, Horus himself entered the slaughter, leading his own Terminator elite; the Justaerin of Captain Falkus Kibre. At the climax of the massacre the Iron Warriors launched a tactical nuclear missile at Vulkan's position, annihilating those Salamanders with him and ending Vulkan's participation in the battle.

The hopes of Imperial retreat were largely quashed when the Iron Warriors turned their guns on the first wave dropships, destroying them; in addition, the orbital battle between the fleets of the various Legions resulted in the almost total destruction of the surprised loyalist vessels. Despite this, small pockets of Raven Guard and Salamanders managed to break out of the massacre site, boarding whatever vessels they could find and taking off. More Raven Guard than Salamanders escaped, although the Salamanders did manage to take some surviving Iron Hands marines away with them. Corax managed to get aboard a Thunderhawk, but it was shot down almost immediately, crashing outside the Urgall Plateau. Meanwhile, regenerating from his wounds due to being a Perpetual (a fact unknown to the traitors), Vulkan ended up a prisoner to Konrad Curze aboard the Nightfall, Curze's flagship.

Among those small groups of loyalists who escaped the trap were Cadmus Tyro, commanding a mixed group of survivors on the ship Sisyphus, and Artellus Numeon, leading a force of Salamanders aboard the Fire Ark.

THE RAVEN'S FLIGHT

Corax survived the crash and quickly managed to regroup his Raven Guard survivors, where much to his dismay he discovered that the casualty estimate for his entire legion was between 75 and 90 percent. He assembled these survivors atop a highlands hill, but a roving Iron Warriors armour column threatened to unmask his position. Electing to destroy them, he swiftly organized an ambush with his surviving tactical and assault units and wiped it out, before moving his hiding place.

Thirty days after the drop-assault, the hiding Raven Guard had heard no word from either the Salamanders or Iron Hands and felt that their future looked bleak. Corax ordered that his men should move to an area known as the Lurgan Ridge and dig in there, whilst he undertook a solo reconnaissance mission of the drop site. Even though it was still being used by traitor units, Corax was able to completely escape detection by using his 'invisibility' or psi-clouding power. While recon may have been his stated purpose for this dangerous mission, Corax spent most of his time on the Urgall searching for the corpses of his brothers. He did not find them.

Ninety-eight days after the massacre, the Raven Guard were pinned down by their hunters; Angron and his World Eaters. The World Eaters force (massively outnumbering the three thousand surviving Raven Guard) hit them with a Whirlwind artillery bombardment, but before they were able to follow this up and close in for the kill they came under concentrated orbital bombardment and air-to-surface missile strikes from suddenly appearing Raven Guard dropships. These dropships, under the command of Imperial Army Praefactor Marcus Valerius and part of a mission led by Raven Guard Commander Branne, quickly managed to evacuate the Raven Guard survivors in the brief window they fought for themselves, allowing Corax to finally leave Istvaan V...but with only three thousand of the eighty thousand marines he initially landed with. Unknown to either Horus or Corax, Alpharius had allowed the Raven Guard's escape as part of his own plans regarding the Legion.



HORUS TRIUMPHANT

Barely a handful of Loyalist Space Marines escaped with their lives from Isstvan V to bring dreadful word of the further betrayal of four more Space Marine Legions to the Emperor. A critically wounded Corax made the dangerous journey through the Immaterium back to Terra, arriving 133 days after departing the Isstvan System and finally reaching the Sol System – the heart of the Imperium – to seek audience with the Emperor. Vulkan was missing and presumed dead, though he would later re-emerge after a harrowing journey back to Terra himself, to lead his Legion once more. The Salamanders, along with the Iron Hands and the Raven Guard, would spend the remainder of the Horus Heresy rebuilding their decimated Legions and were too weakened to play any further role in the great conflict.

Following the battle, the Traitor Legions salvaged a large number of vehicles, wargear and other war materiel from what the Loyalist Legions had left on the field. This salvage was repaired and modified for the Traitor Legions' use and then put back into frontline service to be used against the Imperium. Some of this equipment would still be in service with certain Chaos Space Marine warbands in the late 41st Millennium. Orbital space around Isstvan V was busy as the vessels of 8 Legions assumed formation prior to transit to the system jump point. Over 3,000 vessels jostled for position above the darkened fifth planet, their holds bursting with warriors sworn to the service of Horus. Tanks and monstrous war machines had been lifted from the planet with incredible efficiency and an armada greater than any in the history of the Great Crusade assembled to take the fire of war into the very heart of the Imperium.

In the days after the Drop Site Massacre, Horus called for a conclave of the Primarchs of all 8 of the Traitor Legions aboard his flagship, the Vengeful Spirit. Five of the Primarchs, including four who had fought at Isstvan V, met in person, including Horus, Fulgrim, Angron, Mortarion and Lorgar. Three appeared through the use of hololithic emitters that transmitted their signals through the Warp, including Perturabo, Night Haunter and Magnus the Red, who had only recently joined the Traitors after the Scouring of Prospero when the broken remains of his XV Legion had been transported by Tzeentch into the Eye of Terror to the Planet of the Sorcerers. The Thousand Sons, bitter at what they perceived as their betrayal by the Emperor, now willingly became the eighth Traitor Legion. The council of Traitor Primarchs made their plans for the next step in their war against the Emperor and then each Legion went its way according to its assigned role.

The fleets of Angron, Fulgrim, Mortarion, Lorgar and Horus' own Legion would rendezvous at Mars, now that word had come from the Tech-priest Regulus, the Mechanicus' liaison with the 63rd Expeditionary Fleet, of that planet's fall to Horus' supporters within the Mechanicus during the internecine conflict known as the Schism of Mars. With the manufacturing facilities of Mondus Gamma and Mondus Occullum wrested from the control of the Emperor's forces, the forges of Mars were free to supply the Warmaster's army. The eager warriors of the Alpha Legion were singled out by Horus for a vital mission, one upon which the success of the entire venture could depend. Following Horus' manipulation of Lemar Russ into assaulting the homeworld of the Thousand Sons, the Space Wolves were known to be operating in the region of Prospero. In the nearby system of Chondax, the White Scars of Jaghatai Khan were sure to have received word of Horus' rebellion and would no doubt attempt to link up with the Space Wolves. Horus could not allow such a grave threat to appear, and so the warriors of Alpharius were to seek out and attack these Legions before they could join forces.

The Night Haunter's fleet had already departed, bound for the planet of Tsagualsa, a remote world in the Eastern Fringe that lay shrouded in the shadow of a great asteroid belt. From there, the Night Lords' terror troops would begin a campaign of genocide against the Imperial strongholds of Heroldar and Thramas, star systems that, if not taken, would leave the flanks of the Warmaster's strike on Terra vulnerable to attack. The Thramas System was of particular importance, as it comprised a number of Mechanicum Forge Worlds whose loyalty was still to the Emperor. This campaign would also serve to tie up the dreaded Dark Angels Legion, so that the forces of the Lion wouldn't be brought to bear against Horus and his upcoming campaign against Terra.

The ships of the Iron Warriors prepared to make the journey to the Phall System where a large fleet of Imperial Fists vessels were known to be regrouping after a failed attempt to reach Istvan V in time to join the Loyalist assault. Though Rogal Dorn's warriors had played no part in the Drop Site Massacre, Horus could not allow such a powerful Loyalist force to remain unmolested. The enmity between bitter Perturabo and proud Dorn was well known, and it was with great relish that the Iron Warriors set off to do battle with their old rivals. With his flanks covered and the Space Marine forces that could potentially reinforce the heart of the Imperium soon to be embroiled in war, the Traitors were ready to unleash 7 Terran years of devastating civil war upon the Imperium in the name of Horus and the Dark Gods.





ADDITIONAL RULES



This section contains the supplemental rules used in core games of Kill Team: Age of DArkness. While these are, of course, optional this supplement is designed around their use and thus allows players to get the most comprehensive experience out of their games.

DAMAGING AND DESTROYING TERRAIN

Terrain may be targeted for destruction, following all normal rules for both Shoot and Fight actions. Unless otherwise noted they roll no defence dice when targeted as part of a shooting attack and roll no dice when targeted in a fight action.

Given the nature and size of terrain in Kill Team it is wise to agree the type and area of each terrain piece with all players before deploying your forces. Offering the option to damage or destroy terrain brings with it an inherent amount of book keeping that can be exacerbated by uncertainty.

Damage can be assigned to a terrain element in two situations.

1. Specifically targeting the terrain feature either with a Shooting or Fighting action. The player simply declares that their operative is targeting a given piece of terrain. Any misses reflect a particularly tough section of terrain and are treated as failed rolls as normal

Note: Weapons with the Blast, Fusillade, or Torrent special rules can assign dice to any terrain feature within range.

2. Missed hits can be assigned to the terrain feature when resolving a shooting action that targets an enemy operative that is within engagement range of that terrain feature

NEW TERRAIN TYPE: UNSTABLE

The additional effort required traversing through or performing any action within an unstable terrain element can limit an operative's effectiveness in the heat of battle. The following rules are applied to operatives in relation to Unstable terrain;

- At the start of a turning point any operative on, or within engagement range of terrain with the Unstable trait reduce their APL by -1 to a minimum of 1.
- An operative moving through Unstable terrain, regardless of other terrain traits it may have, must roll a D6 at the end of their move action taking 1 mortal wound on a result of 6. If the operative was on a Vantage Point it instead Falls (see below)

Barricades

Barricades can take a total of 12 damage and when destroyed are removed from the board.

Light Terrain

Roll a dice for each point of damage assigned to a piece of light terrain, on a 6+ ignore that damage. Once the terrain feature takes 10 damage it gains the Traversable trait. If it already had the Traversable trait it now gains the Unstable trait, If a further 8 wounds are caused the terrain feature is replaced with rubble or other scatter terrain with a similar footprint, this terrain has the Unstable trait.

Heavy Terrain

Roll a dice for each point of damage assigned to a piece of heavy terrain, on a 5+ ignore that damage. Once the terrain feature takes 12 wounds it gains the Traversable trait. If it already had the Traversable trait it now gains the Unstable trait or is downgraded to Light Terrain, the attacking player chooses. Regardless of the options taken further attacks follow the rules of light terrain above.

MOVING THROUGH TERRAIN: FALLING

An operative that falls, or is knocked from, a terrain feature, for whatever reason, must make a single Save Roll per ○, or part thereof, it falls. If the distance fallen is greater than ○ reduce the Save roll by -1. For each failed Save roll the operative takes 1 wound.

Example: A Tactical Astartes is knocked from a vantage point and falls a distance of 2○ + 1▲. The operative's player must make a save roll with 3 dice applying a -1 modifier, as the distance is over 1○, and taking 1 wound per failed roll.

NEW WEAPON SPECIAL RULE: Slam * or */*

Each time a friendly operative fights in combat with this weapon, at the end of the Resolve Successful Hits step if the operative applied a one or more Normal or Critical hits the enemy operative is moved backwards the distance noted. Where two options are available the first is for a successful normal hit and the second for a successful Critical hit. Only one option may be selected per fight action.

The distance moved may be reduced by terrain and, in some cases, cause the enemy operative to Fall from a terrain feature.

REACTIONS

To represent the fast-paced nature of war during the Horus Heresy, these supplemental Kill Team rules use Reactions. These are actions that an operative may make during an opposing operative's activation in an attempt to thwart their onslaught and turn the battle in their favour. Each Turning Point any operative, that meets the requirements, may make a single reaction that can aid in their survival or confound the enemy's mission objectives. Understanding and wise use of Reactions can easily dictate the course of any battle fought in Kill Team.

Making a Reaction

For an operative to make a Reaction the following must be true.

1. It has not yet been activated this Turning point
2. It has an Engage order
3. It has LOS to the enemy operative whose action it is reacting to

If any of these are not true then the operative may not make a reaction.

When making a reaction it is assumed that the normal restrictions mentioned within the actions are still applied so if an operative reacts to being charged by making a counter charge that operative is classed as having made a Charge action and may not then make a Normal Move action when activated later in the turning point.

Reactions come at no cost in terms of CP but do use 1 AP from the reacting operative, regardless of the normal actions AP cost. This will reduce their APL by -1 when they are eventually Activated in the Turning point. Each operative may only make a single reaction per Turning Point.

Operatives who have one or more Suppress Tokens are bound by the limited number of actions available to them. Additionally if an operative with 1 APL makes a reaction it counts as their activation for the turning point.

Reactions are triggered by 3 circumstances; If an operative is targeted by a ranged attack, If an operative is being Charged, or if an enemy operative moves close to an Objective.

Reactions to Ranged Attacks

When targeted by a ranged attack, such as a Shoot or Overwatch, or an Ability or Ploy that replicates a ranged attack, such as a psychic power. If the reacting operative survives the attack it may make one of the following:

Dash for Cover!: The reacting operative immediately makes a Dash action towards the nearest terrain feature

Return Fire!: The reacting operative immediately makes an Overwatch action targeting the Operative that shot at it.

Reactions to Being Charged

When targeted by a Charge action or an ability or ploy that replicates a Charge action such as a psychic power. Before the charging operative is placed in engagement range the player may select one of the following;

Draw Them In!: The reacting operative immediately makes a Fall Back action. If this reaction is selected the charging operative must complete their charge and is placed 1 ▲ from where the reacting operative originated, they may not elect to not complete the charge.

Counter Charge!: The reacting operative makes a Charge action, meeting the enemy operative at a point roughly equidistant from both operatives originating positions. Both operatives count as having charged.

Gun them Down!: If the enemy operative began their charge more than ■ away the reacting operative immediately makes an Overwatch action targeting that operative.

Reactions to Objective Denial

When an enemy operative moves to within ◆ of an objective it may make one of the following reactions:

Seize the Objective!: The reacting operative immediately makes a Dash action towards that Objective

Suppressing Fire!: The reacting operative immediately makes a Suppress action against that operative.

SUPPRESS

1 AP

Make a suppress attack with one of the active operative's ranged weapons. An operative cannot perform this action if it has a Conceal order or if it is within Engagement Range of an enemy operative. To make a suppress attack, complete the shooting sequence as follows:

In the Suppress sequence, the player controlling the active operative is the attacker. The player controlling the target operative is the defender.

Suppress attacks do not cause damage and unless otherwise noted no defence dice need to be rolled. The action is used to disrupt the Actions and APL of enemy operatives.

1. SELECT RANGED WEAPON

The attacker selects one ranged weapon their operative is equipped with and collects their attack dice. Their attack dice are a number of D6 equal to the weapon's Attacks characteristic.

2. SELECT VALID TARGET

The attacker selects a valid target for the shooting attack. A valid target is an enemy operative in the active operative's Line of Sight that has no friendly operatives within its Engagement Range. If there are no valid targets for the shooting attack, the Shoot action cannot be resolved and you must choose a different action for the operative (the action points subtracted for the Shoot action would be refunded).

3. ROLL ATTACK DICE


The attacker rolls their attack dice. Each result of a 6, a Critical hit, is a successfully suppressing hit and any other result is a failed hit. Some weapons have the **Lethal** special rule which increases the possibility of a Critical hit. Keep track of each critical hit rolled during this step.

Weapons with the **Torrent** special rule always retain one hit of 2+ as a Critical hit during this step. Weapons with the **MWx** critical rule, i.e. those that cause mortal wounds as part of a critical hit are the only form of damage possible as part of a Suppress attack unless a weapon has a specific ability applicable during a Suppress action. Apply that damage during this step.

4. PLACE SUPPRESS TOKENS

Place a suppress token next to the target operative for each critical hit retained from step 3. Until the next turning point that enemy operative reduces its APL by -1 for each token placed, to a minimum of 1. Additionally, the only actions available to that operative when activated are Overwatch and Dash. This resolves the Suppress action.

Stacking Modifiers: In Kill Team Age of Darkness, unless otherwise stated, all modifiers can stack. This includes all characteristics such as APL.

If the operative making a suppress action made the attack with a weapon with the Heavy special rule place a single suppression token on any operative, enemy or otherwise, within  of the target operative after the initial attack has been resolved.



CHALLENGE

3AP

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 either unwilling or forbidden to interrupt until only one warrior remains standing.

Unless noted otherwise only operatives with the LEADER or SUB-CONSUL Keyword can issue or answer a Challenge.

In the Challenge sequence, the player controlling the active operative is the attacker. The player controlling the target operative is the defender.

1. ISSUE A CHALLENGE

An attacker may issue a Challenge to a defender that is within 2♦. A defender may only be targeted with a Challenge action once per Firefight phase.

2. ANSWER THE CHALLENGE

If the defender accepts the Challenge both operatives are moved into Engagement range on an area of open ground or suitable terrain roughly an equal distance between them.

If the defender refuses the challenge they reduce their APL and the APL of any other enemy models wholly within ♦ by 1 until the next Turning Point. If the Challenge is refused then the Challenge action ends at this step.

Operatives in a kill team that has already lost a Challenge, see below, may refuse further challenges with no penalty.

3. FIGHTING A CHALLENGE

Both operatives make a fight action with the attacker going first though both operatives count as having performed a charge action. The operatives participating in the Challenge follow all normal rules for phases and Turning Points. The following exceptions and additional rules apply;

- A. Operatives fighting a Challenge are limited to Combat weapons and weapons with a range of ♦ or shorter.
- B. Neither operative can Fall Back further than ■ from their opponent
- C. Players may not target operatives engaged in a Challenge with any other operatives. Once the Challenge has been resolved this rule no longer applies.
- D. A player may use up to 2 ploys that can apply to their operative participating in the duel
- E. If neither operative is Incapacitated at the end of the turning point they remain locked within the Challenge and must therefore continue during the next Turing Point. The Challenge action does not need to be taken again and the operatives are free to complete actions within the Challenge sequence laid out above.

When one operative incapacitates the other move to the next step.

4. RESOLVING A CHALLENGE

A challenge action continues until one operative incapacitates the other. An operative that successfully forces their opponent to be Incapacitated is the Victor, and can use the Honour Kill Ploy from that point on, as long as that operative is themselves not Injured or Incapacitated.

The player whose operative was Incapacitated reduces all their operatives APL to 1 until the next turning point.

NEW WEAPON SPECIAL RULE: LIMITED X

This weapon can be selected for use during your game a number of times equal to X. If the weapon has a special rule that would allow it to make more than one shooting attack for an action (e.g. Blast), make each of those attacks as normal. This weapon may be used in conjunction with a Ploy, Ability or Psychic Power that allows multiple attack actions per Turning Point though the number of attack actions may never exceed X.

HONOUR KILL

1CP

Use this Tactical Ploy at the start of activation for the Victor of a challenge. During this operative's activation one of the following may apply:

- Add 1 to its APL.
- Perform Shoot or Fight actions twice, instead of once.
- Enemy operatives cannot make Reactions against this operative

PSYCHIC DISCIPLINES

Psychic Disciplines reflects a deeper understanding of a Psyker's capabilities and allow them to manifest some of the most destructive powers known during the Great Crusade. 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 psykers 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 psyker will be able to generate powers from several psychic disciplines.

Selecting Psychic Powers

Operatives with the ability to Manifest Psychic Power action may attempt to manifest any psychic power noted with an asterisk; Endurance, Prescience, Fire Shield, Crush, and Mind Howl. These are universally available powers regardless of faction and represent the level of control most Psyker's never surpass.

Operatives with the LEXICANIUM Keyword may follow the same power selection options as noted above or may focus on a single discipline to the exclusion of all others. This grants them access to all 3 powers within the discipline they select.

Manifesting Psychic Powers

Psychic powers are are manifested by the Psyker using the **Manifest Psychic Power** action, found on a operative's datasheet. The first time a friendly PSYKER operative performs the Manifest Psychic Power action in each of its activations, select one psychic power available to that operative to be resolved.

The second time a friendly PSYKER operative performs the Manifest Psychic Power action in each of its activations, roll one D6: on a 1-2, that operative suffers 3 mortal wounds. On a 3+, select one psychic power from the list below to be resolved. You cannot select one that you have already resolved during this Turning Point. The Effects of all Psychic Powers are removed at the end of each turning point.

Some Psychic Powers, such as Dominate allow a varied level of effect based on how many actions points the operative chooses to expend for that manifestation. The player must announce how many action points they will spend before resolving that power.

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*

Reaching into the essence of their allies, the biomancer knits together bones, heals flesh and banishes fatigue so that they carry on the fight. Select a friendly operative Visible to this operative, that operative regains 2D3 wounds

Enfeeble

As the librarian channels their powers, tendrils of Warp energy lash over their victims, every caress sapping the strength and vitality from their bodies. Select one enemy operative Visible to this operative. Before they are activated that operative increases the AP cost of all actions by +1

Warp Speed

The powers of the Immaterium flow into the Psyker, heightening their speed to supernatural levels. They are a blur amongst their enemies, felling their foes with blows too swift to see. Select a friendly operative Visible to this operative. That operative may make multiple movement or fight actions this turning point to their APL total. When in a fight action their weapon gains the Relentless special rule.

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*

Using their powers of foresight, the Psyker allows their allies act with greater coordination and efficiency. Select one friendly operative Visible to this operative. Add 1 to its APL.

Scrier's Gaze

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. Select one enemy operative in the killzone. If the psyker spent 1AP the enemy operative must change their order to Engage. If they spent 2AP then the ranged weapons of friendly operatives targeting that operative gain the **Indirect** special rule.

Precognition

Having already witnessed the one true path to victory, the diviner strides across the battlefield like an avenging god of war. Until the End of the turning point after spending any CP on ploys roll a D6, on a 4+ the ploy is used but the CP are retained by the player.

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*


With a sweep of their arms, the librarian throws up a towering wall of flame to protect their allies. Select a friendly operative that is Visible to this operative, as long as that operative does not make any movement actions it counts a being within ▲ of a barricade and any enemy operative that is within, or moves within, engagement range of that operative takes 1 mortal wound.

Flame Breath

A torrent of psychic flames pours forth from the librarian's eyes and mouth, engulfing the target. Perform a free Shoot action using the following profile:

Name	A	WS	D
Flame Breath	5	2+	2/2
Special Rules	!		
Range  , Torrent 	-		

Inferno

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. If the psyker spent 1AP they perform a free Shoot action using the following profile. However, if the psyker spent 2AP the **Blast** is increase to 

Name	A	WS	D
Inferno	6	3+	3/3
Special Rules	!		
Blast  , Indirect, No Cover			MW1

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.

7fi gñt

By reaching out their arm and clenching their fist, the librarian entraps their foe in a choking and crushing mass of force. Perform a free Shoot action using the following profile:

Name	A	WS	D
Crush	4	3+	3/4
Special Rules	!		
Grav*	P1		

***Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

: cñW'6Uff]Yf

The librarian creates a psychic barrier around an embattled ally rendering them all but impervious to harm. Select a friendly operative Visible to this operative. So long as that operative does not make any movement actions it gains the **Invulnerable 2+** special rule.

DgnW]WGñfa

The librarian unleashes a powerful kinetic psychic attack upon the enemy operatives before them. If the psyker spent **1AP** they perform a free Shoot action using the following profile. However if the psyker spent **2AP** they make the same shooting attack but move all Operatives hit by the attack up to ○ in a direction of their choosing.

Name	A	WS	D
Psychic Storm	6	3+	4/3
Special Rules	!		
Fusillade	MW2		

DIVINATION

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*

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. Select an enemy operative in the Killzone, reduce their APL by -1. Additionally that operative may not use ploys until the next turning point.

Dominate

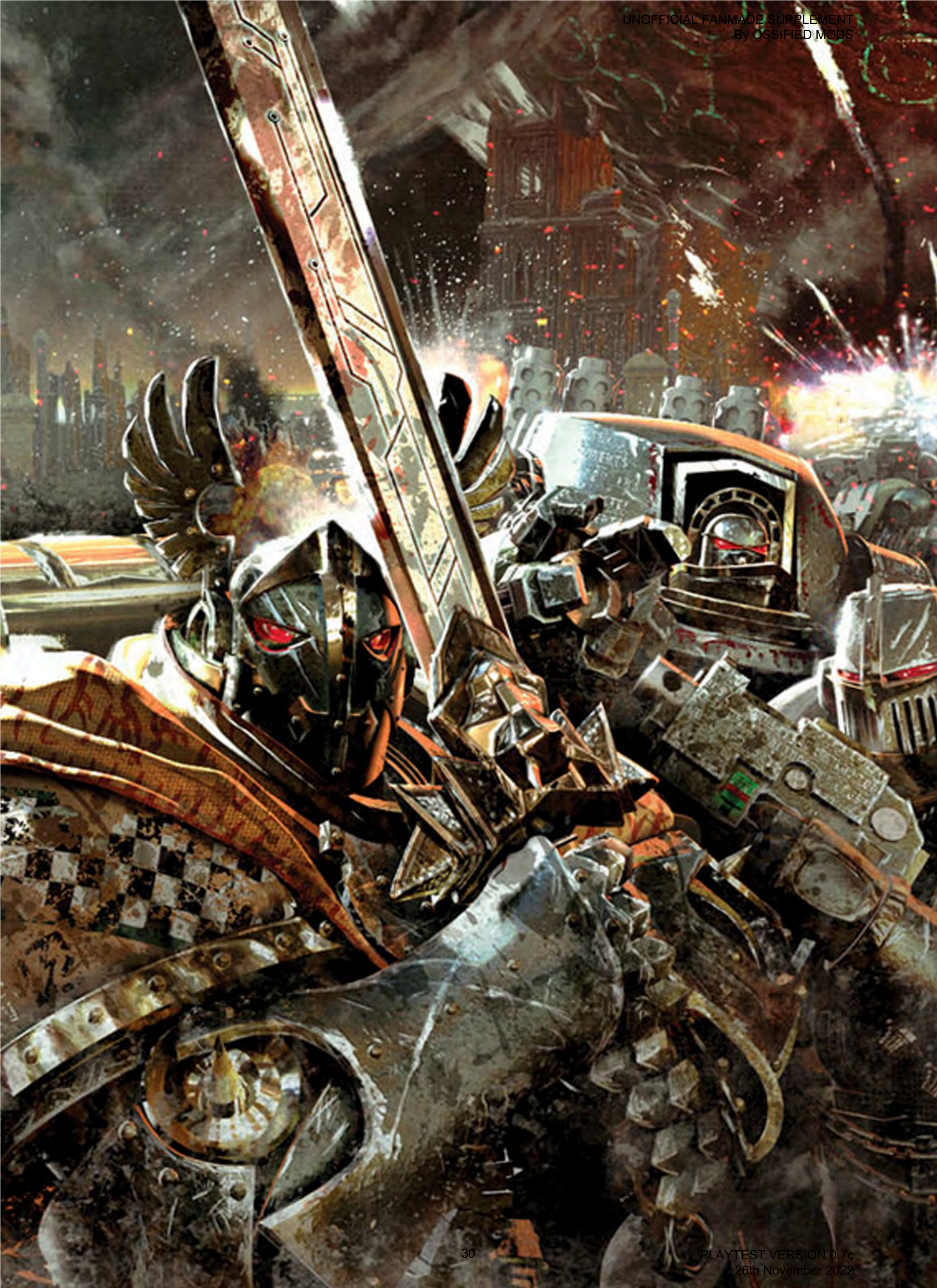
The Psyker reaches into their foe's mind, trammelling their soul and crushing their will to fight on. Select an enemy operative in the Killzone to take a single action. If the psyker spent **1AP** the enemy operative makes a dash action in the direction of the psykers choosing. If they spent **2AP** the enemy operative makes either an overwatch or fight action against a target of psykers choosing.

Hallucination

Paranoia, confusion and panic are heightened to a debilitating degree as the telepath alters their foes' perceptions. Select an Enemy operative in the killzone. If the psyker spent **1AP** the enemy operative treats all opposing operatives as having a Conceal order. If they spent **2AP** the enemy operative and any enemy operatives within ○ treat all opposing operatives as having a Conceal order.

THE LEGIONES ASTARTES







THE LEGIONES ASTARTES

The Legiones Astartes are a frontline force of shock-infantry each comprised of tens of thousands of transhuman Astartes warriors armed and equipped with the finest wargear the Imperium could supply. Each Legion could number anywhere from 10,000 to more than 250,000 Space Marines, as well as the Legion's associated Imperial Army, logistical support forces and Armada Imperialis fleet elements.

A force of a hundred of these genetically and biochemically-enhanced transhuman warriors could quell a rebellious city in solar hours. Thousands could conquer a world in only solar days, and tens of thousands or even hundreds of thousands wielded at once are the doom of entire species, capable of reducing alien civilisations to mere dust and memory in a span no greater than the single course of Terra's orbit around the Sun.

Founded amid the bloodshed of the Unification Wars of Terra that swept the Emperor of Mankind to dominion over the cradle of humanity, the original military formation of the Legions was the division of twenty numbered units of enhanced warriors, organised very much along the lines of the Thunder Regiments that preceded them in the Emperor's service and who they would eventually replace.

Much of the discipline and organisation of the early Astartes Legions owed greatly to the ancient and proven Terran patterns of military strategy, hierarchy and functions as laid down in the revered texts of the Principia Belicosa of Roma and Krom's fragmentary "New Model" that had survived in the hands of the tyrants of Old Earth down the blood-stained generations of the Age of Strife.

To these venerable treatises the Emperor and His commanders had added their own genius and created a sturdy but adaptable strategic framework that spoke to the fundamental strengths and superhuman abilities of the Astartes themselves. At the outset of the Great Crusade in circa 798.M30, many of these early Legions were raised along the so-called "Terran Pattern" of organisation as formulated by the Imperium's Officio Militaris.

Of the twenty original Space Marine Legions, eighteen would survive to grow into vast forces by the end of the Great Crusade in the early 31st Millennium; as for those that did not, the IInd and XIth Legions, nothing can be said of their fate by Imperial Decree.

As the Great Crusade continued the expansion of the nascent Imperium into the galaxy, the discovery of the Primarchs and their newly adopted homeworlds helped to stem an impending crisis that was not widely known at the time outside of the exalted ranks of the Imperium's ruling War Council: namely, the diminishing stability of the Astartes gene-seed itself through over-use and the increasing need for more Space Marines in the field.

A secret conclave of gene-wrights under the Emperor's direct supervision posited the solution that became known as Grabiya's Theorem, which demonstrated that a Primarch's genetic code could be used to stabilise and expand Astartes gene-seed stocks with what was hoped to be "minimal deviation."



Alongside this accelerated gene-culturing technique, other previously unavailable genetic technologies were put into effect, reducing the processing time required to create a battle-worthy Space Marine to a single Terran year in some cases. Such accelerated gene-seed techniques, along with absent, inadequate or over-forceful psycho-doctrination techniques, were later found to have unseen fundamental flaws.

By the time of the outbreak of inter-Legionary hostilities during the Isstvan III Atrocity, the command and organisational structure of a Space Marine Legion was often more a mirror of the character and preferences of its Primarch and its abiding culture than formal writ.

While certain formations and features were common as an outgrowth of practical manners such as deployment and logistics, their organisation and use was far from standardised. During the Great Crusade there were numerous terms for the internal constituent units of a Space Marine Legion, from largest to smallest: Great Companies, Regiments, Chapters, Battalions, Cohorts, Demi-Chapters, Companies, Squads and Maniples.

Most often, the practical reality of their disposition would vary still more as terminology used within different Legions for equivalent ranks and specialisations bore the mark of the Legion's character rather than the desires of the Imperium's central administrators for a common nomenclature.

In some cases this discrepancy increased as local languages and dialects such as Fenrisian or Khal'd had come to replace Imperial Terran (the forerunner of High Gothic). With these caveats in mind, the Strategic Disposition of a Space Marine Legion chart above describes the broad and most common structural basis of an Astartes Legion (as well as some of the more commonly used terminology of rank) in the latter half of the Great Crusade.

The smallest formation within the "Logos Terra Militia" and therefore within the early Space Marine Legions was the squad. This consisted of a group of Astartes under the command of a non-commissioned officer with the rank of Sergeant. Squads varied widely in both size and specialisation, with the majority of the units ranging between 10 to 20 Space Marines. Conversely, very specialised squads such as reconnaissance units or those that had suffered heavy casualties might only consist of a handful of Space Marines in active service.

The chain-of-command was simple and direct, and the Legions' officers, themselves mighty warriors, would lead their Astartes into battle personally as had long been the wont of the techno-barbarian tribes of Old Earth. The battle would always be taken to the enemy because to defeat a foe was never enough for the Legiones Astartes, only the utter destruction of an enemy of the Emperor counted as a victory.

LINES ARE DRAWN

The Allegiances of the Legiones Astartes are perhaps more fluid than any commander would admit. While the broad lines of the Horus Heresy were drawn at the Dropsite Massacre of Isstvan V the truth is far from simple.

Many legions suffered a crisis of faith in the leadership and purpose of Imperium of Man. Some Loyalist legions discovered small enclaves of renegades which were either destroyed or managed to escape their parent legion to join the Warmasters forces. The Traitors themselves largely purged their forces of their sizable loyalist elements at the betrayal of Isstvan III.

LOYALISTS

Dark Angels
White Scars
Space Wolves
Imperial Fists
Blood Angels
Iron Hands
Ultramarine
Salamanders
Ravenguard

TRAITORS

Emperors Children
Iron Warriors
Night Lords
World Eaters
Death Guard
Thousand Sons
Sons of Horus
Word Bearers
Alpha Legion

LEGIONES ASTARTES KILL TEAMS

A **LEGIONES ASTARTES** kill team consists of 8 operatives taken from four sources; a leader, two fire teams of 3 operatives, and finally a Legion Support operative.

A **LEGIONES ASTARTES** must include a LEADER chosen from the following options;

- Tactical Sergeant
- Assault Sergeant
- Breacher Sergeant
- Recon Sergeant

Note: There is no option to take a Terminator Sergeant at this time.

A **LEGIONES ASTARTES** kill team includes two fire teams selected from the list below. At least one fire team must have the same keyword as the Legion Sergeant i.e. A kill team led by a Breacher Sergeant must also include 1 Breacher fire team.

- Tactical
- Assault
- Breacher
- Recon
- Terminator

Note: Two Sub-Factions, below, have access to a sixth type of fire team. The Space Wolves can include Grey Slayers (page 91) and the Blackshields can include Marauders (page 152). Rules for their inclusion are detailed in their respective sections.

Additionally, a **LEGIONES ASTARTES** kill team can include a Legions Support Operative from either the following list or the unique operatives available to their legion, see below;

- Legion Heavy Support
- Legion Tactical Veteran
- Legion Seeker
- Legion Destroyer
- Legion Chaplain
- Legion Herald
- Legion Lexicanium
- Legion Medicae
- Legion Moritat
- Legion Opsequiari
- Legion Nuntiare
- Legion Siege Breaker
- Legion Techmarine
- Legion Vigilator

LEGIONES ASTARTES SUB-FACTIONS

All **LEGIONES ASTARTES** kill teams must belong to one of 20 sub-factions; 18 space marine Legions (See Pages 63 to 144), the Shattered Legions (page 38), or a Blackshield Warband (page 145). Each sub-faction has a set of additional rules that allow players to to more fully represent their chosen force. These include:

- **Abilities:** Reflecting the nature and culture of the individual Legions and Warbands these abilities provide rules that apply to all of the operatives in your kill team. Most provide abilities but some detail new weapons or upgrades. Not all of these abilities are permanent however and those marked with a * are lost if the model becomes injured, though are regained if the model is no longer Injured.
- **Equipment:** While the vast majority of arms and armour available of the Legiones Astartes was the same Legion to Legion most developed equipment that played to their strengths and preferred tactics. This equipment is available to that sub-faction in addition to that found on pages 65 and 66
- **Support Operatives:** Operatives specific to that Legion or Warband which can be included in their kill teams. These often merely replace the "generic" support operatives but many others reflect the differing cultures found within the Legiones Astartes and offer unique tactical options for players.
- **Ploys:** A mix of Strategic and Tactical ploys that reflect the unique martial nature and demeanour of each sub-faction. It should be noted that each sub-faction in addition to those detailed on page 28 of the Kill Team Compendium.

LEGIONES ASTARTES SERGEANTS

A Legiones Astartes kill team MUST be led by a Legion Sergeant selected from the following list

Legion Tactical Sergeant

- **Legion Tactical Sergeant** operative equipped with one of the following options:
 - Combat Knife and one of the following options:
 - Boltgun, Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi-Plasma,,Combi-Volkite
 - One option from each of the following:
 - Chainsword, Heavy Chainsword, Power Fist, Power Sword, Power Axe, Power Maul, Lightning Claw
 - Bolt Pistol, Plasma Pistol

Legion Assault Sergeant

- **Legion Assault Sergeant** operative equipped with one of the following options:
 - One option from each of the following:
 - Bolt Pistol, Hand Flamer Plasma Pistol
 - Chainsword, Heavy Chainsword, Power Fist, Power Sword, Power Axe, Power Maul, Lightning Claw, Thunder Hammer
 - A Pair of Lightning Claws

Legion Breacher Sergeant

- **Legion Breacher Sergeant** operative equipped with a Boarding Shield and one each of the following options:
 - Boltgun, Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi-Plasma, Combi-Volkite, or Plasma Pistol
 - Power Fist, Power Sword, Power Axe, Power Maul, Lightning Claw,

Legion Recon Sergeant

- **Legion Recon Sergeant** operative equipped with one of the following options:
 - Combat Knife and one of the following options:
 - Boltgun, Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi-Plasma,Combi-Volkite
 - One option from each of the following:
 - Chainsword, Power Fist, Power Sword, Power Axe, Power Maul, single Lightning Claw
 - Bolt Pistol, Hand Flamer, Plasma Pistol, Volkite Serpenta

LEGIONES ASTARTES FIRE TEAMS

Legion Tactical Fire Team

A Legion Tactical fire team is comprised of three Legion Tactical operatives selected from the following list

- **Legion Tactical Astartes** each separately equipped with a Combat Knife and Boltgun
- **Legion Tactical Astartes Comms** equipped with a Combat Knife and Boltgun
- **Legion Tactical Astartes Vexilla** equipped with a Combat Knife and Boltgun
- **Legion Tactical Support Astartes** each separately equipped with a Combat Knife and one of the following options:
 - Flamer, Grav-Gun, Meltagun, Plasma gun, Rotor Cannon, Volkite Caliver, or Volkite Charger

Other than **Legion Tactical Astartes** operatives your kill team can only include one of each other option

Legion Assault Fire Team

A Legion Assault fire team three Astartes Assault operatives selected from the following list:

- **Legion Assault Astartes** each separately equipped with a Bolt Pistol and Chainsword
- **Legion Assault Champion** each separately equipped with one option from each of the following:
 - Bolt Pistol, Chainsword, Power Sword, Power Axe, Power Maul, single Lightning Claw
 - Bolt Pistol, Chainsword, Hand Flamer Plasma Pistol

Other than **Legion Assault Astartes** operatives your kill team can only include one of each other option

Legion Breacher Fire Team

A Legion Breacher fire team three Legion Breacher operatives selected from the following list:

- **Legion Breacher Astartes** each separately equipped with a Boarding Shield, Combat Knife and Boltgun
- **Legion Demolition Breacher** each separately equipped with a Boarding Shield, a Melta Bomb, Melta-Charges, Combat Knife and Boltgun
- **Legion Support Breacher** each separately equipped with a Boarding Shield, Combat Knife and one of the following options:
 - Flamer, Meltagun, Grav-gun, Volkite Charger or Lascutter

Other than **Legion Breacher Astartes** operatives your kill team can only include one of each other option

Legion Recon Fire Team

A Legion Recon fire team three Legion Recon operatives selected from the following list:

- **Legion Recon Astartes** each separately equipped with a combat knife and one of the following options:
 - Boltgun, Astartes Shotgun, Sniper Rifle
- **Legion Recon Sniper** operatives each separately equipped with a Scorpis Sniper Rifle and one of the following options:
 - Combat Knife, Chainsword

Other than **Legion Recon Astartes** operatives your kill team can only include one of each other option

Legion Terminator Fire Team

A Legion Terminator fire team is comprised of two Legion Terminator operatives selected from the following list:

- **Legion Terminator** each separately equipped with one option from each of the following:
 - Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi-Plasma, Combi-Volkite, Volkite Charger
 - Chainfist, Power Fist, Power Sword, Power Axe, Power Maul
- **Legion Assault Terminator** operative equipped with one of the following options:
 - One option from each of the following:
 - Combi-Bolter, Storm Shield
 - Chainfist, Power Fist, Power Sword, Power Axe, Power Maul, Single Lightning Claw, Thunder Hammer
 - Pair of Lightning Claws
- **Legion Support Terminator** equipped with one option from each of the following;
 - Heavy Flamer, Plasma Blaster, Reaper Autocannon
 - Chainfist, Power Fist, Power Sword, Power Axe, Power Maul

Other than **Legion Terminator** operatives your kill team can only include one of each other option

LEGION SUPPORT OPERATIVES

A Legiones Astartes kill team **MUST** include a Legion Support Operative selected either for the following list or the operative available to their given Legion, see pages 63 to 144.

- **Legion Heavy Support** Gunner operative equipped with a Combat Knife and one of the following options:
 - Autocannon, Heavy Boltgun, Heavy Flamer, Missile Launcher, Multi-Melta, Lascannon, or Plasma Cannon, Volkite Culverin
- **Legion Veteran Tactical** Astartes each separately equipped with a Combat Knife and one of the following;
 - Boltgun, Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi-Plasma, Combi-Volkite
- **Legion Seeker** Warrior operative equipped with a Seeker Boltgun with Special Ammunition, and a Combat Knife
- **Legion Destroyer** Warrior operative equipped with paired Bolt Pistols, Chainsword, Jump Pack and a Phosphex Bomb
- **Legion Chaplain** operative equipped with a Power Maul and one of the following:
 - Bolt Pistol or Plasma Pistol
- **Legion Herald** operative equipped with one of the following options
 - Combat Knife and one of the following options:
 - Boltgun, Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi Plasma, Combi-Volkite
 - One option from each of the following:
 - Power Fist, Power Sword, Power Axe, Power Maul, Single Lightning
 - Claw Bolt Pistol, Plasma Pistol
- **Legion Lexicanium** operative equipped with a Psychic Hood and one option from each of the following:
 - Force Staff, Force Sword, Force Axe
 - Bolt Pistol, Plasma Pistol, or Volkite Serpenta

- **Legion Medicae** operative equipped with a Narthecium and one option from each of the following:
 - Chainsword, Power Sword, Power Axe
 - Bolt Pistol, Plasma Pistol
- **Legion Moritat** operative equipped with a Jump Pack and one option from the following:
 - Paired Bolt Pistols, Paired Plasma Pistols, or Paired Volkite Serpenta
- **Legion Opsequiari** operative equipped with one of the following options
 - Power Blade and one of the following options:
 - Scorpius Boltgun, Combi-Melta
 - One option from each of the following:
 - Power Fist, Power Sword, Power Axe, Single Lightning Claw
 - Scorpius Bolt Pistol, Inferno Pistol
- **Legion Nuntiare** operative equipped with Cognis-Signum, Nuncio-Vox and one option from each of the following:
 - Chainsword, Power Sword
 - Bolt Pistol, Plasma Pistol, Volkite Serpenta
- **Legion Siege Breaker** operative equipped with a Boarding Shield, a Melta Bomb, Melta-Charges and one options from each of the following:
 - Boltgun, Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi-Plasma, Combi-Volkite, Plasma Pistol, Volkite Serpenta
 - Chainsword, Power Sword, Power Axe, Power Maul
- **Legion Techmarine** operative equipped with a Servo-arm and one option from each of the following;
 - Boltgun, Bolt Pistol, Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi-Plasma, Combi-Volkite, Graviton Gun, Plasma Pistol, Volkite Charger
 - Power Axe, Thunder Hammer
- **Legion Vigilator** operative equipped with a Vigilator Boltgun with Special Ammunition, Camo Cloak and one of the following options:
 - Chainsword, Heavy Chainsword, Power Sword, Power Axe, Power Maul

Only one option from this list can be included in your kill team. Players should also explore the entry for their given Legions as a number of legion specific operatives are available to them in addition to those listed here.

LEGIONES ASTARTES KILL TEAM ARCHETYPES

In Kill Team Age of Darkness the Archetype for each kill team is based on which fire teams have been selected. The table below shows which combinations of fire teams allow players to select a given archetype.

Fire Teams	Number of each fire team	
	1	2
Legion Tactical	Security	Seek and Destroy
Legion Assault	Seek and Destroy	Recon
Legion Breacher	Infiltrate	Security
Legion Recon	Recon	Infiltrate
Legion Terminator	Seek and Destroy	

i.e. If a player builds a kill team out of 2 Tactical fire teams they have access to both the Security and Seek and Destroy archetypes. However if they were to include an Assault and Recon fire team they would have access to the Seek and Destroy and Recon archetypes.

SHATTERED LEGIONS KILL TEAMS

In the days and weeks following the Dropsite Massacre, elements of the Iron Hands, Salamanders and Raven Guard were scattered far and wide across the northern Imperium having been forced to make hastily plotted warp jumps to escape the Traitors' ambush. While some scattered alone, it was also the case that vessels of all three Legions came together in small clusters in the darkness, wounded and distrustful of one another following the massacre, and violently shorn from their Legion's chains of command. Often, once damage was repaired and wounds bound, these clustered forces split apart again to seek their own paths, often cast wide by the burgeoning warp storms that would slowly erupt into the great Ruinstorm, in order to find their way back to their homes or reliable commands, but in other instances, these ragged squadrons remained together, seeking better odds of survival in a galaxy at war in the company of allies who had borne the same savage trial they had, and so were the Shattered Legions born.

Because Legion ranks were invariably kept intact, it was not uncommon for Shattered Legion forces to feature an uneven proportion of officers and Legionaries from different Legions. Other Shattered Legion groups were heavily dominated by a single faction, but had far smaller contingents from several other Legions in their ranks.

As the Horus Heresy progressed, it became evident that the Traitors had their own Shattered Legion forces, though often brought into being under somewhat different circumstances. Many were simply forces cut off from their own Legions and pursuing existing orders for fear of censure or worse. Some Traitor forces appear to have come into being as some manner of punishment, cast into exile and instructed not to return until some grave task was completed, often the execution of scattered Loyalist survivors. Thus Shattered Legion formations made of mixed Legiones Astartes forces orphaned from their parent Legions were to be found on both sides of Mankind's galactic civil war, engaging in ceaseless, unseen and bitter shadow wars throughout the Age of Darkness and beyond.

CREATING A SHATTERED LEGIONS KILL TEAM

Players can build a Shattered Legions Kill team using the following process. The kill team consists of 8 operatives taken from the following sources;

Operatives:

- Leader: Any operative with the Leader or Sub-Consul keyword. If this operative does not already have the LEADER keyword it gains that keyword.
- A single fire team of 3 operatives
- 3 operatives with either the Warrior or Fighter keyword in any combination from any other fire teams
- 1 Legion Support operative, including legion specific operatives

Legion Sub-Factions

- Operatives within the kill team must gain either the Loyalist or Traitor keyword
- The Leader and fire team must belong to the same Legion gaining access to all abilities, equipment and ploys for that sub-faction
- Any other operatives must belong to one or more other legions gaining access to all abilities, equipment and ploys for those sub-factions

Restrictions:

- Any piece of Equipment may only be taken once.
- This kill team may not use any Strategic or Tactical ploys that cost 2 or more command points

LEGION TACTICAL SERGEANT

These grizzled leaders have emerged victorious through the countless battles of the Great Crusade. They are canny individuals able to pick out the threats and opportunities of battle.



M	APL	GA
3	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⦿ Boltgun	4	2+	3/4	-	-
⦿ Bolt Pistol	4	2+	3/4	Range 🔴	-
⦿ Combi-Boltgun	4	2+	3/4	Ceaseless	-
⦿ Combi-Flamer	5	2+	2/2	Combi*, Rng 🔴, Torrent ⬤, Limited	-
⦿ Combi-Grav	4	2+	4/5	Combi* AP1, Grav*, Limited	-
⦿ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	2+	2/4	Combi*, Blast ⬤, Limited	-
- Krak	4	2+	4/5	Combi*, AP1, Limited	-
⦿ Combi-Melta	4	2+	6/3	Combi*, Rng 🔴, AP2, Limited	MW4
⦿ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Combi*, AP1, Limited	-
- Supercharged	4	2+	5/6	Combi*, AP2, Hot, Limited	-
⦿ Combi-Volkite	5	2+	3/4	Combi*, Deflagrate*, Limited, Rng 🔴	-
⦿ Plasma Pistol	<i>Each time this weapon is selected to make a shooting attack with select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Range 🔴, AP1	-
- Supercharged	4	2+	5/6	Range 🔴, AP2, Hot	-
✕ Chainsword	5	2+	4/5	-	-
✕ Combat Knife	5	2+	3/4	-	-
✕ Heavy Chainsword	4	2+	4/5	Rending	-
✕ Lightning Claw	5	2+	4/5	Lethal 5+	-
✕ Power Fist	5	3+	5/7	Brutal	-
✕ Power Axe	5	2+	4/5	Balanced	-
✕ Power Maul	5	2+	4/5	Slam ▲/⬤	Stun
✕ Power Sword	5	2+	4/6	Lethal 5+	-

ABILITIES

- *Combi:** An operative equipped with this weapon is also equipped with a boltgun.
- *Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.
- *Deflagrate:** If a critical hit is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and has the Splash1 special rule.

UNIQUE ACTIONS

- Fury of the Legion (2AP):** Make a shooting attack with this operative's boltgun. This attack is modified by the number of boltgun equipped operatives with the **TACTICAL ASTARTES** keyword within ■ of this operative;
- 1 Increase the attack characteristic of the Boltgun to 6
 - 2 The attack gains the Fusillade Special rule
 - 3 Increase the attack characteristic of the Boltgun to 8
 - 4+ The attack gains the P1 Critical rule
- Until the end of the turning point all operatives involved in this action may not make Overwatch actions.

LEGIONES ASTARTES 🪖, IMPERIUM, <LEGION>, TACTICAL ASTARTES, SERGEANT, LEADER



LEGION TACTICAL ASTARTES

Tactical Astartes are the mainstay of the Space Marine Legions and the force by which the Great Crusade has reconquered much of the galaxy. It is by the fighting power of thousands of superhuman warriors such as these that the enemies of Mankind have been crushed time and again.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⚡ Boltgun	4	3+	3/4	-	-
✂ Combat Knife	4	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

-

LEGIONES ASTARTES 🗡, IMPERIUM, <LEGION>, TACTICAL ASTARTES, WARRIOR



LEGION TACTICAL SUPPORT ASTARTES

Tactical Support Astartes are mobile fire-support operatives that replace the boltgun of their comrades with more specialised weapons, enabling them to cope with varied battlefield threats.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⚡ Flamer	5	2+	2/2	Range 🗡, Torrent ○	-
⚡ Grav-gun	4	3+	4/5	AP1, Grav*	-
⚡ Meltagun	4	3+	6/3	Range 🗡, AP2	MW4
⚡ Plasma Gun	<i>Each time this weapon is selected to make a shooting attack with select one of the profiles below to use</i>				
- Standard	4	3+	5/6	AP1	-
- Supercharge	4	3+	5/6	AP2, Hot	-
⚡ Rotor Cannon	6	3+	2/2	Heavy, Fusillade, Suppress*	-
⚡ Volkite Caliver	4	3+	3/4	Deflagrate*	-
⚡ Volkite Charger	5	3+	3/4	Deflagrate*, Range 🗡	-
✂ Combat Knife	4	3+	3/4	-	-

ABILITIES

***Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

***Suppress:** When an operative makes an attack with this weapon any operatives taking damage also receive a single suppression token.

***Deflagrate:** If a critical hit is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and has the Splash1 special rule.

UNIQUE ACTIONS

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LEGIONES ASTARTES 🗡, IMPERIUM, <LEGION>, TACTICAL ASTARTES, SUPPORT, GUNNER



LEGION TACTICAL ASTARTES COMMS

Equipped with a vox-caster, the comms specialists of the Legions assist in coordinating the lightning strikes associated with the forces of the Space Marines.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⚡ Boltgun	4	3+	3/4	-	-
✂ Combat Knife	4	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

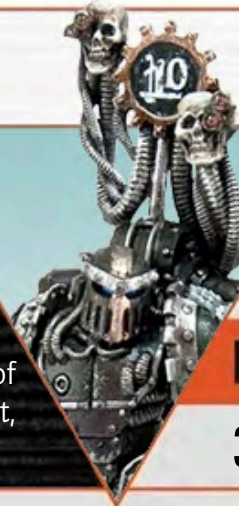
Nuncio-Vox (1AP) Select one friendly **LEGIONES ASTARTES** operative within 1♦ of and Visible to this operative. Add 1 to its APL. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

LEGIONES ASTARTES 🦴, IMPERIUM, <LEGION>, TACTICAL ASTARTES, COMMS, WARRIOR



LEGION TACTICAL ASTARTES VEXILLA

When the Legiones Astartes go to war it is under a canopy of banners, icons and reliquaries all festooned with oaths of moment, records of battle honours and the storied history of the legion.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⚡ Boltgun	4	3+	3/4	-	-
✂ Combat Knife	4	3+	3/4	-	-

ABILITIES

Icon Bearer: When determining control of an objective marker, treat this operatives APL characteristic as being 1 higher. Note that this is not a modifier. In narrative play, this is cumulative with the Focused Battle Honour (See KT-CB)

UNIQUE ACTIONS

On Me! (2AP): Select one friendly **LEGIONES ASTARTES** within 2♦ of this operative. It may immediately make a free Normal Move towards this operative. This may be done even if the operative have already been activated or has already made a Normal Move action this turning point. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

LEGIONES ASTARTES 🦴, IMPERIUM, <LEGION>, TACTICAL ASTARTES, VEXILLA, ICON BEARER



LEGION ASSAULT SERGEANT

Assault Sergeants understand the optimal moment to unleash the deadly warriors under their command. In the brutality of combat they lead by example, rending their foes in twain with chainsword, power axe and thunder hammer.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⦿ Bolt Pistol	4	2+	3/4	Range ♠	-
⦿ Hand Flamer	4	2+	2/2	Range ♠, Torrent ▲	-
⦿ Plasma Pistol -	<i>Each time this weapon is selected to make a shooting attack with select one of the profiles below to use</i>				
Sustained	4	2+	5/6	Range ♠, AP1	-
- Supercharged	4	2+	5/6	Range ♠, AP2, Hot	-
✕ Chainsword	5	2+	4/5	-	-
✕ Heavy Chainsword	4	2+	4/5	Rending	-
✕ Lightning Claw	5	2+	4/5	Lethal 5+	-
✕ Lightning Claws (Pair)	5	2+	4/5	Lethal 5+, Relentless	-
✕ Power Fist	5	3+	5/7	Brutal	-
✕ Power Axe	5	2+	4/5	Balanced	-
✕ Power Maul	5	2+	4/5	Slam ▲/○	Stun
✕ Power Sword	5	2+	4/6	Lethal 5+	-
✕ Thunder Hammer	4	3+	5/6	Slam ▲/■	Stun

ABILITIES

Redoubtable: Once per Turning Point, when this operative fights in combat, in the resolve successful hits step of that combat, you can ignore the damage inflicted on it from one normal hit.

UNIQUE ACTIONS

For the Primarch! (2AP): This operative and any unactivated friendly <LEGION> operative within ■ with either the **ASSAULT** **ASTARTES** or **FIGHTER** keywords may immediately make a Charge action or, if equipped with Jump Packs, a Jump Pack Assault action. All operatives must then make a Fight Action or provide combat support. Operatives may be activated by this action regardless of the order they currently have. All operatives involved are considered to have been activated for this turning point.

LEGIONES ASTARTES 🗡️, IMPERIUM, <LEGION>, ASSAULT ASTARTES, SERGEANT, LEADER





LEGION ASSAULT ASTARTES

Assault Astartes are rapid attack operatives whose wargear is optimised towards close-quarter fighting and hit-and-run tactics. Some use jump packs to move with great speed across the battlefield, leaping past intervening terrain and open defences to engage their adversaries in bloody melee.

M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⦿ Bolt Pistol	4	3+	3/4	Range ◆	-
✕ Chainsword	4	3+	4/5	-	-

ABILITIES

-

UNIQUE ACTIONS

-

LEGIONES ASTARTES 🗡️, IMPERIUM, <LEGION>, ASSAULT ASTARTES, WARRIOR



LEGION ASSAULT CHAMPION

Even among the assault companies of the Legiones Astartes there are those warriors who excel in spilling the blood of humanity's foes. These fearsome operatives are entrusted with the most effective tools of death that their Legion has to offer.

M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⦿ Bolt Pistol	4	3+	3/4	Range ◆	-
⦿ Hand Flamer	4	3+	2/2	Range ◆, Torrent ▲	-
⦿ Plasma Pistol	<i>Each time this weapon is selected to make a shooting attack with select one of the profiles below to use</i>				
- Standard	4	3+	5/6	Range ◆, AP1	-
- Supercharge	4	3+	5/6	Range ◆, AP2, Hot	-
✕ Chainsword	4	3+	4/5	-	-
✕ Lightning Claw	4	3+	4/5	Lethal 5+	-
✕ Power Axe	4	3+	4/5	Balanced	-
✕ Power Sword	4	3+	4/6	Lethal 5+	-
✕ Power Maul	4	3+	4/5	Slam ▲/○	Stun

ABILITIES

Redoubtable: Once per Turning Point, when this operative fights in combat, in the resolve successful hits step of that combat, you can ignore the damage inflicted on it from one normal hit.

Paired Bolt Pistols: If this operative is armed with 2 bolt pistols add the Ceaseless special rule to the Bolt Pistol profile.

Paired Chainswords: If this operative is armed with 2 chainswords add the Relentless special rules to the Chainsword Profile.

UNIQUE ACTIONS

-

LEGIONES ASTARTES 🗡️, IMPERIUM, <LEGION>, ASSAULT ASTARTES, CHAMPION, FIGHTER



LEGION BREACHER SERGEANT

Charged with command in the deadliest theatres of war in the Horus Heresy Breacher Sergeants lead their forces into void craft boarding actions and the claustrophobic confines of Zone Mortalis combat.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⦿ Boltgun	4	2+	3/4	-	-
⦿ Bolt Pistol	4	2+	3/4	Range ◆	-
⦿ Combi-Boltgun	4	2+	3/4	Ceaseless	-
⦿ Combi-Flamer	5	2+	2/2	Combi*, Rng ◆, Torrent ○, Limited	-
⦿ Combi-Grav	4	2+	4/5	Combi* AP1, Grav*, Limited	-
⦿ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	2+	2/4	Combi*, Blast ○, Limited	-
- Krak	4	2+	4/5	Combi*, AP1, Limited	-
⦿ Combi-Melta	4	2+	6/3	Combi*, Rng ◆, AP2, Limited	MW4
⦿ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Combi*, AP1, Limited	-
- Supercharged	4	2+	5/6	Combi*, AP2, Hot, Limited	-
⦿ Combi-Volkite	5	2+	3/4	Combi*, Deflagrate*, Limited, Rng ◆	-
⦿ Plasma Pistol	<i>Each time this weapon is selected to make a shooting attack with select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Range ◆, AP1	-
- Supercharged	4	2+	5/6	Range ◆, AP2, Hot	-
✗ Lightning Claw	5	2+	4/5	Lethal 5+	-
✗ Power Fist	5	3+	5/7	Brutal	-
✗ Power Axe	5	2+	4/5	Balanced	-
✗ Power Maul	5	2+	4/5	Slam ▲/○	Stun
✗ Power Sword	5	2+	4/6	Lethal 5+	-

ABILITIES

***Combi:** An operative equipped with this weapon is also equipped with a boltgun.

***Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

***Deflagrate:** If one or more Critical is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and has the Splash1 special rule.

Boarding Shield: This operative gains an additional defence dice when targeted by a Shoot action. Additionally, each time this operative fights in a combat, in the Resolve Successful Hits steps of that combat, each time it parries, two of your opponents successful hits are discarded (instead of one)

UNIQUE ACTIONS

Shield Wall (2AP): If this operative is within Engagement Range of a Friendly **BREACHER ASTARTES** operative then until the end of the Turning Point they are classed as being a terrain element with the Light cover trait for enemy movement and the targeting of friendly operatives. If this operative is within the Engagement range of 2 or more friendly **BREACHER ASTARTES** operatives they are treated as being a terrain element with the Heavy cover trait. This operative and any friendly **BREACHER ASTARTES** operative affected by Shield Wall may be targeted as normal.

LEGIONES ASTARTES, IMPERIUM, <LEGION>, BREACHER ASTARTES, SERGEANT, LEADER



LEGION BREACHER ASTARTES

Breacher Astartes are specialist operatives equipped with arms and armour designed to enable them to act as a vanguard in boarding actions and combat within Zone Mortalis. Their heavy ablative shields resist enemy fire while they work their way through enemy strongpoints.



M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⚡ Boltgun	4	3+	3/4	-	-
✂ Combat Knife	4	3+	3/4	-	-

ABILITIES

Boarding Shield: This operative gains an additional defence dice when targeted by a Shoot action. Additionally, each time this operative fights in a combat, in the Resolve Successful Hits steps of that combat, each time it parries, two of your opponents successful hits are discarded (instead of one)

UNIQUE ACTIONS

-

LEGIONES ASTARTES 🛡, IMPERIUM, <LEGION>, BREACHER ASTARTES, WARRIOR



LEGION DEMOLITION BREACHER

When Breacher teams require access through the toughest of bulkheads or the armoured hulls of enemy void craft the Demolition Breacher is called upon. These specialists carry both melta charges and bombs and are as deadly to enemy infrastructure as they are to the troops it holds.



M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⚡ Boltgun	4	3+	3/4	-	-
⚡ Melta Bomb	4	4+	6/3	Range 🛡, AP2, Limited	MW4
✂ Combat Knife	4	3+	3/4	-	-

ABILITIES

Boarding Shield: This operative gains an additional defence dice when targeted by a Shoot action. Additionally, each time this operative fights in a combat, in the Resolve Successful Hits steps of that combat, each time it parries, two of your opponents successful hits are discarded (instead of one)

UNIQUE ACTIONS

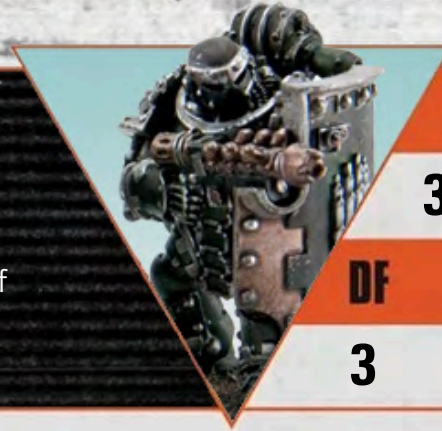
Melta Charge (1AP): Place a Melta Charge token on a terrain feature within ▲ of this operative then perform a free dash action with this operative. This terrain feature now has the Traversable trait. This action cannot be used if this operative is within Engagement Range of an enemy operative.

LEGIONES ASTARTES 🛡, IMPERIUM, <LEGION>, BREACHER ASTARTES, DEMOLITION



LEGION SUPPORT BREACHER

When a Breacher force expects to face armoured resistance, defensive kill zones or hordes of enemies they include several Support Breachers. These operatives carry a range of deadly weapons from the corridor sweeping flamer to the armour boiling meltagun.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⦿ Flamer	5	2+	2/2	Range 🔴, Torrent ○	-
⦿ Grav-gun	4	3+	4/5	AP1, Grav*	-
⦿ Lascutter	4	3+	4/6	Range 🔴, AP1	-
⦿ Meltagun	4	3+	6/3	Range 🔴, AP2	MW4
⦿ Volkite Charger	5	3+	3/4	Deflagrate*, Range 🔴	-
✕ Combat Knife	4	3+	3/4	-	-

ABILITIES

***Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

***Deflagrate:** If one or more Critical is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and has the Splash1 special rule.

Boarding Shield: This operative gains an additional defence dice when targeted by a Shoot action. Additionally, each time this operative fights in a combat, in the Resolve Successful Hits steps of that combat, each time it parries, two of your opponents successful hits are discarded (instead of one)

UNIQUE ACTIONS

LEGIONES ASTARTES 🗡️, IMPERIUM, <LEGION>, BREACHER ASTARTES, SUPPORT, GUNNER



LEGION RECON SERGEANT

Leading their forces far in advance of their Legions main fighting force Recons Sergeants are charged with neutralising key enemy personnel, sweeping away forward positions or sowing fear and uncertainty among the enemy and their allies.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⦿ Boltgun	4	2+	3/4	-	-
⦿ Bolt Pistol	4	2+	3/4	Range ◆	-
⦿ Combi-Boltgun	4	2+	3/4	Ceaseless	-
⦿ Combi-Flamer	5	2+	2/2	Combi*, Rng ◆, Torrent ○, Limited	-
⦿ Combi-Grav	4	2+	4/5	Combi* AP1, Grav*, Limited	-
⦿ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	2+	2/4	Combi*, Blast ○, Limited	-
- Krak	4	2+	4/5	Combi*, AP1, Limited	-
⦿ Combi-Melta	4	2+	6/3	Combi*, Rng ◆, AP2, Limited	MW4
⦿ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Combi*, AP1, Limited	-
- Supercharged	4	2+	5/6	Combi*, AP2, Hot, Limited	-
⦿ Combi-Volkite	5	2+	3/4	Combi*, Deflagrate*, Limited, Rng ◆	-
⦿ Hand Flamer	4	2+	2/2	Range ◆, Torrent ▲	-
⦿ Plasma Pistol	<i>Each time this weapon is selected to make a shooting attack with select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Range ◆, AP1	-
- Supercharged	4	2+	5/6	Range ◆, AP2, Hot	-
⦿ Volkite Serpenta	4	2+	3/4	Range ◆	P1
✕ Chainsword	5	2+	4/5	-	-
✕ Combat Knife	5	2+	3/4	-	-
✕ Lightning Claw	5	2+	4/5	Lethal 5+	-
✕ Power Fist	5	3+	5/7	Brutal	-
✕ Power Axe	5	2+	4/5	Balanced	-
✕ Power Maul	5	2+	4/5	Slam ▲/○	Stun
✕ Power Sword	5	2+	4/6	Lethal 5+	-

ABILITIES

***Combi:** An operative equipped with this weapon is also equipped with a boltgun.

***Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

***Deflagrate:** If one or more Critical is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and has the Splash1 special rule.

Scout: Immediately after deployment this operative may take a free Normal Move action.

UNIQUE ACTIONS

Strike and Fade (3AP): This operative and any unactivated friendly **RECONS ASTARTES** operatives within are immediately activated and make a Shoot or Fight action followed by a Fall Back action. Operatives may be activated by this action regardless of the order they currently have but after they have concluded their Fall Back action these operatives are given a Conceal order. All operatives involved are considered to have been activated for this Turning Point.

LEGIONES ASTARTES , IMPERIUM, <LEGION>, RECON ASTARTES, SERGEANT, LEADER



LEGION RECON ASTARTES

The eyes and ears of the Legion in the field, Recon operatives are experienced Space Marines, experts in operating independently and often deep behind enemy lines. This is a task for which they are armed and equipped with a variety of specialised wargear including longrange weaponry and stealth gear.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⚡ Astartes Shotgun	2	2+	4/4	Range ♦	-
⚡ Boltgun	4	3+	3/4	-	-
⚡ Astartes Sniper Rifle	4	2+	3/3	Heavy, Silent	MW1
✕ Combat Knife	4	3+	3/4	-	-

ABILITIES

Scout: Immediately after deployment this operative may take an Normal Move action.

UNIQUE ACTIONS

-

LEGIONES ASTARTES 🗡️, IMPERIUM, <LEGION>, RECON ASTARTES, WARRIOR



LEGION RECON SNIPER

Patient beyond the endurance of unenhanced humans the Recon Snipers of the Astartes Legions will lay in wait for weeks until their assigned target has been slain with a precisely placed shot. They are accomplished hunters, now equipped to hunt their former brothers.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⚡ Scorpis Sniper Rifle	4	2+	4/3	Heavy	MW3
✕ Chainsword	4	3+	4/5	-	-
✕ Combat Knife	4	3+	3/4	-	-

ABILITIES

Infiltrate: This operative may be set up anywhere on the Kill Zone outside of the enemy deployment zones more than ♦ from an enemy operative.

Sniper: Each time this operative is activated, so long as it does not perform a Normal Move, Charge or Fall Back action during that activation, its sniper rifle gains the silent special rule of this activation.

UNIQUE ACTIONS

-

LEGIONES ASTARTES 🗡️, IMPERIUM, <LEGION>, RECON ASTARTES, SNIPER



LEGION TERMINATOR

Terminator operatives match formidable armour with the finest veteran astartes of the Legions to form a devastating frontline assault marine, able to withstand the heaviest enemy fire and deliver a hammer blow to crush the foe with ruthless power.



M	APL	GA
3 ○	3	1
DF	SV	W
*	3+	14

NAME	A	BS/WS	D	SR	!
⊕ Boltgun	4	2+	3/4	-	-
⊕ Combi-Boltgun	4	2+	3/4	Ceaseless	-
⊕ Combi-Flamer	5	2+	2/2	Combi*, Rng 🔴, Torrent ○, Limited	-
⊕ Combi-Grav	4	2+	4/5	Combi* AP1, Grav*, Limited	-
⊕ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	2+	2/4	Combi*, Blast ○, Limited	-
- Krak	4	2+	4/5	Combi*, AP1, Limited	-
⊕ Combi-Melta	4	2+	6/3	Combi*, Rng 🔴, AP2, Limited	MW4
⊕ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Combi*, AP1, Limited	-
- Supercharged	4	2+	5/6	Combi*, AP2, Hot, Limited	-
⊕ Combi-Volkite	5	2+	3/4	Combi*, Deflagrate*, Rng 🔴, Ltd	-
⊕ Volkite Charger	5	2+	3/4	Deflagrate*, Range 🔴	-
⊗ Chainfist	4	2+	4/5	Rending	-
⊗ Power Fist	4	3+	5/7	Brutal	-
⊗ Power Axe	4	2+	4/5	Balanced	-
⊗ Power Maul	4	2+	4/5	Slam ▲/○	Stun
⊗ Power Sword	4	2+	4/6	Lethal 5+	-

ABILITIES

***Combi:** An operative equipped with this weapon is also equipped with a boltgun.

***Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

***Deflagrate:** If a critical hit is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and gains the Splash1 special rule.

Terminator Armour: Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

UNIQUE ACTIONS

-

LEGIONES ASTARTES 🗡️, IMPERIUM, <LEGION>, ELITE, TERMINATOR, WARRIOR



LEGION ASSAULT TERMINATOR

Assault Terminator operatives are merciless hand-to-hand combats armed as they are with devastating power weapons, lightning claws and thunder hammers.



M	APL	GA
3 ○	3	1
DF	SV	W
*	3+	14

NAME	A	BS/WS	D	SR	!
☉ Combi-Boltgun	4	2+	3/4	Ceaseless	-
✕ Chainfist	4	2+	4/5	Rending	-
✕ Lightning Claw (Single)	4	2+	4/5	Lethal 5+	-
✕ Lightning Claw (Pair)	5	2+	4/5	Lethal 5+, Relentless	-
✕ Power Fist	4	3+	5/7	Brutal	-
✕ Power Axe	4	2+	4/5	Balanced	-
✕ Power Maul	4	2+	4/5	Slam ▲/○	Stun
✕ Power Sword	4	2+	4/6	Lethal 5+	-
✕ Thunder Hammer	4	3+	5/6	Slam ▲/■	Stun

ABILITIES

Terminator Armour: Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

Terminator Storm Shield: Each time this operative fights in a combat, in the Resolve Successful Hits steps of that combat, each time it parries, two of your opponents successful hits are discarded (instead of one). Additionally, this operative adds +1 to the result when re-rolling a failed Save roll.

UNIQUE ACTIONS

-

LEGIONES ASTARTES 🪖, IMPERIUM, <LEGION>, ELITE, TERMINATOR, FIGHTER



LEGION SUPPORT TERMINATOR

Capitalising on the reinforced exoskeleton of their armour Support Terminator operatives bring a deadly array of weapons to the battlefield such as the Heavy Flamer or Reaper Autocannon.



M	APL	GA
3 ○	3	1
DF	SV	W
*	3+	14

NAME	A	BS/WS	D	SR	!
⊕ Heavy Flamer	6	2+	2/2	Range ◆, Torrent ○	-
⊕ Plasma Blaster	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	AP1	-
- Overcharged	4	2+	5/6	AP2, Hot	-
⊕ Reaper Autocannon	3	2+	5/7	Heavy, AP2	-
✕ Chainfist	4	2+	4/5	Rending	-
✕ Power Fist	4	3+	5/7	Brutal	-
✕ Power Sword	4	2+	4/6	Lethal 5+	-
✕ Power Axe	4	2+	4/5	Balanced	-
✕ Power Maul	4	2+	4/5	Slam ▲/○	Stun

ABILITIES

Terminator Armour: Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

UNIQUE ACTIONS

LEGIONES ASTARTES ☠, IMPERIUM, <LEGION>, ELITE, TERMINATOR, GUNNER



TERMINATOR ARMOUR PATTERNS

Terminator armour features a powerful support exoskeleton and internal energy supply, but pays for its unparalleled protection with bulk. The default rules provided for Terminator Armour in Terminator Datasheets can represent all patterns of armour though for the sake of granularity it should be thought of as Indomitus Pattern Terminator Armour. The optional rules below should be used, with player agreement, to represent other patterns. Depending on its particular pattern, Terminator armour confers additional rules and abilities to its wearer. When selecting operatives for a Terminator fire team you may elect for them to have the same pattern of terminator armour or give a different pattern to each.

Cataphractii Pattern

One of the first issued Tactical Dreadnought armour patterns, the Cataphractii suits were even more heavily protected than their contemporaries, with slab-like ceramite pauldrons housing additional shield generators. This design has the unfortunate side effect of overstraining the armour's exoskeleton and slowing the wearer dangerously.

In addition to the rules for Terminator Armour operatives in Cataphractii pattern armour have the following rules;

- This operative may not make Dash or Jump actions.
- When this operative is targeted by a Shoot action it rolls an additional defence dice during Step 4.
- During a Fight action this operative may retain a normal hit as a critical hit in combat, though this must be used to Parry.

Tartarus Pattern

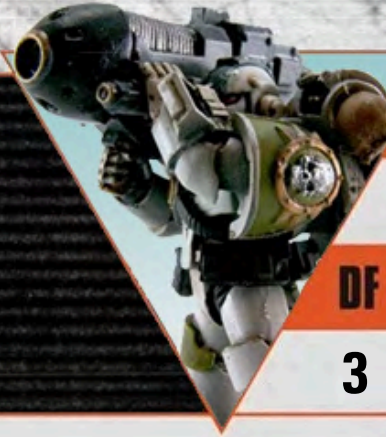
Tartarus armour is more streamlined and power efficient than its predecessors, making it more agile and providing short bursts of extra speed when needed, but was also more difficult and resource intensive to manufacture. Regardless of this, it had become one of the most widely circulated patterns issued in the decades before the outbreak of the Heresy.

In addition to the rules for Terminator Armour operatives in Tartarus pattern armour have the following ability;

Sweeping Advance: When, as part of a Fight action, this operative causes an enemy operative to become Injured or Incapacitated it may immediately move up to ■. This not only allows this operative to leave an engagement zone but may bring the operative into another operative engagement range.

LEGION HEAVY SUPPORT

Heavy Support operatives combine the firepower of light vehicles with the flexibility of an infantryman, able to use terrain to their advantage, climbing heights to attain better fields of fire, and go where a battle tank or even a Dreadnought cannot.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⦿ Autocannon	3	3+	5/7	Heavy, AP2	-
⦿ Heavy Boltgun	5	3+	4/5	Heavy, Fusillade	-
⦿ Heavy Flamer	6	2+	2/2	Range ◆, Torrent ○	-
⦿ Lascannon	4	3+	6/1	Heavy, AP2, Unwieldy	MW6
⦿ Missile Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	3+	3/5	Heavy, Blast ○	-
- Krak	4	3+	5/7	Heavy, AP1	-
⦿ Multi-Melta	4	3+	6/3	Heavy, AP2, Unwieldy	MW4
⦿ Plasma Cannon	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	3+	6/7	Heavy, AP1	-
- Overcharged	3	3+	6/8	Heavy, Blast ○, Hot, AP2	-
⦿ Volkite Culverin	5	3+	4/5	Deflagrate*, Heavy, Lethal 5+	MW1
✕ Combat Knife	4	3+	3/4	-	-

ABILITIES

***Deflagrate:** If a critical hit is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and has the Splash1 special rule.

UNIQUE ACTIONS

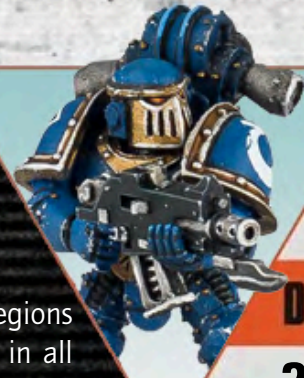
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LEGIONES ASTARTES ⚔, IMPERIUM, <LEGION>, HEAVY SUPPORT ASTARTES, HEAVY GUNNER



LEGION VETERAN TACTICAL ASTARTES

Exceptional and experienced warriors within the ranks of the Legions are quickly singled out and honoured with additional training in all aspects of warfare so to further amplify their battlefield power.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⦿ Boltgun	4	2+	3/4	-	-
⦿ Combi-Boltgun	4	2+	3/4	Ceaseless	-
⦿ Combi-Flamer	5	2+	2/2	Combi*, Rng 🔴, Torrent ○, Limited	-
⦿ Combi-Grav	4	2+	4/5	Combi* AP1, Grav*, Limited	-
⦿ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	2+	2/4	Combi*, Blast ○, Limited	-
- Krak	4	2+	4/5	Combi*, AP1, Limited	-
⦿ Combi-Melta	4	2+	6/3	Combi*, Rng 🔴, AP2, Limited	MW4
⦿ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Combi*, AP1, Limited	-
- Supercharged	4	2+	5/6	Combi*, AP2, Hot, Limited	-
⦿ Combi-Volkite	5	2+	3/4	Combi*, Deflagrate*, Limited, Rng 🔴	-
✂ Combat Knife	5	2+	3/4	-	-

ABILITIES

***Combi:** An operative equipped with this weapon is also equipped with a boltgun.

***Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

***Deflagrate:** If a critical hit is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and has the Splash1 special rule.

Veteran Tactica: At the start of this operative's activation select one of the following abilities;

- Resolve: When this operative receives a suppression token roll a D6, on a 4 or more the token is discarded.
- Weaponmaster: This model gains +1 to attack rolls during a Fight action
- Marksmen: This model can re-roll attack dice results of 1 during a Shoot Action

UNIQUE ACTIONS

Fury of the Legion (2AP): Make a shooting attack with this operative's boltgun. This attack is modified by the number of boltgun equipped operatives with the TACTICAL ASTARTES keyword within ■ of this operative;

- 1 Increase the attack characteristic of the Boltgun to 6
- 2 The attack gains the Fusillade Special rule
- 3 Increase the attack characteristic of the Boltgun to 8
- 4+ The attack gains the P1 Critical rule

Until the end of the turning point all operatives involved in this action may not make Overwatch actions.

LEGIONES ASTARTES 🗡, IMPERIUM, <LEGION>, VETERAN, TACTICAL ASTARTES, WARRIOR



LEGION SEEKER

Comprised of a specialised operatives Seekers are those whose principal task on the battlefield is to identify an enemy's command structure – its warlords, officers, priests, demagogues – whatever they may be, and slay them with a well-placed bolt round while the battle rages round them.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Seeker Boltgun	<i>Each time this weapon is selected to make a shooting attack with select one of the profiles below to use</i>				
- Kraken	4	2+	3/4	-	P1
- Scorpius	4	2+	4/5	Heavy	-
- Tempest	4	2+	3/4	Blast ○	-
✕ Combat Knife	4	3+	3/4	-	-

ABILITIES

Scout: Immediately after deployment this operative may make a Normal Move action.

UNIQUE ACTIONS

Rapid Fire (2AP): If this operative has already made a Shoot action, and has not performed a Normal Move or Dash action during its activation, it may make a second Shoot action with a different profile for the Seeker Boltgun.

LEGIONES ASTARTES ☉, IMPERIUM, <LEGION>, SEEKER ASTARTES, WARRIOR



LEGION DESTROYER

Considered dishonourable by some Legions who make little use of them or eschew them altogether, the Destroyers are equipped with and expert in the use of otherwise proscribed and forbidden weaponry. Rad weapons, and the crawl-burning horror of phosphex are among their dark arsenal.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Paired Bolt Pistols	5	2+	3/4	Range ♥, Ceaseless	-
☉ Phosphex Bomb	3	3+	4/5	Rng ♥, Blast ○, AP2, Phosphex* Limited	-
✕ Chainsword	4	2+	3/4	-	-

ABILITIES

Jump Pack: Once per turning point when this operative makes a Normal Move, Charge, or Fall Back action it may elect to use the jump pack. If it does so this operative gains the Fly special rule but may not make shoot actions other than Overwatch.

***Phosphex:** Once the shoot action is resolved place a token at the initial target spot, this token remains in play for the rest of the game. Roll a dice for any operative that comes within ■ of the token. On a result of 2-5 the model takes 3 wounds at AP2, on a 6 it takes 3 mortal wounds. During the initiative phase the player with the initiative may move the marker ○ in any direction.

UNIQUE ACTIONS

Jump Pack Assault (2 AP): This operative makes a charge action, using the Jump Pack ability. Roll a D6 for the target operative, on a 5 + that operative is pushed back ○ and counts as being hit once with a combat weapon that has the Stun rule. This operative may then be moved into Engagement range with the target operative.

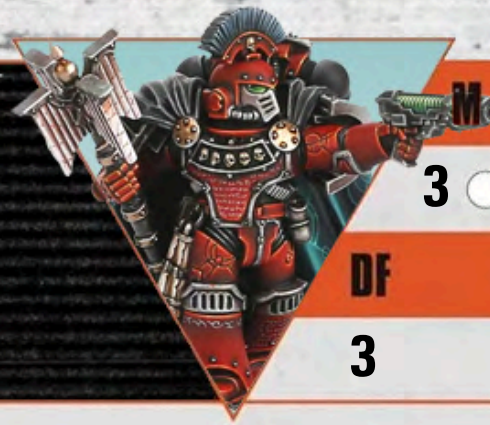
Blazing Fire (2AP): This operative makes a shoot attack with its Paired Bolt Pistols, which gain the Fusillade special rule.

LEGIONES ASTARTES ☉, IMPERIUM, <LEGION>, DESTROYER ASTARTES, FIGHTER



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.



M 3 ○ **APL** 3 **GA** 1

DF 3 **SV** 3+ **W** 12

NAME	A	BS/WS	D	SR	!
☉ Bolt Pistol	4	2+	3/4	Range ♠	-
☉ Plasma Pistol	<i>Each time this weapon is selected to make a shooting attack with select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Range ♠, AP1	-
- Supercharged	4	2+	5/6	Range ♠, AP2, Hot	-
✕ Power Maul	5	2+	4/5	Slam ▲/○	Stun

ABILITIES

Fearsome: When attacking this model with a Fight action If an enemy operative fails to cause a critical hit they must immediately make a free fall back action.

Zealot: This operative cannot be given suppression tokens.

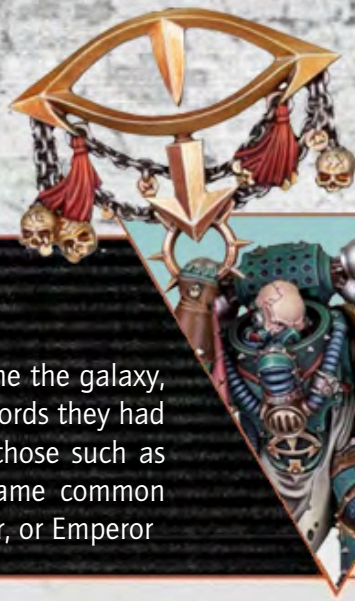
UNIQUE ACTIONS

Litany (1 AP): Select a friendly operative within ♠ of this operative. Until the end of the Turning Point that operative gains one of the following abilities;

- *Choleric:* This operative may re-roll failed attack dice
- *Melancholic:* This operative cannot become Injured and if already Injured they are considered to not be Injured
- *Phlegmatic:* This operative can perform a single, 1 AP action at no AP cost.
- *Sanguine:* This operative can re-roll failed Defence dice

LEGIONES ASTARTES ☉, IMPERIUM, <LEGION>, CHAPLAIN, ZEALOT, SUB-CONSUL





LEGION HERALD

As the wars of the Horus Heresy spread to consume the galaxy, billions fought and died under the banners of warlords they had never seen or heard firsthand, and even among those such as the Legiones Astartes, near-religious fervour became common for those artefacts touched by Primarch, Warmaster, or Emperor

M 3 ○ **APL** 3 **GA** 1

DF 3 **SV** 3+ **W** 12

NAME	A	BS/WS	D	SR	!
⊕ Boltgun	4	2+	3/4	-	-
⊕ Bolt Pistol	4	2+	3/4	Range ◆	-
⊕ Combi-Boltgun	4	2+	3/4	Ceaseless	-
⊕ Combi-Flamer	5	2+	2/2	Combi*, Rng ◆, Torrent ○, Limited	-
⊕ Combi-Grav	4	2+	4/5	Combi* AP1, Grav*, Limited	-
⊕ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	2+	2/4	Combi*, Blast ○, Limited	-
- Krak	4	2+	4/5	Combi*, AP1, Limited	-
⊕ Combi-Melta	4	2+	6/3	Combi*, Rng ◆, AP2, Limited	MW4
⊕ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Combi*, AP1, Limited	-
- Supercharged	4	2+	5/6	Combi*, AP2, Hot, Limited	-
⊕ Combi-Volkite	5	2+	3/4	Combi*, Deflagrate*, Limited, Rng ◆	-
⊕ Plasma Pistol	<i>Each time this weapon is selected to make a shooting attack with select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Range ◆, AP1	-
- Supercharged	4	2+	5/6	Range ◆, AP2, Hot	-
⊗ Lightning Claw	5	2+	4/5	Lethal 5+	-
⊗ Power Fist	5	3+	5/7	Brutal	-
⊗ Power Axe	5	2+	4/5	Balanced	-
⊗ Power Maul	5	2+	4/5	Slam ▲/○	Stun
⊗ Power Sword	5	2+	4/6	Lethal 5+	-

ABILITIES

***Combi:** An operative equipped with this weapon is also equipped with a boltgun.

***Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

***Deflagrate:** If one or more Critical is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and has the Splash1 special rule

Icon Bearer: When determining control of an objective marker, treat this operatives APL characteristic as being 1 higher. Note that this is not a modifier. In narrative play, this is cumulative with the Focused Battle Honour (See KT-CB).

Icon of the Legion: Depending on their keyword this operative gains the following ability:

- **Dark Banner: BLACKSHIELD** only. The Herald and all friendly operatives with the **LEGIONES ASTARTES** keyword never apply negative modifiers to their APL.
- **Banner of the Aquila: LOYALIST** only. The Herald and all friendly operatives with the **LEGIONES ASTARTES** keyword add +1 to their attack rolls during a fight action.
- **Banner of the Eye: TRAITOR** only. The Herald and all friendly operatives with the **LEGIONES ASTARTES** keyword gain an additional +1▲ movement to Charge actions, and may re-roll attack rolls of 1 during a fight action if they made a Charge action in the same turning point.

UNIQUE ACTIONS

Plant the Banner (2AP): Take this action at the start of this operative's activation. While this operative remains stationary double the APL of all friendly operatives within ◆ of this operative when calculating who controls an objective. This bonus remains in play until this operative is moved for any reason.

LEGIONES ASTARTES ●, **IMPERIUM**, <LEGION>, **HERALD**, **ICON BEARER**, **SUB-CONSUL**



LEGION LEXICANIUM

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.



M **APL** **GA**

3 ○ **3** **1**

DF **SV** **W**

3 **3+** **12**

NAME	A	BS/WS	D	SR	!
⊕ Bolt Pistol	4	2+	3/4	Range ♠	-
⊕ Plasma Pistol	<i>Each time this weapon is selected to make a shooting attack with select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Range ♠, AP1	-
- Supercharged	4	2+	5/6	Range ♠, AP2, Hot	-
⊕ Volkite Serpenta	4	2+	3/4	Range ♠	P1
⊗ Force Axe	5	2+	4/5	Balanced, Force*	-
⊗ Force Sword	5	2+	4/5	Force* Lethal 5+	-
⊗ Force Staff	5	2+	4/5	Block*, Force*, Slam ▲/○	Stun

ABILITIES

***Block:** Each time this operative fights in a combat, in the Resolve Successful Hits steps of that combat, each time it parries, two of your opponents successful hits are discarded (instead of one)

***Force:** For each additional action point an operative adds to the Fight action they may roll an additional attack dice.

***Deflagrate:** If one or more Critical is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and has the Splash1 special rule

Psychic Hood: Each time this operative would lose a wound due to a psychic action, roll a D6; on a 5+, that wound is not lost.

UNIQUE ACTIONS

Manifest Psychic Power (1AP): Psychic action. Resolve a psychic power, as specified on pages 25 to 27. An operative can perform this action twice during its activation.

LEGIONES ASTARTES 🪖, IMPERIUM, <LEGION>, LEXICANIUM, PSYKER, SUB-CONSUL





LEGION MEDICAE

Serving as battlefield healers it is the task of Medicae to proffer aid to the wounded, return the injured back to the fray and minister final mercy to those in need of it, recovering the Legion's gene-seed zygotes for implantation in future generations of Space Marines.

M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⦿ Bolt Pistol	4	2+	3/4	Range ♠	-
⦿ Plasma Pistol	<i>Each time this weapon is selected to make a shooting attack with select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Range ♠, AP1	-
- Supercharged	4	2+	5/6	Range ♠, AP2, Hot	-
✕ Chainsword	5	2+	3/4	-	-
✕ Power Axe	5	2+	4/5	Balanced	-
✕ Power Sword	5	2+	4/6	Lethal 5+	-

ABILITIES

Medicae Systems: Each time this operative would lose a wound, roll a D6; on a 5+, that wound is not lost. This operative cannot be injured

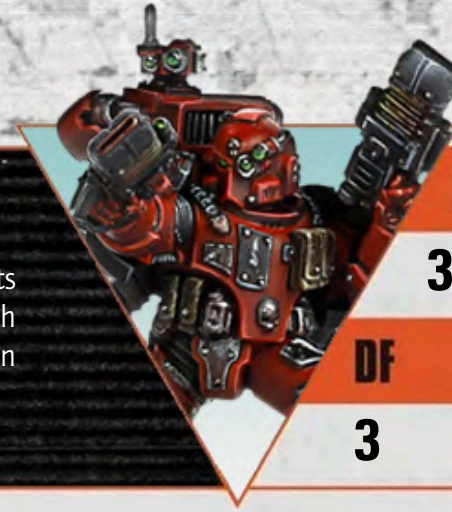
UNIQUE ACTIONS

Nartheicum (1AP): Select 1 friendly **LEGIONES ASTARTES** operative visible to and within ▲ of this operative. That operative regains 2D3 lost wounds. This operative cannot perform this action while within Engagement Range of enemy operatives.

Extract Progenoid (1 AP): Select 1 Incapacitated Token within ▲ of this operative. The player removes the token and gains 1 VP. This operative cannot perform this action while within Engagement Range of enemy operatives. *(This will require players to mark where friendly models are incapacitated)*

LEGIONES ASTARTES 🦺, IMPERIUM, <LEGION>, MEDICAE, MEDIC, SUB-CONSUL





LEGION MORITAT

Regarded usually as dangerously unstable outcasts Moritats are savage and proficient warriors, having become one with the act of killing, honing their superhuman reflexes to gun down the foe at close quarters to a preternatural degree.

M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⊕ Paired Bolt Pistols	5	2+	3/4	Range ♠, Ceaseless	-
⊕ Paired Plasma Pistols					
- Sustained	4	2+	5/6	Range ♠, Ceaseless, AP1	-
- Overcharged	4	2+	5/6	Range ♠, Ceaseless, AP2, Hot	-
⊕ Paired Volkite Serpentas	4	2+	3/4	Range ♠, Ceaseless	P1
✕ Paired Bolt Pistols	4	2+	3/4	-	-
✕ Paired Volkite Serpentas	4	2+	3/4	-	-
✕ Pistol Whip	4	2+	2/3	-	-

ABILITIES

Jump Pack: Once per turning point when this operative makes a Normal Move, Charge, or Fall Back action it may elect to use the jump pack. If it does so this operative gains the Fly special rule but may not make shoot actions other than Overwatch.

Loner: Regardless of their proximity this operative always counts as being further than ♠ from all other friendly operatives.

Gunslinger: If this operative is the target of a charge action it may make a free overwatch attack against the charging operative.

UNIQUE ACTIONS

Jump Pack Assault (2 AP): In a turn when this model takes a charge action using a Jump Pack roll a D6, on a 6 the target model is pushed back ○ and counts as being hit once with a combat weapon that has the Stun rule. This operative may then be moved into Engagement range with the target operative.

Blazing Fire (2AP): This operative makes a shoot attack with its Paired Bolt Pistols which gain the Fusillade special rule.

LEGIONES ASTARTES ☠, IMPERIUM, <LEGION>, MORITAT, FIGHTER, SUB-CONSUL





LEGION NUNTIARE

A vital link between those desperately fighting and support elements of the Legion in battle, Nuntiare are strategic and communications specialist capable of interpreting and directing the flow of battle around them, and calling in support strikes from distant batteries and orbiting vessels.

M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⦿ Bolt Pistol	4	2+	3/4	Range ♠	-
⦿ Barrage*	4	2+	3/5	Blast ■, Indirect, No Cover, AP1, Limited	-
⦿ Plasma Pistol	<i>Each time this weapon is selected to make a shooting attack with select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Range ♠, AP1	-
- Overcharged	4	2+	5/6	Range ♠, AP2, Hot	-
⦿ Volkite Serpenta	4	2+	3/4	Range ♠	P1
✕ Chainsword	5	2+	3/4	-	-
✕ Power Sword	5	2+	4/6	Lethal 5+	-

ABILITIES

***Deflagrate:** If one or more Critical is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and has the Splash1 special rule

Cognis-Signum: Select one enemy operative Visible to this operative. Subtract 1 from its APL. This operative cannot use this ability if it is within Engagement Range of an enemy operative.

UNIQUE ACTIONS

Nuncio-Vox (1AP): Select one friendly **LEGIONES ASTARTES** operative within ♠ of and Visible to this operative. Add 1 to its APL. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

***Barrage (2AP):** Once per game this operative may make a shooting action with the Barrage profile.

LEGIONES ASTARTES ⦿, IMPERIUM, <LEGION>, NUNTIARE, COMMS, SUB-CONSUL





LEGION OPSEQUIARI

Originating in the VIth Legion these disciplinary troops served to maintain order in the ranks as the Heresy progressed. The Opsequiari are chosen from the most stable veterans of the Legion and are granted the power to execute Battle-Brothers with impunity if need be.

M **APL** **GA**

3 ○ **3** **1**

DF **SV** **W**

3 **3+** **12**

NAME	A	BS/WS	D	SR	!
⊕ Boltgun	4	2+	3/4	-	-
⊕ Scorpius Bolt Pistol	4	2+	3/4	Range ◆ , AP1	-
⊕ Scorpius Boltgun	4	2+	3/5	Heavy, AP1	-
⊕ Combi-Melta	4	2+	6/3	Combi* Range ◆ , AP2, Limited	MW4
⊕ Inferno Pistol	4	2+	5/3	Range ■ , AP2	MW3
⊗ Lightning Claw	5	2+	4/5	Lethal 5+	-
⊗ Power Fist	5	3+	5/7	Brutal	-
⊗ Power Sword	5	2+	4/6	Lethal 5+	-
⊗ Power Axe	5	2+	4/5	Balanced	-
⊗ Power Blade	5	2+	3/4	-	MW1

ABILITIES

***Combi:** An operative equipped with this weapon is also equipped with a boltgun.

Discipline: Friendly operatives with ◆ may make any action available to them if they take a suppression token, not only Overwatch and Dash, nor may they be forced to fall back for any reason. Additionally, as long as this operative remains on the killzone, Each friendly operative counts their APL as being one higher when calculating who controls and objective.

UNIQUE ACTIONS

Fury of the Legion (2AP): Make a shooting attack with this operative's boltgun. This attack is modified by the number of boltgun equipped operatives with the TACTICAL ASTARTES keyword within ■ of this operative;

- 1 Increase the attack characteristic of the Boltgun to 6
- 2 The attack gains the Fusillade Special rule
- 3 Increase the attack characteristic of the Boltgun to 8
- 4+ The attack gains the P1 Critical rule

Until the end of the turning point all operatives involved in this action may not make Overwatch actions.

LEGIONES ASTARTES ◆, IMPERIUM, <LEGION>, OPSEQUIARI, SUB-CONSUL





LEGION SIEGE BREAKER

The wreckers of cities, the bringers-down of fortress walls and the shatters of strongholds, Siege Breakers are officers of the Legion whose speciality is precisely applied destruction against strategic targets. As the Heresy progressed they would be seen more and more on the fields of battle.

M **APL** **GA**

3 ○ **3** **1**

DF **SV** **W**

3 **3+** **12**

NAME	A	BS/WS	D	SR	!
⚡ Boltgun	4	2+	3/4	-	-
⚡ Combi-Boltgun	4	2+	3/4	Ceaseless	-
⚡ Combi-Flamer	5	2+	2/2	Combi*, Rng 🔴, Torrent ○, Limited	-
⚡ Combi-Grav	4	2+	4/5	Combi* AP1, Grav*, Limited	-
⚡ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	2+	2/4	Combi*, Blast ○, Limited	-
- Krak	4	2+	4/5	Combi*, AP1, Limited	-
⚡ Combi-Melta	4	2+	6/3	Combi*, Rng 🔴, AP2, Limited	MW4
⚡ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Combi*, AP1, Limited	-
- Supercharged	4	2+	5/6	Combi*, AP2, Hot, Limited	-
⚡ Combi-Volkite	5	2+	3/4	Combi*, Deflagrate*, Limited, Rng 🔴	-
⚡ Melta Bomb	4	3+	6/3	Range 🔴, AP2, Limited	MW4
⚡ Plasma Pistol	<i>Each time this weapon is selected to make a shooting attack with select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Range 🔴, AP1	-
- Supercharged	4	2+	5/6	Range 🔴, AP2, Hot	-
⚡ Volkite Serpenta	4	2+	3/4	Range 🔴	P1
⚔ Chainsword	5	2+	4/5	-	-
⚔ Power Axe	5	2+	4/5	Balanced	-
⚔ Power Maul	5	2+	4/5	Slam ▲/○	Stun
⚔ Power Sword	5	2+	4/6	Lethal 5+	-

ABILITIES

***Combi:** An operative equipped with this weapon is also equipped with a boltgun.

***Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

***Deflagrate:** If one or more Critical is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and has the Splash1 special rule

Boarding Shield: This operative gains an additional defence dice when targeted by a Shoot action. Additionally, each time this operative fights in a combat, in the Resolve Successful Hits steps of that combat, each time it parries, two of your opponents successful hits are discarded (instead of one)

UNIQUE ACTIONS

Melta Charge (1AP): Place a Melta Charge token on a terrain feature within ▲ of this operative then perform a free dash action with this operative. This terrain feature now has the Traversable trait. This action cannot be used If this operative is within Engagement Range of an enemy operative.

LEGIONES ASTARTES 🪖, IMPERIUM, <LEGION>, SIEGE BREAKER, SUB-CONSUL





LEGION TECHMARINE

Overseeing the manufacture and supply of wargear and vehicles for their Legion Techmarine operatives operate and repair the most specialised and complex weaponry on the battlefield. When attached to a Kill Team such operatives can change the very battlefield to their Legion's advantage.

M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⊕ Boltgun	4	2+	3/4	-	-
⊕ Bolt Pistol	4	2+	3/4	Range ◆	-
⊕ Combi-Boltgun	4	2+	3/4	Ceaseless	-
⊕ Combi-Flamer	5	2+	2/2	Combi*, Rng ◆, Torrent ○, Limited	-
⊕ Combi-Grav	4	2+	4/5	Combi* AP1, Grav*, Limited	-
⊕ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	2+	2/4	Combi*, Blast ○, Limited	-
- Krak	4	2+	4/5	Combi*, AP1, Limited	-
⊕ Combi-Melta	4	2+	6/3	Combi*, Rng ◆, AP2, Limited	MW4
⊕ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Combi*, AP1, Limited	-
- Supercharged	4	2+	5/6	Combi*, AP2, Hot, Limited	-
⊕ Combi-Volkite	5	2+	3/4	Combi*, Deflagrate*, Limited, Rng ◆	-
⊕ Grav-Gun	4	2+	4/5	AP1, Grav*	-
⊕ Plasma Pistol	<i>Each time this weapon is selected to make a shooting attack with select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Range ◆, AP1	-
- Supercharged	4	2+	5/6	Range ◆, AP2, Hot	-
⊕ Volkite Charger	5	2+	3/4	Deflagrate*, Range ◆	-
✕ Power Axe	5	2+	4/5	Balanced	-
✕ Thunder Hammer	4	3+	5/6	Slam ▲/■	Stun
✕ Servo Arm	1	3+	5/7	Brutal	-

ABILITIES

***Combi:** An operative equipped with this weapon is also equipped with a boltgun.

***Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

***Deflagrate:** If one or more Critical is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and has the Splash1 special rule

Servo-Arm: When this operative attacks with combat weapon it may roll an additional dice using the Servo-Arm profile above. In addition enemy operatives do not gain the benefit of Combat Support regardless of how many enemy operatives are within Engagement range of this operative. The Servo Arm cannot be used by itself in combat.

UNIQUE ACTIONS

Bolster Defences (2AP): If this operative takes this action within ○ of a terrain feature with the traversable trait that terrain feature loses that trait. This operative may not take this action if it is within Engagement Range of an enemy operative.

Construct Barricade (2AP): When within ○ of a terrain feature with the Heavy Terrain Trait place a barricade within ○ of this operative. This operative may not take this action if it is within Engagement Range of an enemy operative.

LEGIONES ASTARTES ⚔, IMPERIUM, <LEGION>, TECHMARINE, SUB-CONSUL



LEGION VIGILATOR

Vigilators are the eyes of their Legion on the ground, their wisdom paramount in scouting out the foe's disposition and strength, and determining the best place to strike. Theirs are the arts of sabotage and assassination.



M **APL** **GA**

3 ○ **3** **1**

DF **SV** **W**

3 **3+** **12**

NAME	A	BS/WS	D	SR	!
🌀 Vigilator Boltgun	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Kraken	4	2+	3/4	-	P1
- Scorpis	4	2+	4/5	Heavy	-
- Tempest	4	2+	3/4	Blast ○	-
✕ Chainsword	5	3+	4/5	-	-
✕ Heavy Chainsword	4	3+	4/5	Rending	-
✕ Power Axe	5	3+	4/5	Balanced	-
✕ Power Maul	5	3+	4/5	Slam ▲/○	Stun
✕ Power Sword	5	3+	4/6	Lethal 5+	-

ABILITIES

Infiltrate: This operative may be set up anywhere on the Kill Zone outside of the enemy deployment zones more than from an enemy operative.

Unstoppable: This operative treats all light terrain as having the traversable trait.

Camo Cloak: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, if it is in Cover, one additional dice can be retained as a successful normal save as a result of Cover.

UNIQUE ACTIONS

Triangulate (1 AP): One friendly operative within of this operative that has yet to be activated may, during a Shoot action, retain up to two attack dice results of 5 as critical hits.

LEGIONES ASTARTES , IMPERIUM, <LEGION>, VIGILATOR, SUB-CONSUL



EQUIPMENT

LEGIONES ASTARTES operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence (see the Kill Team Core Book). Any equipment marked with a * can be selected a maximum of once, and each operative can be equipped with no more than one of each item. Additionally equipment specific to a given Legion can be found in their factional rules.

ARCHAEOTECH PISTOL [3EP]*

LEADER or **SUB-CONSUL** only. Replace this operative's pistol weapon with a relic weapon from the Age of Strife. The operative gains the following ranged weapon:


Name	A	WS	D
Archaeotech Pistol	4	2+	4/4
Special Rules	!		
Range  , AP2	MW1		

ARTIFICER ARMOUR [2EP]*

LEADER or **SUB-CONSUL** only. This operative is clad in the finest armour from the Legion's Forges. Increase this operative's Defence characteristic by +1.

AUGURY [3EP]*

LEADER only. This operative can perform the following action during the battle:

AUGURY	1AP
Select one friendly LEGIONES ASTARTES operative within  of and Visible to this operative. Until the end of the Turning Point, that operative's ranged weapons are treated as having the No Cover special rule. This operative cannot perform this action while within Engagement Range of enemy operatives	

CAMO CLOAK [1EP]

Any **RECON** operative may take a Camo Cloak, that operative gains the following ability;

Camo Cloak: Each time a shooting attack is made against this operative, in the Defence Dice step of that shooting attack, before rolling your defence dice, if it is in Cover, one additional dice can be retained as a successful normal save as a result of Cover.

COMBAT SHIELD [1EP]

Any **ASSAULT**, **FIGHTER**, or **LEADER** operative armed with a pistol may take a Combat Shield gaining the following ability;



Combat Shield: During the Firefight Phase an operative equipped with a combat shield may add +1 to a single defence or attack dice per roll. If applied to an attack dice as part of a Fight action the result may only be used to Parry.

DIGITAL WEAPONS [1EP]*

LEADER or **SUB-CONSUL** only. Once per game, during the Roll Attack Dice step of a Fight action, this operative may retain a single failed hit as a critical hit. This hit must be used as a Strike.

FRAG GRENADE [2EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	WS	D
Frag Grenade	4	3+	2/3
Special Rules	!		
Range  , Limited, Blast  , Indirect	-		

HALO BLADE [2EP]*

BLACKSHIELD LEADER or **SUB-CONSUL** only. Replace this operative's combat weapons with the following;

Name	A	WS	D
Halo Blade	4	2+	4/6
Special Rules	!		
Brutal, Hot	Reap1		

JUMP PACK [2EP]

Any **ASSAULT** operative may take a Jump Pack, that operative gains the following ability and action;

Jump Pack: Once per turning point when this operative makes a Normal Move, Charge, or Fall Back action it may elect to use the jump pack. If it does so this operative gains the Fly special rule but may not make shoot actions other than Overwatch.

JUMP PACK ASSAULT

2AP

This operative makes a charge action, using the Jump Pack ability. Roll a D6 for the target operative, on a 5+ that operative is pushed back ○ and counts as being hit once with a combat weapon that has the Stun rule. This operative may then be moved into Engagement range with the target operative.

KRAK GRENADE [3EP]

The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an Overwatch action:

Name	A	WS	D
Krak Grenade	4	3+	4/5
Special Rules	!		
Range ◆, Limited, AP1, Indirect	-		

OATH OF MOMENT [1EP]

The operative gains the following ability for the battle:

Oath of Moment: Once per battle, when this operative is fighting in combat, making a shooting attack or a shooting attack is being made against it, you can use the Command Re-roll Tactical Ploy (see the Kill Team Core Book) without spending any CP.

REFRACTOR FIELD [4EP]*

LEADER or **SUB-CONSUL** only. When targeted by a Shooting attack this operative may retain a defence dice as a normal success as if they were in Cover.

SMOKE GRENADE [3EP]

RECON operative only. The operative can perform the following action during the battle

SMOKE GRENADE

1AP

Place the centre of one Smoke token on a point within ◆ of this operative. That token creates an area of smoke with a ○ radius and unlimited upward height (but not below) measured from the centre of that token. Until the end of the Turning Point, an operative is not Visible if a Cover line drawn to it crosses an area of smoke. This operative can only perform this action once, and cannot perform this action while within Engagement Range of enemy operatives.

SUSPENSOR WEB [2EP]

This operative ignores the movement restrictions associated with wielding a ranged weapon with the **HEAVY** special rule

TERMINATOR ARMOUR [7EP]*

LEADER or **SUB-CONSUL** only. This operatives DF characteristic changes to * and their Wounds are increased to 15. Additionally they gain the following ability;

Terminator Armour: Each time this operative is the target of a shooting attack they roll a number of defence dice equal to Attack stat of the weapon used in that attack. This operative may re-roll any failed Save rolls, ignoring APx, succeeding on a result of 5+. This operative may not perform a Climb action on Light Terrain but treats such terrain as having the Traversable trait. This operative cannot be given a Conceal order.

I



III



IV



VIII



IX



X



XV



XVI



XVII



V



VI



VII



XII



XIII



XIV



XVIII



XIX



XX



LEGIO I DARK ANGELS



LION EL'JONSON

Lion El'Jonson, often times referred to as The Lion, is the Primarch of the 1st Legion, the Dark Angels. Raised on Caliban, a beautiful but blighted world tainted by the warp due to its proximity to the Eye of Terror, he spent his early life fighting the tainted monsters of the arboreal world. In recognition of his triumph against the Great Beasts, Lion El'Jonson was proclaimed the new Supreme Grand Master of The Order and Caliban as a whole. The Lion gained notoriety for his leadership and combat capability in the Great Crusade, but was too secretive and stoic to be considered for the honour of Warmaster. Indeed, the Lion himself admitted he had difficulty understanding the emotions of others. This emotional blindness led some of his followers to begrudge Jonson the great honours he has won, these small pangs of jealousy would, at the end of the Heresy, lead to utter betrayal.

Stark and uncompromising, the Dark Angels were the first of the Emperor's Legions and the truest to the mould from which the Legiones Astartes had been struck. They were killers of the purest and most refined kind, for whom there could be no other destiny but a lifetime of war and death in the name of the Imperium and Mankind. They did not build empires, made no attempt to master the ways of peace or the subtle skills of the artist, craftsman or diplomat. They offered no excuses for their nature and made no compromises in the pursuit of their assigned duty, shirking neither the price they paid in blood nor the price paid in infamy and solitude. Their greatest battles are to be found in no catalogue of Compliance or roll of honour, no scholars or poets sing of these glories or remember those fallen in their prosecution, for they were fought against foes so monstrous that it was deemed necessary that all mention of them be erased from history. Such was the nature of their service, not only to be prosecutors of the Great Crusade, but also to serve as the Imperium's most potent bulwark against the unknown terrors that lurked in the dark between the stars.

The First Legion was composed of Chapters, Companies and squads as was any other, this was the shape of its overt structure, the uncloaked face it showed to its brother Legions and the Imperium at large. Yet each of the warriors of the Legion also held a position in a second, covert layer of organisation, one they kept hidden from those not of the Legion. This secret strata of organisation was composed primarily of two distinct bodies: the great Hosts and the Orders of Battle. Both of these bodies served to allow the collection and codification of knowledge by the warriors of the Legion and to see that this knowledge was available on the battlefield when it was needed most by the generals of the Great Crusade.

Each Host followed the same organisational structure, each with its own master, marshals and initiates organised into cells scattered across the Chapters of the Legion. These cells were embedded at the very heart of the Legion's core, operating alongside the Companies and squads of its open face. Any given squad might very well include members from several cells, each bound in service to different Hosts - they were at once brothers, sealed by the oaths made to Legion and sergeant, and made strangers by the secret ties and mysteries of their Host. A warrior owed his obedience to both his commander in the ranks of open battle and his superior in the hidden society of his Host, with only the subtle context of tradition to tell when one held authority over the other. It is a testament to the fortitude of the minds and the enduring loyalty of these warriors that such a system not only functioned on the field of battle, but excelled in bringing triumph to the First Legion.

The Orders of Battle, though more numerous, boasted far fewer adherents than the Hosts. Of the hundreds of individual Orders, most could count no more than a few dozen initiates, a mere handful of warriors by comparison to the vast Hosts and Chapters of the greater Legion. Such warrior-fraternities could not disseminate their knowledge across an entire Legion in the same manner as the Hosts, and harboured a skill set ill-disposed towards such a use. The Orders of Battle were experts in a single bloody aspect of war, the destruction of a singular foe or the mastery of some aberrant field of conflict. When a battlegroup of the First Legion encountered a foe worthy of their hatred or a field of battle whose nature defied their contempt it was to the Orders of Battle that they turned, forming a cenobium, a cadre of the warriors from an Order trained to negate the foe, to lead the assault and to turn all their secret knowledge into a weapon to smite the enemies of Mankind.


LEGION ABILITIES



Dark Angels Legion Icon,
Late Crusade era Common Armorial Use

The Hexagrammaton

Either the Kill Team **LEADER** or Legion Support operative, that is not already an inductee of the Hexagrammaton, may select one of the following abilities;

- **Scion of the Deathwing:** This operative may re-roll failed attack rolls while engaged in a Challenge action. This operative gains the **DEATHWING** keyword
- **Scion of the Dreadwing:** This operative treats all terrain with the light trait to also have the traversable trait. Additionally, this operative does not suffer the penalty for moving through traversable terrain. This operative gains the **DREADWING** keyword
- **Scion of the Firewing:** This operative can re-roll attack dice results of 1 or 2 during a fight action against an operative which has either the **WARRIOR** or **FIGHTER** keywords. This operative gains the **FIREWING** keyword
- **Scion of the Ironwing:** When this operative targets an enemy operative that is in cover with a shooting attack, the weapon used gains the Stun critical rule. This operative gains the **IRONWING** keyword
- **Scion of the Ravenwing:** This operative and one Legion Fire team may be deployed along an adjacent board edge up to  from the player's deployment area. This operative and the selected fire team gain the **RAVENWING** keyword
- **Scion of the Stormwing:** When making an overwatch or shoot action this operative does not apply any positive/negative modifiers to the attack roll. Additionally when this model makes a Suppress attack a single Normal hit can be retained as a Critical hit. This operative gains **STORMWING** keyword

Masters of the Blade*

The following weapons gain the Balanced special rule in a **DARK ANGELS** kill team: Chainswords, Heavy Chainswords, Power Swords, Calibanite Warblades, Calibanite Charge-Blades, Terranic Greatswords, and Combat Knives

Weapons of Old Night

Any operative in a **DARK ANGELS** kill team who can be equipped with a power sword may replace it with a calibanite warblade. Any **GUNNER** operative may be armed with a plasma repeater. Details overleaf.

KILL TEAMS OF THE 1ST LEGION

When building a Kill Team from the Dark Angels legion select your fire teams as normal with all operatives gaining the **DARK ANGELS** keyword. You may not include any operatives incapable of taking this keyword. In addition the player must select either the **LOYALIST** or **TRAITOR** keyword to reflect their forces ultimate allegiance

Operatives in this kill team have access to legion specific options for Abilities, see previous page, together with the Ploys noted here.

Legion Support Operative

A Dark Angels Kill Team may include a Firewing Enigmatii, Deathwing Companion, or Dreadwing Interemptor as their Legion Support operative. These operatives may be armed as follows;

Firewing Enigmatii operative equipped with a Needle Pistol, Calibanite Charge-Blade, and Jump Pack

Dreadwing Interemptor operative equipped with a Plasma Burner and Combat Knife

Deathwing Companion operative equipped with one option from each of the following:

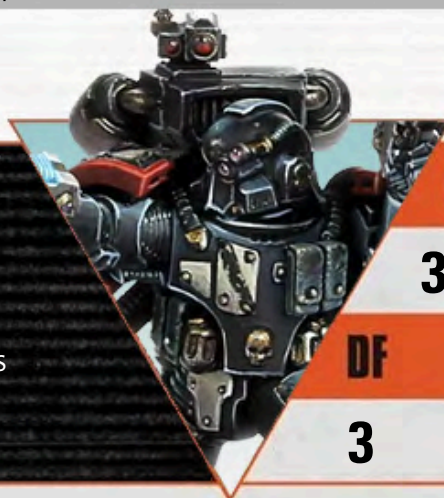
- Boltgun, Bolt Pistol, Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi-Plasma, Combi-Volkite, Plasma Pistol, Cytheron Aegis
- Calibanite Warblade, Power Fist, Terranic Greatsword

WEAPONS OF OLD NIGHT

NAME	A	BS/WS	D	SR	!
⚙ Plasma Repeater	<i>Each time this weapon is selected to make a fighting attack with, Select one of the profiles below to use</i>				
- Standard	4	3+	5/6	AP1, Fusillade	!
- Supercharged	4	3+	5/6	AP2ž<ch	-
✕ Calibanite Warblade	4	2+	4/6	Ceaseless, Lethal 5+	-

FIREWING ENIGMATII

Normally operating in small elite units, called Enigmatus Cabals, the Enigmatii of the Dark Angels Firewing are deployed to eliminate an enemy's leaders, disrupt their lines of advance and throw their plans into disarray.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⚙ BYYX'Y'D]grc`	4	3+	2/4	@\hU`) ŽžRange ◆	-
✕ Calibanite Charge-Blade	<i>Each time this weapon is selected to make a fighting attack with, Select one of the profiles below to use</i>				
- Sustained)	&+	4/)	7YUgY'Ygg	!
- Charged	4	&+	5/6	@\hU`) Žž<ch	-

ABILITIES

Jump Pack: Once per turning point when this operative makes a Normal Move, Charge, or Fall Back action it may elect to use the jump pack. If it does so this operative gains the Fly special rule but may not make shoot actions other than Overwatch.

Enigmatii: When targeting this operative with attacks, abilities, or ploys it is always considered to have a Conceal order unless such attacks originate within ◆ of this operative.

Shroud Bombs: When within Engagement range of an enemy operative this operative may not be targeted with Overwatch attacks.

Scion of the Firewing: This operative can re-roll attack dice results of 1 or 2 during a fight action against an operative which has either the **WARRIOR** or **FIGHTER** keywords.

UNIQUE ACTIONS

Jump Pack Assault (2 AP): This operative makes a charge action, using the Jump Pack ability. Roll a D6 for the target operative, on a 5+ that operative is pushed back ○ and counts as being hit once with a combat weapon that has the Stun rule. This operative may then be moved into Engagement Range with the target operative.

LEGIONES ASTARTES ◆, IMPERIUM, DARK ANGELS, ELITE, FIREWING, ENIGMATII, ASSAULT



DEATHWING COMPANION

The finest warriors and longest-serving veterans among the Deathwing form the ranks of the Companions, each such operative sworn by the most stringent of oaths to ensure the survival of those officers and leaders placed under their charge.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	14

NAME	A	BS/WS	D	SR	!
⦿ Boltgun	4	3+	3/4	-	-
⦿ Bolt Pistol	4	3+	3/4	Range ◆	-
⦿ Combi-Boltgun	4	3+	3/4	Ceaseless	-
⦿ Combi-Flamer	5	3+	2/2	Combi*, Rng ◆, Torrent ○, Limited	-
⦿ Combi-Grav	4	3+	4/5	Combi* AP1, Grav*, Limited	-
⦿ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	3+	2/4	Combi*, Blast ○, Limited	-
- Krak	4	3+	4/5	Combi*, AP1, Limited	-
⦿ Combi-Melta	4	3+	6/3	Combi*, Rng ◆, AP2, Limited	MW4
⦿ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	3+	5/6	Combi*, AP1, Limited	-
- Supercharged	4	3+	5/6	Combi*, AP2, Hot, Limited	-
⦿ Combi-Volkite	4	3+	3/4	Combi*, Deflagrate*, Limited, Rng ◆	-
⦿ Plasma Pistol	<i>Each time this weapon is selected to make a shooting attack with select one of the profiles below to use</i>				
- Sustained	4	3+	5/6	Range ◆, AP1	-
- Supercharged	4	3+	5/6	Range ◆, AP2, Hot	-
✗ Calibanite Warblade	5	2+	4/6	Ceaseless, Lethal 5+	-
✗ Power Fist	5	3+	5/7	Brutal	-
✗ Terranic Greatsword	4	3+	4/6	Brutal	Reap 1

ABILITIES

***Combi:** An operative equipped with this weapon is also equipped with a boltgun.

***Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

***Deflagrate:** If one or more Critical is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and has the Splash1 special rule

Companion: When this operative is within ○ of their Kill Team LEADER that operative may not be targeted by shooting attacks. Additionally if that operative is successfully targeted for a charge action this operative may immediately be placed within the charging enemy operatives Engagement Range.

Scion of the Deathwing: This operative may fight in a Challenge action during which it may re-roll failed attack rolls

Cytheron Aegis: This operative has the Invulnerable Save 4+ special rule and rolls an additional defence dice when targeted by a Shoot action. Additionally, each time this operative fights in a combat, in the Resolve Successful Hits steps of that combat, each time it parries, two of your opponents successful hits are discarded (instead of one).

UNIQUE ACTIONS

Deploy Cytheron Aegis (2AP): Until the end of the Tuning Point friendly operatives within ○ of this operative gain an Invulnerable Save 3+ ability.

LEGIONES ASTARTES, IMPERIUM, DARK ANGELS, ELITE, DEATHWING, COMPANION



DREADWING INTEREMPTOR

Even among the ranks of the Dreadwing the Interemptors were known as a grim breed dedicated to the singular purpose of utterly annihilating the enemy. When they attacked, they left behind no trace of their foe and took no trophies or told no tales of their victories



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⚡ Plasma Burner	4	2+	4/6	AP2, Hot	-
✂ Combat Knife	4	3+	3/4	-	-

ABILITIES

Stubborn: This operative ignores any and all negative modifiers to their APL characteristic.

Scion of the Dreadwing: This operative treats all terrain with the light trait to also have the traversable trait. Additionally, this operative does not suffer the penalty for moving through traversable terrain.

UNIQUE ACTIONS

Purge (2AP): Make a shooting action with the Plasma Burner during which the weapon gains the No Cover and Torrent ○ special rules

LEGIONES ASTARTES 🗡, IMPERIUM, DARK ANGELS, ELITE, DREADWING, INTEREMPTOR



STRATEGIC PLOYS

TRUST IN THE CIRCLES 1CP

Until the end of the turning point **DARK ANGELS** operatives ignore any penalties to their APL.

RAVENWING PROTOCOL 2CP

At the start of the Reveal Targets step of the Strategy phase All **DARK ANGELS** operatives may immediately make a free dash move. Additionally, until the end of the turning point **DARK ANGELS** operatives gain a +1 ○ modifier to their Move characteristics.

FURY OF THE LION 2CP

Until the end of the turning point **DARK ANGELS** operatives roll an additional dice when making shooting and combat actions. This ploy can only be used once per game.

TACTICAL PLOYS

LEGACY OF THE ORDER 1CP

Use this ploy when you activate one of your operatives. This operative and one other friendly **DARK ANGELS** operative within ■ may be activated together as if their GA characteristic was 2

DECAPITATING STRIKE 1CP

Use this Ploy when one of your operatives makes a combat attack. Their combat weapon(s) gain the MW2 critical rule.



LEGIO III EMPEROR'S CHILDREN



FULGRIM

The mercurial and prideful Fulgrim is the Primarch of the Emperor's Children Legion. Fulgrim strove to be a paragon in all things: generalship, martial skill, governance, reason and endeavour, and passed on his values to the legion where they became enshrined as a remorseless dedication to perfection in war. Such all-consuming ambition came as the price of vainglory and hubris for the Emperor's children and their master, and they swiftly became ensnared in the Warmaster's conspiracy. When the loyalist legions arrived in the Istvan system, the Emperor's Children were at the forefront of the fighting, aiding in the massacre of their former brethren. During the infamous Drop Site Massacre, Fulgrim and Ferrus Manus met once again, and had their final and fateful duel.

The Emperor's Children were organised in a manner that suited the ideals of Fulgrim and their own exacting nature. As with every other aspect of the Emperor's Children nothing was left to whim or chance; everything was deliberate and assessed for its aesthetic and functional value. Fulgrim was fond of remarking that if one was to excel then no detail was too small to consider, and that the quality of the whole lay in the quality of its constituents. In ordering his Legion it is not surprising then that Fulgrim favoured formality, conformity and order.

The organisation of the Emperor's Children took much from the structures of the Legions when they were first created; it also added its own layers of terminology. Emphasis and balance while remaining largely true to the Terran patterns long established. A hierarchy of authority and ability existed in every part of the Emperor's Children. Every warrior, piece of equipment or officer was placed in a function best suited to their strengths and proven ability, and in that sphere expected to excel. Fulgrim also maintained rigid order amongst the divisions of his Legion and command hierarchy. The fluid variations in size and nature common in certain other Legions played no part in the Emperor's Children's way of war. Any change or variation was deliberate and the outcome of careful consideration. Likewise the appointment and rank of every warrior of the Emperor's Children was carefully delineated. Honours, symbolic representations of achievement and marks of renown abounded, but were solely gifted by a superior rather than assumed by an individual, with honours granted by the hand of the Primarch held in the highest esteem. Every warrior of the Legion knew his place and value in the sight of the Primarch and the Emperor, and this translated into a level of personal commitment and bravery the equal of any found among the ranks of the Space Marines, fuelled in no small part by an unshakable faith in their own superiority.

The Emperor's Children were ordered and precise; formation sizes and structure were largely uniform and where they were not it was either a temporary aberration or a deliberate variation for a particular purpose. Within this careful order the squad was the base unit that showed most variation in both size and function. Comprising a handful of Emperor's Children each squad had a particular purpose and specialisation. Squad members were expected to excel in their allotted roles and would train exhaustively to achieve the pinnacle of efficiency and unit cohesion. Notably all of the variations in squad type and equipment found in other Legions were present within the Emperor's Children, as they believed there was no sphere of warfare they could not or should not excel in. There were however certain beliefs held within the Legion's culture about the superiority of certain martial virtues over others. Beliefs that originated as the opinions and inclinations of their Primarch Fulgrim and filtered down through the ranks as ironclad doctrine that was not to be questioned.

Once such chosen virtue was the importance of speed-whether in manoeuvre, action or attack as being of cardinal importance over strength, endurance or even firepower-the decisive warrior who struck first was the likeliest to be victorious, just as the moving target was harder to strike. This doctrine was made manifest on many levels, from the selection of battle plans to the choice of the wargear the Legion favoured. This factor being evident in the large number of jump-pack equipped assault units and Land Speeders, Grav-attacks and Sky Hunter squads present amongst the Legion. In particular, jetbike-equipped Sky Hunter squads dominated the ranks of a number of companies. One often quoted reason for the favour given to these units seems to be that their mode of warfare appealed to Fulgrim's nature by his own admission: swift and elegant they captured much of the old legends of noble knights and mythic champions riding to battle, their banners streaming behind them and their

armour glittering in the sun. Further practical considerations for the extensive use of high speed vehicles and a reliance on manoeuvre can be seen in the fact that the Emperor's Children Legion never possessed the active numbers let alone the psychology to engage in brute attrition warfare as the Iron Warriors or Death Guard did for example. For Fulgrim, keeping his Legion as intact as possible while achieving victory was perhaps always a consideration, albeit one seldom admitted to.



Pre-Heresy 3rd Legion Icon,
Early Crusade era Common Armorial

LEGION ABILITIES

Seekers of Perfection

Regardless of the mission sequence the **EMPEROR'S CHILDREN** player may take the initiative on the first turning point if they wish and may re-roll their dice when determining Initiative in subsequent Initiative phases

Sonic Shriekers

The Legions first step in what would become a darker path. Enemy operatives within Engagement Range **EMPEROR'S CHILDREN GUNNER** or **HEAVY GUNNER** operatives suffer a -1 to combat attack rolls.

Palatine Charge*

In a turn where the **EMPEROR'S CHILDREN** have the Initiative any operative taking a charge action may move up to their move characteristic +2 ●

KILL TEAMS OF THE 3RD LEGION

When building a Kill Team from the Emperor's Children legion select your fire teams as normal with all operatives gaining the **EMPEROR'S CHILDREN** keyword. You may not include any operatives incapable of taking this keyword. In addition the player must select either the **LOYALIST** or **TRAITOR** keyword to reflect their forces ultimate allegiance

Operatives in this kill team have access to legion specific options for Abilities, see previous page, together with Ploys and Equipment noted opposite.

Legion Support Operative

An Emperor's Children Kill Team may include a Kakaphoni or Palatine Blade as their Legion Support operative. These operatives may be armed as follows;

Kakophoni operative equipped with The Cacophony and Combat Knife

Palatine Blade operative equipped with a one of the following options

- Bolt Pistol and either a Charnabal Blade or Power Sword/Lance
- Phoenix Spear

EQUIPMENT

PHOENIX SPEAR [1 EP]

An Emperor's Children **LEADER** or **SUB-CONSUL** may replace all weapon options with a Phoenix Spear using the profile below;

Name	A	WS	D
Phoenix Spear	5	2+	4/6

Special Rules

Block*, Lethal 5+

***Block:** Each time this operative fights in a combat, in the Resolve Successful Hits steps of that combat, each time it parries, two of your opponents successful hits are discarded (instead of one). If this operative is also equipped with Boarding or Storm Shield they may not use the associated abilities during a given combat if using this ability.

SONIC SHRIEKERS [1 EP]

An Emperor's Children **LEADER** or **SUB-CONSUL** may be equipped with Sonic Shriekers. This operative gains the Sonic Shriekers legion ability as if it had the Gunner keyword

PALATINE BLADE

Drawn from the finest swordsmen of the Illrd Legion, the Palatine Blades are perhaps the most famous example of Emperor's Children specialists. Their renown spread outside their own Legion and were looked upon with particular favour by their Primarch Fulgrim.



M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
🌀 Bolt Pistol	4	2+	3/4	Range 📌	-
✂ Charnabal Sabre	5	2+	3/4	-	Rending
✂ Power Sword /Lance	4	2+	4/6	Lethal 5+	-
✂ Phoenix Spear	4	2+	4/6	Block*, Lethal 5	-

ABILITIES

***Block:** Each time this operative fights in a combat, in the Resolve Successful Hits steps of that combat, each time it parries, two of your opponents successful hits are discarded (instead of one)

Perfection of the Blade: When this operative is in combat, in the Roll Attack Dice step of that combat, you can re-roll one attack dice.

Palatine Elite: This operative may take either the Sonic Shriekers legion ability as if it had the **GUNNER** keyword or be equipped with a Jump pack at no Equipment Point cost.

UNIQUE ACTIONS

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LEGIONES ASTARTES 🗡, IMPERIUM, EMPEROR'S CHILDREN, ELITE, PALATINE BLADE, FIGHTER



KAKOPHONI

Enhanced with forbidden surgical augments and formidable psycho-sonic weaponry, based in part on xenos designs pioneered by the serpentine Laer, the Kakophoni were unleashed against the Loyalist forces of the Imperium during the Istvaan III Atrocity and the Drop Site Massacre on Istvaan V.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
🌀 The Cacophony <i>Each time this weapon is selected to make a shooting attack with, Select one of the profiles below to use</i>					
- Staccato	5	3+	4/4	Fusillade, Heavy, Hot	MW1
- Legato	3	3+	5/6	AP2, Blast ○, Heavy, Hot, No Cover, Sonic Overload*	-
✂ Combat Knife	4	3+	3/4	-	-

ABILITIES

***Sonic Overload:** When this operative makes a Suppress action with this weapon any model that receives one or more suppression tokens takes 2 mortal wounds.

Stubborn: This operative ignores any and all negative modifiers to their APL characteristic.

Sensation Seeker: When this operative is attacked do not apply any critical rules associated with the attacking weapon profile. Additionally this operative cannot be Injured

UNIQUE ACTIONS

-

LEGIONES ASTARTES 🧛, IMPERIUM, EMPEROR'S CHILDREN, KAKOPHONI, HEAVY GUNNER



STRATEGIC PLOYS

SONIC CASCADE 1CP

Until the end of the turning point, roll a D6 for enemy operatives within Engagement Range of any of your operatives equipped with Sonic Shriekers. On a 3+, that enemy operative suffers 1 mortal wound; on a 5+ they suffer 3 mortal wounds.

MEDICAE EVOLUTION 2CP

After deployment select up to two operatives from your kill team and roll a D6 and consult the table below, all effects last for the entire game;

1-2 the operative suffers 3 mortal wounds and each time this operative would lose a wound, roll a D6; on a 5+, that wound is not lost. This operative cannot be injured

3-4 the operative suffers 2 mortal wounds and increase their APL by 1.

5-6 the operative suffers 1 mortal wound and roll an additional attack and defence dice in Fight actions.

GRACE OF FULGRIM 2CP

Use this ploy at the start of the Initiative phase. The Emperor's Children player automatically gains the Initiative. Additionally, until the next turning point all **EMPEROR'S CHILDREN** operatives roll an additional Attack and Defence dice when engaged in a Fight action. This Ploy can only be used once per game.

TACTICAL PLOYS

REPOSITION 1CP

Use this Ploy when you pick an operative from your kill team action to perform a shoot action. Instead of attacking, that operative can immediately make a Normal Move action, even if it has already made such an action this turning point.

SUBPHONIC GRENADES 1CP

Use this Ploy when you choose an operative in your kill team to attack with a grenade. At the end of the Resolve Successful Hits step, roll 3D6. If the result is higher than the target's current Wound characteristic, it suffers 1 mortal wound per normal hit and 2 mortal wounds per critical hit.

LEGIO IV IRON WARRIORS



PERTURABO

Weaned on war and intrigue in the strife-ridden courts of Olympia, Perturabo was a grim warrior and a master of technological arcana who wielded logic and the mathematics of warfare as keenly as he did a blade. To his brothers, the Lord of Iron was taciturn to the point of insult, preferring to harbour his thoughts against need and ever wary of treachery, even amongst his kin. Few would call him friend, but none could fault his ability to deconstruct any campaign and plot the most direct course to victory regardless of the cost and despite the strain put upon his loyalty during the long years of the Great Crusade. His word was as unbreakable as iron. Perturabo arrived at Istvan V in the wake of the bloody pacification of Olympia, a campaign that many would later claim tipped Perturabo and his Legion over the edge of madness and fully into the abyss of betrayal

Within the Iron Warriors Legion, Perturabo's word was law. To him there was never any difference between Terran and Olympian; all were his Iron Warriors, grist for the bloody mill of war. Although for many decades the IVth Legion had been rigidly dogmatic in its adherence to the patterns set out for the nascent Legion at the start of the Great Crusade, Perturabo's intervention was to write significant and far-ranging changes upon his Legion, but not one that by any means changed it beyond all recognition from what had gone before.

Perturabo's ideal for the Iron Warriors can therefore be seen as that of an integrated, disciplined and unstoppably aggressive force. It was one that mastered warfare both in attack as well as defence, but if any single factor could be said to typify the Iron Warriors, it was their calculated savagery. Their bombardments were murderous works of art, precisely configured applications of firepower designed to overwhelm and to shatter. Their assaults were faultlessly choreographed exercises in armoured tactics and manoeuvre, supported by remorseless infantry advances that did not falter, regardless of the fire and fury with which they were met. When at last, after the storm of firepower and the crushing assault of the ranks, matters came to the bloody press of hand-to-hand combat were the darkest tempers of the Iron Warriors shown in a hateful ferocity the march of the wrath of Angron's near-berserk World Eaters or the dolorous blade-work of the Lion's Dark Angels. But even this last extreme of violence could be checked as abruptly as the throwing of a switch; such was the inhuman discipline that Perturabo both instilled and enforced on pain of death from his legion.

It is clear that Perturabo saw his legion not as a collective of individual members but as a cohesive and unified whole. An army whose task was to overwhelm their foes by the most efficient and direct methods possible, destroy that enemy's ability to resist and, where needed, to exterminate them utterly.

While honorifics and commendations in general meant little to the Iron Warriors at an individual level, technological skill and the ability to wage warfare in the manner to which Perturabo favoured was recognised and rewarded. This was most evident in the rank of Warsmith within the legion. In Perturabo's legion, the title of Warsmith grew to largely replace that of praetor and lord commander, and it carried with it much of the role of a traditional Olympian warlord as well as an embodiment of the Iron Warriors' strategic doctrines. A Warsmith was - as perhaps the title implies - required to fashion and mould a battlefield to their will, nor simply to excel at fighting or indeed leading those who fought. They were expected to have a complete mastery of logistics, siege craft, ordnance and the cerebral comprehension of war; from planning campaigns of planetary conquest to the rapid calculation of tactical fire zones in a shattered urban ruin. Unlike those of the lower ranks who fought at their command, a Warsmith was an individual in whose hands a battle rested, and the success or failure of the forces under their command was theirs to carry, to the good or ill of their own fate Perturabo being renowned as unforgiving of failure.

This system made the Warsmiths a grim, self-possessed, often paranoid and highly independent class of savant-warlords within the Legion; it winnowed the weak and the ill-fortuned from their number and left those who remained as the most adept, ruthless and intelligent the Iron Warriors legion had to offer. The ranks of the Warsmiths, which fluctuated in number and seniority between them, was not clearly defined, leading to rivalries and feuds between them. The majority of Warsmiths commanded Grand Battalions of their own, making up the core of the legion's strategic command structure, while others had command of specific strategic formations such as the Stor-Bezashk, important garrison posts and splinter Expeditionary fleets, or held satrapies of armoury worlds and other detached commands.



Iron Warriors Legion Icon. The feared Olympia Skull.

The Legion brutally oppressed the worlds it garrisoned with renewed savagery and unleashed genocidal force upon the first hint of open rebellion, with many of its commanders growing ever more unhinged and isolated from the Imperium they served. At the time of the outbreak of the Horus Heresy, the Iron Warriors Legion is estimated to have had an active strength of between 150,000 and 180,000 Legiones Astartes, along with a very substantial war fleet of over a hundred Capital class vessels.

Further to this the Legion, according to evidence uncovered later, appears to have increased its ties to certain factions of the Mechanicum and the Legio Cybernetica in particular during this period, and is believed to have begun to shelter some renegade or outcast elements of the Machine Cult under Perturabo's protection. It is also known to have raised up from the ashes of Olympia a fanatically loyal and highly trained human auxiliary force, the Thorakata, as a tool of oppression and client army in its own right, to serve the Legion.

So it was that, rotting from within with loathing and bitter spite, the iron facade the Legion presented to the Imperium hid the extent of how rapidly and how deeply it had descended into homicidal madness; until at last it was called on to help in the punishment of the rebellious Warmaster on Istvan V, and the dark truth was revealed.

LEGION ABILITIES

Iron Within

When creating an **IRON WARRIORS** Kill Team the player may replace one operative in a Tactical and/or Assault fire team with an **LEGION BREACHER ASTARTES** operative.

Wrack*

IRON WARRIORS ignore the APL effects of having a single suppression token. However if they gain additional suppression tokens the effects apply as normal i.e. two tokens results in -2 APL.

Ruin

The grenades used by the **IRON WARRIORS** are specially designed to rend armour and rip flesh. When used by **IRON WARRIORS** operatives Frag grenades gain AP1 and Krak grenades gain AP2

KILL TEAMS OF THE 4TH LEGION

When building a Kill Team from the Iron Warriors legion select your fire teams as normal with all operatives gaining the **IRON WARRIORS** keyword. You may not include any operatives incapable of taking this keyword. In addition the player must select either the **LOYALIST** or **TRAITOR** keyword to reflect their forces ultimate allegiance

Operatives in this kill team have access to legion specific options for Abilities, see previous page,

together with Ploys noted opposite.

Legion Support Operative

An Iron Warriors Kill Team may include an **Iron Havoc** as their Legion Support operative. This operative is armed with a Combat Knife and one of the following options

- Autocannon, Heavy Bolter , Missile Launcher

IRON HAVOC

Amongst the finest marksmen within the IVth legion these operatives are often attached to the leading elements of any assault where their pinpoint accuracy allows them to scour clean fortifications and strongpoints of enemy forces with murderous efficiency.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Autocannon	4	3+	5/7	Heavy, AP2	-
☉ Shrapnel Heavy Boltgun	5	3+	4/5	Fusillade, Heavy, No Cover	P1
☉ Missile Launcher					
- Frag	4	3+	3/5	Heavy, Blast ○	-
- Krak	4	3+	5/7	Heavy, AP1	-
✕ Combat Knife	4	3+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

Iron Suppression (2AP): This operative makes a Suppress action during which their ranged weapons gain the Lethal 5+ weapon rule.

LEGIONES ASTARTES, IMPERIUM, IRON WARRIOR, ELITE, IRON HAVOC, HEAVY GUNNER



THE HOLLOW CROWN

More so than many of those who turned traitor and sided with Horus, the motivations and path of damnation pursued by the Iron Warriors remains perhaps the most unknown and uncertain, save perhaps that of the history of the Alpha Legion around who little but lies circle. Once faultlessly loyal, they did not bend but seemed to outsiders instead to suddenly and inexplicably shatter in their allegiance. Many who view the matter with enough dispassion see, rightly or wrongly, a Legion eroded by too much horror, too much attrition and death in the service of a cause to which they went unheralded and unthanked. They see a Primarch and his sons who were slowly laid low with suspicion, malcontent and a growing madness. But there remains scant evidence of wholesale corruption of the body or the insidious hand of the Ruinous Powers at work among them, let alone any actual traffic with dark forces before the cataclysm of galactic civil war engulfed the Imperium. For others the answer is more simply that there grew in the Legion a savage, jealous arrogance born of nothing more than base bloodlust and malcontent which led the Iron Warriors down the path to their ruin.

STRATEGIC PLOYS

WITHERING FIRE 1CP

Until the end of the turning point, Overwatch actions taken by **IRON WARRIORS** operatives do not suffer the -1 to attack rolls and may re-roll failed attack rolls of 1.

DECISIVE MOVE 1CP

Until the end of the Turning Point **IRON WARRIORS** ignore any and all penalties for Movement. Additionally, operatives making a dash action move 2○ instead of ■

PERTURABO'S FORTITUDE 2CP

Until the end of the turning point **IRON WARRIORS** operative ignore any penalties to their APL and are not Injured. In addition, **IRON WARRIORS** operative add 1 to their defence characteristic, they add +2 if they are within ○ of an objective. This ploy can only be used once per game

TACTICAL PLOYS

PUNISHMENT 1CP

Use this Ploy when activating a **BREACHER ASTARTES** operative. When making a shoot action obscured enemy operatives are not obscured and the weapon gains the Ceaseless special rule.

MAKE THEM PAY! 1CP

Use this Ploy when you choose an operative in your kill team makes a Fight action. Add 1 to the attack rolls for that operative. If the operative is within ◆ of your leader, add 2 to the hit rolls instead.



LEGIO V

WHITE SCARS



JAGHATAI KHAN

It is said the most influential moment in Jaghatai's life was the slaying of his adopted father by a rival tribe. The swift and total destruction of the murderers and their tribe serves perhaps as the foundation for the White Scars doctrines of war. Both he and his legion engage their foes in punishing hit-and-run combat, preferring speed and strength of arms over endurance and firepower. Unlike many of the other Primarchs, Jaghatai never even considered betraying the Emperor for the service of the Ruinous Powers. Such a course would have been dishonourable in the extreme since the Emperor had done no wrong to his sons and also because Jaghatai so deeply believed in the Emperor's goal of reunifying the entire human race. At the end of the Horus Heresy he would not be found wanting as an attempt was made on the life of another father.

Of all of the Legions, the White Scars maintained the most decentralised command structure, rivalled only by that of the Alpha Legion. While Jaghatai Khan remained the ultimate authority, the various Noyankhans, the commanders of the Hordes that made up the bulk of the Legion, exercised a remarkable amount of personal authority and most often operated independently of the Great Khan. Unlike many Legions, it was rare for the White Scars to assemble in forces numbering more than one or two Hordes - indeed, it was far more common for forces as small as one or more Brotherhoods to operate alone within any given war zone. Far more common was the attachment of smaller White Scars forces to the fleets of other Legions, though even in these situations the Khans of those gathered Brotherhoods retained independent command of their forces.

As a consequence of this style of leadership, the White Scars Legion had relatively few formal titles of rank in use. Authority flowed from the Great Khan, whose official title was Khagan, to the Noyan-khans that commanded the Hordes and from there to the individual Khans of each Brotherhood, with these three ranks forming the core of the Legion's command structure on the battlefield. In actuality, each Khan, regardless of his rank, was surrounded by a web of advisers and lieutenants to whom a measure of authority was invested, for the officers retained their posts due to the respect held for them by their followers as much as due to any official appointment. Among this circle of advisers, the chief position was often taken by one of the infamous Stormseers, upon whose prognostication much weight was placed by both the Khan and his warriors.

Most Khans also nominated one among their Brotherhood as first officer, and heir to command should he fall. A position technically titled Kavkhan, though this was only rarely used in the field, the counsel of this first officer also weighed heavily in the command of the Brotherhood. Other officers of more specialised nature, such as the Tenrikhan that captained many of the void craft of the White Scars fleet or the Gan-khan that presided over the Legion's armouries, as well as veterans of established skill and honour, also held much sway with a wise Khan, and when included as a part of his Brotherhood or larger force, would be key to shaping his decisions.

The White Scars were never considered to be among the larger of the Legiones Astartes, partly due to the tendency of its separate detachments to operate individually and the relatively low level of recruitment conducted by the Legion. In its early years, before the rediscovery of Jaghatai Khan, the Legion numbered around 80,000 warriors. By the later years of the Great Crusade, after the return of Jaghatai Khan, this number had risen to around 95,000 warriors. This left the Legion as one of the smallest of the Legiones Astartes, although slightly larger than Corax's Raven Guard and Vulkan's Salamanders, as well as one of the most widely spread on a strategic level. Of all of the Legions, only the Iron Warriors had more of its number attached to fleets and garrison posts than the White Scars. During the Great Crusade, and for much of the Horus Heresy, the exact size of the Vth Legion was often difficult to ascertain, due to the lax attitude many of its commanders held towards the filing of accurate and regular reports with the Divisio Militaris. Those numbers available to us in these latter years are mainly drawn from the personal journals of various Khans and other officers of the Legion, and were not generally known in those last few years before Horus declared war on his father. As such, many of the Imperium's commanders often believed the White Scars to be a much larger force than it actually was, a fiction mostly attributed to the tendency of the Legion's various detachments to move from war zone to war zone as they willed, and the often confusing heraldry used by many of the Brotherhoods.

During the final stages of the Great Crusade, in the years just before the Istvan massacres, the White Scars were spread across the galaxy in several dozen war zones, often in detachments of only a few Brotherhoods. At Ullanor, Horus called upon the Great Khan and his warriors, gathering several full Hordes of the Vth Legion and their Primarch to his side - the largest concentration of the Legion at a single war zone since the Kolarne Circle campaign. Following the fighting at Ullanor, those Hordes that had been present, along with several others previously assigned to fighting in the southern fringes of the Great Crusade, were committed to the Chondax Cleansing and were later involved in the Alpha Legion's treacherous assault against the White Scars. This left at least three Hordes unaccounted for in the first years of the Horus Heresy, most assigned to fleets along the north-eastern edge of the Great Crusade and far removed from contact with their Primarch. It appears that most of the Traitor detachments in this region were under orders to avoid engaging remnant White Scars forces, and in at least one incident, a Legiones Astartes force in White Scars colours is known to have fought alongside a Sons of Horus battle force in campaigns targeting Blood Angels' and Ultramarines' holdouts along the Eastern Fringe. Following the Chondax Engagement, there are few concrete facts regarding the main body of the White Scars and their movements are little known in the years that preceded the Battle for Terra.



White Scars Legion Icon,
Common Armourial Use



LEGION ABILITIES

Swift Action*

When making a Dash or Charge action **WHITE SCARS** operatives gain an additional +● to the move.

Headhunters

When targeting an enemy **LEADER** or **SUB-CONSUL** attacks by **WHITE SCARS** operatives gain the Ceaseless special rule for the duration of the combat or shooting action

Blades of Chogorian Steel

The following weapons gain the Balanced special rule in a **WHITE SCARS** kill team: Chainswords, Combat Knives, Power Axes, and Power Swords.

KILL TEAMS OF THE 5TH LEGION

When building a Kill Team from the White Scar legion select your fire teams as normal with all operatives gaining the **WHITE SCAR** keyword. You may not include any operatives incapable of taking this keyword. In addition the player must select either the **LOYALIST** or **TRAITOR** keyword to reflect their forces ultimate allegiance

Operatives in this kill team have access to legion specific options for Abilities, see previous page, together with Ploys noted opposite.

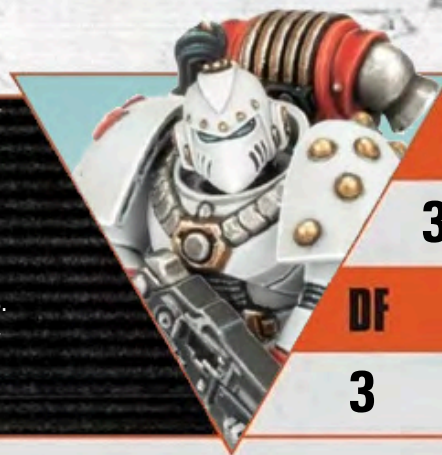
Legion Support Operative

A White Scars Kill Team may include a Falcon's Claw as their Legion Support operative. This operative can be equipped with one of the following options:

- A Bolt Pistol and one of the following combat weapons;
 - Power Axe, Power Maul, Power Sword
- A pair of Lightning Claws

FALCON'S CLAW

Before a battle takes place, Falcon's Claw operatives are deployed far ahead of their Legion acting as long-range scouts, ambushers, assassins, and harriers against their foes. They are tasked with eliminating commanders, marking key points of assault and destroying supply routes.



M	APL	GA
3 ○	3	1

DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
🔫 Bolt Pistol	4	3+	3/4	Range 📌	-
⚔️ Lightning Claw (Pair)	5	3+	4/5	Lethal 5+, Relentless	-
⚔️ Power Sword	5	3+	4/6	Lethal 5+	-
⚔️ Power Axe	5	3+	4/5	Balanced	-
⚔️ Power Maul	5	3+	4/5	Slam ▲/○	Stun

ABILITIES

Infiltrate: This operative may be set up anywhere on the Kill Zone outside of the enemy deployment zones more than 📌 from an enemy operative.

Shroud Bombs: When within Engagement Range of an enemy operative this operative may not be targeted with Overwatch attacks.

Camo Cloak: Each time a shooting attack is made against this operative, in the defence Dice step of that shooting attack, before rolling your defence dice, if it is in Cover, one additional dice can be retained as a successful normal save as a result of Cover.

UNIQUE ACTIONS


Precision Strike (2 AP): This operative makes a fight action during which, in the Roll Attack Dice step of that combat attack, you can retain one normal hit as a critical hit.

LEGIONES ASTARTES 📌, IMPERIUM, WHITE SCARS, ELITE, FALCON'S CLAW, ASSAULT




STRATEGIC PLOYS

FOR THE KHAN 1CP

Until the end of the turning point **WHITE SCARS** operatives that are not within  of an enemy operative may make a free Dash action immediately after making a Shooting attack.

CHOGORAN SPEED 1CP

Until the end of the Turning Point a **WHITE SCARS** operative that makes either a Normal Move or Charge action increases their Move characteristic by +1 .

RAGE OF THE KHAN 2CP

During the Play Strategic Ploys step of the Strategy Phase **WHITE SCARS** operatives may make an immediate Dash action which can bring them into Engagement Range. Additionally, until the end of the turning point you may change any operative's orders when activating them. This ploy can only be used once per game.

TACTICAL PLOYS

HUNTERS FIENT 1CP

Use this ploy when one of your **WHITE SCARS** operatives makes a Fall Back action. This operative may immediately make a free Overwatch attack.

SWIFT BLADE 1CP

Use this Ploy when one of your operatives makes a combat attack. During the Resolve Successful Hits step this operative may parry one enemy critical hit with one normal hit.

THE PIONEER COMPANIES OF THE Vth LEGION

In its earliest incarnation, the Vth Legion was not the singular body that many of the other proto-Legions formed. It was a Legion in name only. Instead, it was organised into autonomous companies, each of which had few links to any of their brethren and operated entirely independently. Indeed, prior to the recall that was sent after the discovery of Jaghatai Khan, many of the Pioneer Companies had no contact with any other body of the Vth Legion and developed a set of traditions and rituals unique to that company. This was especially true as the Great Crusade progressed, with each company often forced to pursue recruitment as they travelled because supply and reinforcement convoys were rarely able to keep up with their rate of advance. Oddly, this brought several of the Pioneer Companies closer to the other Legions, especially where they fought in close proximity, as the Vth Legion warriors, still lacking a Primarch to rally around, began to adopt elements of the other Legions' practises. These distinct sub-cultures would endure beyond the integration of Jaghatai's new order, with many of them being subsumed into the pre-existing Chogorian obsession with small superstitions and others among the warrior lodges that permeated the Terran branches of the White Scars.

These Pioneer Companies were composed of as few as 500 and as many as 3,000 Legionaries; with records listing perhaps 800 known companies by the year 800.M30. The sum total of the entire Vth Legion is estimated to have been around 80,000 at this point in the Great Crusade, but is rarely known to have gathered in strengths of greater than a few thousand. The heraldry, the most common being the old Terran standard of the Unity armies which sub-divided the larger company into groups of 100 warriors, each commanded by a Captain and one among that number acting as overall commander, a First Captain. Heraldry among the early Vth Legion was just as varied. Most Pioneer Companies maintained the numeral that marked the designation granted them by the Emperor, but also adopted a number of unofficial insignia of their own, marking the various titles granted them by both the Imperial forces they served and the enemies they hunted.

LEGIO VI SPACE WOLVES



LEMAN RUSS

Of all of the Primarchs of the Legiones Astartes, few were as legend-shrouded or as little understood as Leman Russ, master of the Space Wolves and lord of the icy death world of Fenris. To some he was no more than a savage and bestial chieftain gifted the power of a god; one of the Emperor's 'monsters' as terrifying and inhuman in his own way as the horror-obsessed Night Haunter or the blood-bedecked berserker Angron. To others he was an incomparable warlord, ferocious beyond measure, but also faultlessly loyal, as unwavering in battle as adamant, and as cold-hearted to his foes as the killing frost that shrouded his world's winters. Both opinions perhaps were true to some measure, but neither told the full tale. For though as undoubtedly as savage as Leman Russ was he was also wise beyond his Legion's barbaric appearances.

By the late Great Crusade era, the Space Wolves Legion had strongly deviated from the Principia Belicosa's definition of the Legiones Astartes structure and organisation; although they could, if pressed, readily enunciate how each warrior would fit in such a structure should it be needed. At the macro level, the Legion consisted of Thirteen Great Companies designated by their number in the order of battle each nominally composed of a theoretical 10,000 Legiones Astartes, though in practice attrition and casualty rates meant this was never more than a notional figure. Below this strategic level, the Legion's host was now broken down into a shifting array of ad hoc formations either put together for a particular mission or beholden strongly to the personal authority of a particular company commander, and below them to a series of tributary sub-commanders, known variously as 'Wolf Lord' (Jarl) or 'Claw Leader' (Thegn), regardless of their notional or accorded rank within the Imperium's order of battle. These warband-like forces -while each was part of one of the overarching Great Companies which comprised the Legion were largely autonomous and heavily infantry-focussed. They often lacked certain specialised units and formations found in other Legions, and could range in size from between battalion to chapter strength in conventional terms, while below this, the more general terms of 'Pack' or 'Claw' became an accepted descriptor of any small tactical unit, be it a single squad of warriors or a small combined taskforce. These arrangements could be confusing to outsiders with, for example, a particular Great Company having within it several 'Jarls', whose relative seniority or areas of command were far from clear to any but the Space Wolves.

The formation of the Great Companies themselves varied considerably, both as a result of their history and the preferences and dispositions of their commanders, who had much leeway in determining their composition. Of particular note was the First Great Company (or 'Onn' in the Fenrisian) which served as Leman Russ' core of veterans, including his chosen elite, the Varagyr. The Seventh Great Company in contrast held the distinction of being the 'Landayvan' -the destroyers and layers waste- and in this company was concentrated many of the Legion's siege warfare and artillery assets, as well as those skilled in the use of such sanctioned weaponry as phosphex. It was also the home of the largest concentration of a particular sub-cult of the Fenrisian mythos centred around the wolf-spirit Morkai, a pseudo- deity of death and the dead. The Space Wolves who were attracted to this cult were said to be those who most 'felt the breath of the wolf in their bones' and within them the fiery passions of their brethren had chilled a bleak killing frost and only the prospect, with of immediate bloodshed could stir them with feeling once more. Many such warriors were drawn together to form the packs of the Black Cull, an extermination corps which also specialised in near-suicidal and all but unstoppable line breaker attacks, embracing the touch of death as one might a long lost friend.

Also of particular note within the Legion was the role played by the so-called 'Priests of Fenris'. This sealed chamber within the Legion embodied much of the special command functions provided by the separate Apothecarion, Librarian and Armourium in other Legions. They were suffused both with an aura of ritual and secrecy, for as well as the continuation of the Legion's martial culture, the maintenance of its wargear and the preservation of its gene-seed, these 'priests' also occupied the role of keepers of the Legion's occluded history and superstitions, and served as the wardens of its secrets. The senior representatives of this varied priesthood, be they Priest of Iron, Caster of Runes or Speaker of the Dead, had a place of honour on the Einherjar, the Legion's council of war, which advised their Primarch, and on which every Jarl and Thegn had a place, and where every warrior of the Space Wolves had the right to speak.

At the time the order reached the Space Wolves Legion for the censure of the Thousand Sons, it was able to muster what is believed to have been roughly two-thirds of its active strength. This comprised some 75,000 Legiones Astartes assigned to the Prospero assault, with the estimated remaining 20,000-25,000 either scattered across various sub-fleets and taskforces beyond their master's immediate call, with a small contingent left to garrison Fenris in the Legion's absence. This itself reflected the heavy degree of campaigning the Space Wolves had conducted in the preceding decades, having fallen in overall strength from about 130,000 after a series of actions, some of whose nature remains sealed. Its fleet is believed to have comprised some sixty capital vessels at this time, with perhaps four times this number of smaller strike craft and escort vessels. In particular, the Legion was disposed towards heavily armed and augmented frigate designs, which allowed for the long-range independent operations of small task forces. In contrast, its flagship by the time of the Heresy, the Hrafinkel, was one of the largest patterns from the Gloriana class frame, and configured both as a heavy battleship and capable of conducting independent planetkill operations.



Shoulder Pauldron with typical
Space Wolves Markings

LEGION ABILITIES

Bestial Savagery

After making a successful charge action a **SPACE WOLVES** operative gains +1 to their attack dice in the next combat action.

Hunters Gait*

When a **SPACE WOLVES** operative makes a dash action they move up to 2 ●

Companion

The **LEADER** of a **SPACE WOLVES** kill team is accompanied by a **FENRISIAN WOLF**. Change the leader's GA to 2 as the Fenrisian wolf must be activated with the Leader. A Fenrisian wolf operative may not make Pick Up, Shoot, or Overwatch actions.

KILL TEAMS OF THE 6TH LEGION

When building a Kill Team from the Space Wolves legion select your fire teams as normal with all operatives gaining the **SPACE WOLVES** keyword. You may not include any operatives incapable of taking this keyword. In addition the player must select either the **LOYALIST** or **TRAITOR** keyword to reflect their forces ultimate allegiance

Operatives in this kill team have access to legion specific options for Abilities, see previous page, together with Ploys and Equipment noted opposite.

Legion Support Operative

A Space Wolves Kill Team may include a Deathsworn as their Legion Support operative. This operative is equipped a Bolt Pistol, Power Axe and a Yimira Stasis Bomb

EQUIPMENT

FROST AXE [1 EP]

A Space Wolves **LEADER** or **SUB-CONSUL** may replace a power weapon with a Frost Axe using the profile below;

Name	A	WS	D
Frost Axe	5	2+	4/5

Special Rules

Balanced, Frost*

***Frost:** During the Roll Attack Dice step of the combat attack, your opponent must retain one critical hit, if any are rolled, as a normal hit.

FENRISIAN WOLF

The wolves of Fenris are legendary beasts whose lives are inextricably linked with those of the human tribes that share their ice-bound world. It is considered a great feat for a battle-brother to kill an alpha, bond with the pack and return in the company of wolves.



M **APL** **GA**

4 ○ 3 2

DF **SV** **W**

2 5+ 9

NAME	A	BS/WS	D	SR	!
✘ Teeth and Claws	4	4+	4/5	-	MW1

ABILITIES

Bounding Gait: This operative treats all terrain as if it has the traversable trait.

UNIQUE ACTIONS

-

LEGIONES ASTARTES 🦁, IMPERIUM, SPACE WOLVES, FENRISIAN WOLF, BEAST



DEATHSWORN

The Deathsworn are those with an all-consuming impulse to kill and kill again, selected by the Cult of Morkai and its ministers, who ensured with proper reverence that the jaws of the Death Wolf could feast upon the enemies of Mankind.



M **APL** **GA**

3 ○ **3** **1**

DF **SV** **W**

3 **3+** **12**

NAME	A	BS/WS	D	SR	!
☠ Bolt Pistol	4	3+	3/4	Range ♠	-
☠ Yimira Stasis Bomb	5	2+	4/2	Range ♠ Blast ○, Hot, No Cover, Stasis*	MW3
✂ Power Axe	5	2+	4/5	Balanced	-

ABILITIES

***Stasis:** Until the end of the Turning Point models within the Blast radius of this weapon may only make Pass actions but double their Defence characteristic.

Cult of Morkai: When this operative is within ○ of an Injured operative that operative may not be targeted by shooting attacks. Additionally if that operative is successfully targeted for a charge action this operative may immediately be placed within the charging enemy operatives Engagement Range.

The Dreams of the Death Wolf: If this operative is Incapacitated in combat roll 5 dice; for each 5+ an enemy operative in Engagement Range takes a Mortal Wound.

Yimira Dilation: Enemy operatives within Engagement Range count their APL as being 1 lower. This does not count as a modifier.

UNIQUE ACTIONS

Yimira Stasis Bomb (2 AP): Once per game this operative may make a ranged attack with the Yimira Stasis Bomb weapon profile.

LEGIONES ASTARTES ☠, IMPERIUM, SPACE WOLVES, ELITE, DEATHSWORN, ASSAULT



STRATEGIC PLOYS

SAGA OF THE KRAKEN 1CP

Until the end of the Turning Point when a **SPACE WOLVES** operative makes a combat attack in which the target did not any damage. Repeat that combat attack.

SAGA OF THE HUNTER 1CP

Until the end of the turning point, **SPACE WOLVES** operatives increase their move characteristic by +1○ and ignore any penalties to movement due to terrain or enemy abilities or ploys.

SAGA OF MAJESTY 2CP

Until the end of the turning point **SPACE WOLVES** operatives may re-roll failed attack rolls when targeting an operative that has either the **LEADER** or **SUB-CONSUL** keywords. If these operatives are incapacitated during this turning point the Space Wolves player gains 2 VP per enemy operative.

SAGA OF LEMAN RUSS 2CP

The Space Wolves player automatically gains the Initiative for this Turning Point. Until the end of the turning point **SPACE WOLVES** operatives ignore any negative modifiers to their APL and if they are injured they are not considered to be injured.

TACTICAL PLOYS

THE EXECUTIONER 1CP

Use this Ploy when you choose an operative in your kill team to shoot with a boltgun or bolt pistol. The weapon gains Rending and AP1 rules until the next turning point.

GREY SLAYERS

In Kill Team Age of Darkness the Space Wolves player has a fifth option for their Kill team leader together with an associated fire team, the Grey Slayers. If selected the Grey Slayer **HUSCARL** becomes you **LEADER** and is counted as a **SERGEANT** for all purposes including the inclusion of at least one Grey Slayer fire team. Legion Tactical Fire teams may not be included in the same kill team as Grey Slayer Fire teams.

Grey Slayer Huscarl

- Grey Slayer Huscarl operative equipped with one of the following options:
 - One option from each of the following:
 - Combat Knife, Chainsword, Frost Sword, Frost Axe, Frost Maul, Heavy Chainsword, Lightning Claw, Power Axe, Power Fist, Power Maul, Power Sword, Thunder Hammer
 - Boltgun, Bolt Pistol, Plasma Pistol
 - Pair of Lightning Claws

Grey Slayer Fire team

A Grey Slayer fire team is comprised of three Grey Slayer operatives selected from the following list;

- **Grey Slayer Warrior** each separately equipped with One option from each of the following:
 - Combat Knife, Chainsword, Heavy Chainsword
 - Boltgun, Bolt Pistol
- **Grey Slayer Comms** equipped with one option from each of the following:
 - Combat Knife, Chainsword, Heavy Chainsword
 - Boltgun, Bolt Pistol
- **Grey Slayer Vexilla** equipped with one option from each of the following:
 - Combat Knife, Chainsword, Heavy Chainsword
 - Boltgun, Bolt Pistol
- **Grey Slayer Champion** equipped with one option from each of the following:
 - Chainsword, Heavy Chainsword, Power Sword, Power Axe, Power Maul, Power Fist, Lightning Claw
 - Bolt Pistol, Hand Flamer, Plasma Pistol
- **Grey Slayer Gunner** equipped with one option from each of the following:
 - Boltgun, Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi-Plasma, Combi-Volkite
 - Combat Knife, Chainsword

All **GREY SLAYER** operatives may be given a Combat Shield from the Legion Equipment as if they had the Assault keyword. The exceptions are those operatives equipped with a Heavy Chainsword as that weapon may not be taken in conjunction with a Combat Shield.

Other than **GREY SLAYER WARRIOR** operatives your kill team can only include one of each other option

GREY SLAYER HUSCARL

Wise in the ruthless ways of battle the Huscarls of the Grey Slayers watch the ebb and flow of war sensing, almost preternaturally so, the perfect moment to lead their pack to the heart of conflict ferociously rending their enemies as they stride forward.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⦿ Boltgun	4	2+	3/4	-	-
⦿ Bolt Pistol	4	2+	3/4	Range ◆	-
⦿ Plasma Pistol	<i>Each time this weapon is selected to make a shooting attack with select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Range ◆, AP1	-
- Supercharged	4	2+	5/6	Range ◆, AP2, Hot	-
✕ Chainsword	5	2+	4/5	-	-
✕ Combat Knife	5	2+	3/4	-	-
✕ Heavy Chainsword	4	2+	4/5	Rending	-
✕ Lightning Claw	5	2+	4/5	Lethal 5+	-
✕ Power Fist	5	3+	5/7	Brutal	-
✕ Power Axe	5	2+	4/5	Balanced	-
✕ Power Maul	5	2+	4/5	Slam ▲/○	Stun
✕ Power Sword	5	2+	4/6	Lethal 5+	-
✕ Frost Axe	5	2+	4/5	Balanced, Frost*	-
✕ Frost Maul	5	2+	4/5	Frost*, Slam ▲/○	Stun
✕ Frost Sword	5	2+	4/6	Frost*, Lethal 5+	-
✕ Thunder Hammer	4	3+	5/6	Slam ▲/■	Stun

ABILITIES

***Frost:** During the Roll Attack Dice step of the combat attack, your opponent must retain one critical hit, if any are rolled, as a normal hit.

UNIQUE ACTIONS

Strength of the Pack (2AP): This operative and any unactivated **GREY SLAYER** operatives within ■ may immediately make a Fight action. If any target operatives do not take Critical damage repeat the attack on them. All **GREY SLAYER** operatives involved are considered to have been activated for this turning point.

LEGIONES ASTARTES 🗡️, IMPERIUM, SPACE WOLVES, GREY SLAYER, HUSCARL, SERGEANT, LEADER



GREY SLAYER WARRIOR

Unlike the Terran style Tactical Astartes Grey Slayers are, in effect, members of autonomous packs of Space Wolves who are expected to deal with the myriad challenges on their own if needs be and, above all else, close on the enemy on their own terms; to seek and destroy



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⦿ Boltgun	4	3+	3/4	-	-
⦿ Bolt Pistol	4	3+	3/4	Range ◆	-
✕ Chainsword	4	3+	4/5	-	-
✕ Combat Knife	4	3+	3/4	-	-
✕ Heavy Chainsword	4	3+	4/5	Rending	-

ABILITIES

-

UNIQUE ACTIONS

-

LEGIONES ASTARTES 🗡️, IMPERIUM, SPACE WOLVES, GREY SLAYER, WARRIOR



GREY SLAYER CHAMPION

Even among the packs of the VIth Legion there are those warriors who excel in spilling the blood of humanity's foes. These fearsome operatives are entrusted with the most effective tools of death that their Legion has to offer.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⦿ Bolt Pistol	4	3+	3/4	Range ◆	-
⦿ Hand Flamer	4	3+	2/2	Range ◆, Torrent ▲	-
⦿ Plasma Pistol	<i>Each time this weapon is selected to make a shooting attack with select one of the profiles below to use</i>				
- Standard	4	3+	5/6	Range ◆, AP1	-
- Supercharge	4	3+	5/6	Range ◆, AP2, Hot	-
✕ Chainsword	4	3+	4/5	-	-
✕ Lightning Claw	4	3+	4/5	Lethal 5+	-
✕ Heavy Chainsword	4	3+	4/5	Rending	-
✕ Power Fist	4	4+	5/7	Brutal	-
✕ Power Axe	4	3+	4/5	Balanced	-
✕ Power Maul	4	3+	4/5	Slam ▲/○	Stun
✕ Power Sword	4	3+	4/6	Lethal 5+	-

ABILITIES

Redoubtable: Once per Turning Point, when this operative fights in combat, in the resolve successful hits step of that combat, you can ignore the damage inflicted on it from one normal hit.

UNIQUE ACTIONS

-

LEGIONES ASTARTES 🗡️, IMPERIUM, SPACE WOLVES, GREY SLAYER, CHAMPION, FIGHTER



GREY SLAYER COMMS

Equipped with a vox-caster, the comms specialists of the Space Wolves assist in coordinating the lightning strikes associated with the forces of the Legion. They relay their pack's progress while also reporting on the size and disposition of the enemy forces they face.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⦿ Boltgun	4	3+	3/4	-	-
⦿ Bolt Pistol	4	3+	3/4	Range ♠	-
✕ Chainsword	4	3+	4/5	-	-
✕ Combat Knife	4	3+	3/4	-	-
✕ Heavy Chainsword	4	3+	4/5	Rending	-

ABILITIES

-

UNIQUE ACTIONS

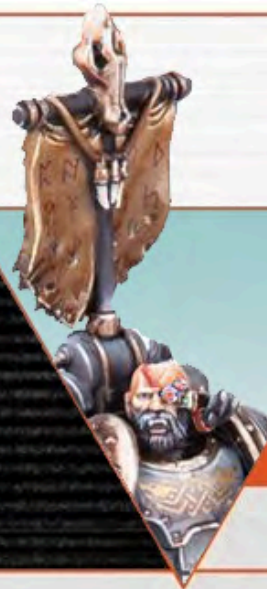
Nuncio-Vox (1AP) Select one friendly **LEGIONES ASTARTES** operative within ♠ of and Visible to this operative. Add 1 to its APL. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

LEGIONES ASTARTES 🦴, **IMPERIUM**, **SPACE WOLVES**, **GREY SLAYER**, **COMMS**, **WARRIOR**



GREY SLAYER VEXILLA

When the Wolves of Fenris go to war it is under a canopy of banners, icons and reliquaries all festooned with oaths of moment, records of battle honours and the storied history of the legion. To be selected to bear such a symbol of the Legion is to be recognised by Russ himself.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⦿ Boltgun	4	3+	3/4	-	-
⦿ Bolt Pistol	4	3+	3/4	Range ♠	-
✕ Chainsword	4	3+	4/5	-	-
✕ Combat Knife	4	3+	3/4	-	-
✕ Heavy Chainsword	4	3+	4/5	Rending	-

ABILITIES

Icon Bearer: When determining control of an objective marker, treat this operatives APL characteristic as being 1 higher. Note that this is not a modifier. In narrative play, this is cumulative with the Focused Battle Honour (See KT-CB)

UNIQUE ACTIONS

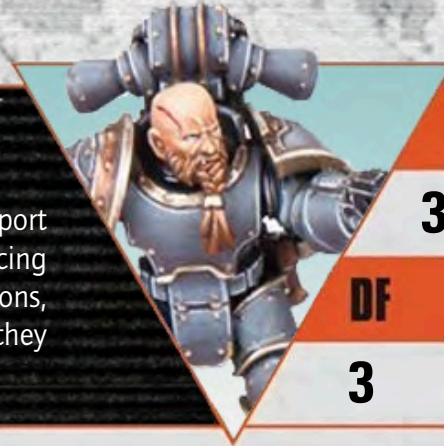
On Me! (2AP): Select one friendly **LEGIONES ASTARTES** within 2 ♠ of this operative. It may immediately make a free Normal Move towards this operative. This may be done even if the operative have already been activated or has already made a Normal Move action this turning point. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

LEGIONES ASTARTES 🦴, **IMPERIUM**, **SPACE WOLVES**, **GREY SLAYER**, **VEXILLA**, **ICON BEARER**



GREY SLAYER GUNNER

Given their independent operation mobile fire-support operatives are crucial members of Grey Slayer packs, replacing their utilitarian boltgun with more specialised weapons, enabling them to cope with varied threats they face as they hunt their foes.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⦿ Boltgun	4	3+	3/4	-	-
⦿ Combi-Boltgun	4	3+	3/4	Ceaseless	-
⦿ Combi-Flamer	5	2+	2/2	Combi*, Rng 🔴, Torrent ○, Limited	-
⦿ Combi-Grav	4	3+	4/5	Combi* AP1, Grav*, Limited	-
⦿ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	3+	2/4	Combi*, Blast ○, Limited	-
- Krak	4	3+	4/5	Combi*, AP1, Limited	-
⦿ Combi-Melta	4	3+	6/3	Combi*, Rng 🔴, AP2, Limited	MW4
⦿ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	3+	5/6	Combi*, AP1, Limited	-
- Supercharged	4	3+	5/6	Combi*, AP2, Hot, Limited	-
⦿ Combi-Volkite	5	3+	3/4	Combi*, Deflagrate*, Limited, Rng 🔴	-
✕ Chainsword	4	3+	4/5	-	-
✕ Combat Knife	4	3+	3/4	-	-

ABILITIES

- *Combi:** An operative equipped with this weapon is also equipped with a boltgun.
- *Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.
- *Deflagrate:** If one or more Critical is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and has the Splash1 special rule.

UNIQUE ACTIONS

LEGIONES ASTARTES 🗡️, IMPERIUM, SPACE WOLVES, GREY SLAYER, GUNNER





LEGIO VII

IMPERIAL FISTS



ROGAL DORN

A being of thunderous zeal and stone made manifest, is how many described the Primarch of the VIIth Legion. The zeal was the fire of a son who believed in his father's dream for the Imperium without reservation and without question. To Rogal Dorn there was no higher purpose to the existence of the Legiones Astartes than the unification of Mankind, and the illumination of the Imperium's ideals. The stone in his soul was his ability to bear whatever his father needed of him, an unyielding nature, which made him both a master of defence in war, and an indomitable fighter on the attack. If the Primarchs were the Emperor's nature split like white light through a prism's rays, as many scholars of the Imperial Court suggested, then Rogal Dorn was the Emperor's implacable disciple in the pursuit of the cause given flesh; in who loyalty and duty was as integral as blood and breath.

Within the Imperial Fists, there are many formations from squad to Household whose names and deeds shone bright in the days of the Great Crusade. To list the histories of them all would demand more than this text can bear, but even such an abbreviated inspection cannot pass over the Templars. Raised by Rogal Dorn during the first decade of his command, the Templars were the warriors charged with guarding the Temple of Oaths aboard the Phalanx. No fane of superstition or misguided religion, this secular Temple was dedicated to the ideals of the Great Crusade and the sacrifices it demanded. There, beneath the tattered and burned banners of defeated enemies and the statues of dead heroes, the Imperial Fists returned to renew their perpetual oaths of loyalty to their Emperor and Primarch.

Each oath made by a son of Dorn was carved on the walls, floor and ceiling, etched for all eternity in black granite. Besides Dorn and the Emperor, only the Templars were permitted to enter the Temple unbidden. Nominally the First Company of the Imperial Fists, the Templars' strength rarely fell below 1,000 warriors, and their members were drawn from veterans across the Legion. Skill at arms was not enough to earn such a responsibility; each Templar was a warrior in whom the crusader light had come to burn with undimmed brightness, and zealous, remorseless and tempered by decades of war, they were exemplars of what it was to be an Imperial Fist of the Great Crusade.

Rogal Dorn was the complete master of his Legion. Every warrior under his command knew that above all else they served their Primarch, and beyond him the Emperor. All others, be they Primarchs or lords of high renown, were nothing besides the clear line of authority which descended from the Master of Mankind. Complete and total obedience was demanded by Dorn and given by each Imperial Fist from the lowest warrior to the most exalted captain.

Beneath Dorn were the senior captains of the legion's regiments, Crusades and Households. Unlike other Primarchs, Dorn maintained no fixed inner circle of advisors or senior lieutenants. Ever the pragmatist, he is said to have once remarked to Horus that his counsellors were whoever were there to stand beside him in battle. Beneath the senior captains were the line captains and centurions who led the legion's battalions and companies. This technically made the captains of the Legion the most senior ranks beneath the Primarch himself. In reality a second layer of authority existed above them, that of the fleet masters, siege masters, appointed theatre commanders and marshals and ultimately the First Captain.

Besides the Primarch, only one other position commanded unconditional authority over the Legion as a whole. The First Captain of the Imperial Fists was also always the commander of the Templars, and by tradition the finest proven warrior within the legion. As guardian of the oaths of every Imperial Fists warrior, the First Captain held not only great authority, but commanded respect from all of his brothers. Additional titles existed for those who commanded permanent fortresses built by the legion. Such stewardships were concerned chiefly with the maintenance of defences and the raising of recruits, but also command in time of siege. Such duties were usually temporary, with the incumbent returning after a time to the main forces of the Great Crusade. The titles of castellan and Legion seneschal were subtly different in both the honour and duties they bestowed, but both were of sufficient weight that their bearers retained the title even after they were returned to the rest of the Great Crusade.

At the time of the Istvan III atrocity, the bulk of the Imperial Fists were returning to Terra with Rogal Dorn. Though the Emperor had called all of the Imperial Fists to Terra, in practice such a total withdrawal from the Great Crusade would have been impossible. Some forces stayed on the edge of the

Great Crusade to complete campaigns or individual duties. Other forces remained scattered across the legion's fortresses and bastions, and still others had yet to rendezvous with the bulk of the Legion.

The strength of the Imperial Fists was never in its numbers. Though not small, their tally of warriors during the Great Crusade rarely rose above 100,000. At the time of their withdrawal to Terra, the Legion's records show that the Temple held the oaths of 98,356 living warriors, although such a number cannot be taken as accurate. The vagaries of Warp travel, Astropathic communication, and the volume of space across which the Great Crusade was fought means that all that can be certain is that this rally is nothing more than a plausible estimation.

Aside from the number of its Space Marines, no review of the strength of the Imperial Fists can be complete without noting the strength of their fleet. At the time of the Horus Heresy, the Imperial Fists had over 1,500 warships under their direct command, and many more bonded by oath and fealty. This naval might was the greatest of any of the legiones Astartes, and was further enhanced by the fact that many of the ships were the largest in the Imperium. Even the Sons of Horus and the Ultra marines could not rival such strength alone.



Imperial Fists Legion Icon, paired here with a Tactical squad marking.

LEGION ABILITIES

Bolter Drill*

Bolt Weapons carried by an **IMPERIAL FISTS** operative who is not within Engagement range of an enemy operative and who has yet to make any movement actions are considered to have the Ceaseless special rule.

Castellans

When an **IMPERIAL FISTS** operative is within Engagement Range of an objective their DF is increased by 1.

Single Minded

During the Set Up Barricades step of the Mission Sequence the Imperial Fists player may place an additional 2 Barricades. However, while within ● of any barricade **IMPERIAL FISTS** operatives may not make a Fall Back action.

KILL TEAMS OF THE 7TH LEGION

When building a Kill Team from the Imperial Fists legion select your fire teams as normal with all operatives gaining the **IMPERIAL FISTS** keyword. You may not include any operatives incapable of taking this keyword. In addition the player must select either the **LOYALIST** or **TRAITOR** keyword to reflect their forces ultimate allegiance.

Operatives in this kill team have access to legion specific options for Abilities, see previous page, together with Ploys noted opposite.

Legion Support Operative

An Imperial Fists Kill Team may include a Templar Brother or Phalanx Warder as their Legion Support operative. These operatives may be armed as follows;

Templar Brother operative equipped with a Templar Power Sword, Bolt Pistol and Combat Shield

Phalanx Warder operative equipped with a Boarding Shield and one of the following options;

- Boltgun and Combat Knife
- Power Axe and 2 Frag Grenades

PHALANX

Phalanx is the mobile fortress-monastery of the Imperial Fists. Officially, the homeworld of the Imperial Fists is Terra, but in functional terms the Legion has been fleet based and used Phalanx as its primary base of operations throughout the Great Crusade. The size of a small moon and is said to shine like a star, the awesome magnitude of the ship served as a symbol of the coming era of human unity. The capabilities of Phalanx are substantial. Entire portions of the vessel are used to emulate different combat environments for training purposes. The interior of Phalanx incorporates stone corridors, archways, and cathedral elements including the Temple of Oaths, the spiritual heart of the Legion. As of the very beginning of the Horus Heresy, the fortress featured a gallery that displayed the battle honours of the Imperial Fists, which stretched for kilometres.

TEMPLAR BROTHER

Though their duties bind them to the Temple of Oaths, these dauntless warriors are found wherever the Imperial Fists carry the Emperor's crusade to unify mankind. They bear the best wargear that the armouries of the Legion can provide, each forged with exacting precision.



M **APL** **GA**

3 ○ **3** **1**

DF **SV** **W**

3 **3+** **12**

NAME	A	BS/WS	D	SR	!
🔫 Bolt Pistol	4	3+	3/4	Range 📍	-
⚔️ Templar Power Sword	4	2+	5/6	Lethal 5+	Reap 1

ABILITIES

Combat Shield: During the Firefight Phase an operative equipped with a combat shield may add +1 to a single defence or attack dice per roll. If applied to an attack dice the result may only be used to Parry.

UNIQUE ACTIONS

Furious Charge (2 AP): This operative makes a Charge action and, once in Engagement Range with the target operative, roll a dice; on a 4+ that operative suffers 1 Mortal Wound, if the result is 6+ it suffers 2 mortal wounds.

LEGIONES ASTARTES 📍, IMPERIUM, IMPERIAL FISTS, ELITE, TEMPLAR BROTHER, ASSAULT



PHALANX WARDER

Even among the ranks of the Imperial Fists, the Warders are renowned for the stark regime under which they train and serve, eschewing any duty save their training, the protection of *Phalanx* or the prosecution of the war on the foes of mankind.



M **APL** **GA**

3 ○ **3** **1**

DF **SV** **W**

3 **3+** **12**

NAME	A	BS/WS	D	SR	!
☉ Boltgun	4	2+	3/4	-	-
☉ Frag Grenade	4	3+	2/3	Rng ◆ , Limited 2, Blast ○, Indirect	-
✕ Combat Knife	4	3+	3/4	-	-
✕ Power Axe	4	2+	4/5	Balanced	-

ABILITIES

Boarding Shield: This operative gains an additional defence dice when targeted by a Shoot action. Additionally, each time this operative fights in a combat, in the Resolve Successful Hits steps of that combat, each time it parries, two of your opponents successful hits are discarded (instead of one)

UNIQUE ACTIONS

Shield Wall (2AP): If this operative is within Engagement Range of a Friendly **BREACHER ASTARTES** operative then until the end of the Turning Point they are classed as being a terrain element with the Light cover trait for enemy movement and the targeting of friendly operatives. If this operative is within the Engagement range of 2 or more friendly **BREACHER ASTARTES** operatives they are treated as being a terrain element with the Heavy cover trait. This operative and any friendly **BREACHER ASTARTES** operative affected by Shield Wall may be targeted as normal.

LEGIONES ASTARTES ◆, IMPERIUM, IMPERIAL FISTS, PHALANX WARDER, BREACHER, WARRIOR



STRATEGIC PLOYS

PRAETORIANS OF DORN 1CP

Until the end of the turning point **IMPERIAL FISTS** operatives ignore any negative modifiers to their APL and if they are injured they are not considered to be injured.

SUPPRESSIVE FIRE 1CP

Until the end of the turning point when making Suppress actions **IMPERIAL FISTS** operatives may retain a single normal hit as a critical hit.

FORTITUDE OF DORN 2CP

During the Play Strategic Ploys step of the strategy phase any **IMPERIAL FISTS** operatives within ◆ of an objective may make a free Dash action. Until the end of the turning point **IMPERIAL FISTS** operatives within ○ of an objective may roll an additional Defence dice if targeted by a shooting attack and an additional Attack dice during combat attacks

TACTICAL PLOYS

RIGHTEOUS HAIL 1CP

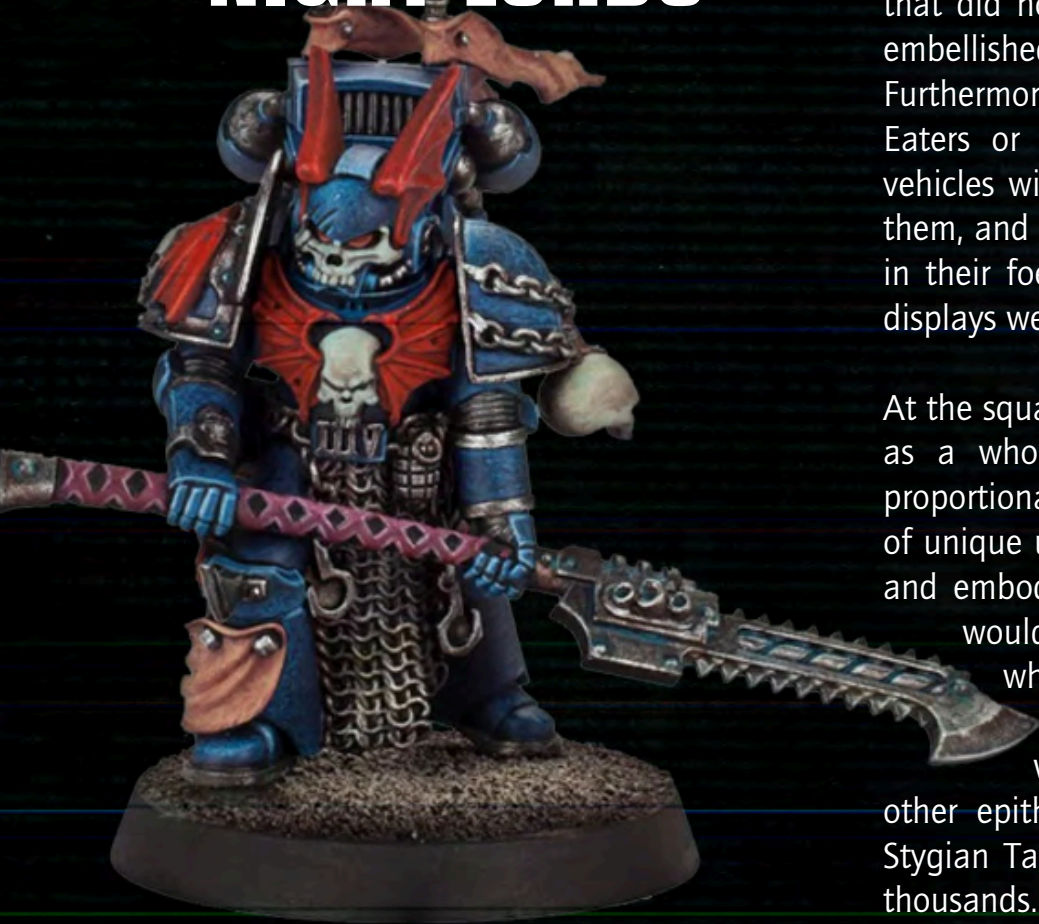
Use this Ploy if an operative from your kill team makes a shooting attack with a boltgun, bolt pistol or Heavy Bolter. Until the end of the turning point, the weapon gains the Fusillade special rule.

DEFENSIVE PROWESS 1CP

Use this ploy when calculating the total APL for control of an objective add +D3 to the Imperial Fists' total.

LEGIO VIII

NIGHT LORDS



The inheritance of Nostramo coiled throughout the structure of the Night Lords. Outwardly they followed a pattern close to many other Legions, but behind this basic skeleton: the courts of Nostramo, the gang traditions and aesthetics of terror infused every aspect of the Legion. Callous and brutal though they were, the Night Lords were not without pride, and the trappings and titles of aristocracy and dominion formed a key part of their identity, and rivalry, often violent, was endemic among the Legion. There were few amongst their ranks that did not bear some form of title, and the craftsmanship with which they embellished their weapons and armour was remarkable, if grotesque. Furthermore, far more so than even the most barbarous members of the World Eaters or White Scars Legions, they habitually adorned their armour and vehicles with the brutalised and mutilated remains of those who had resisted them, and made an art of flaying and presenting the dead in order to sow fear in their foes. There was method in this madness; at least at first such grisly displays were a clear signal saying "This fate will be yours to share."

At the squad level the Night Lords fielded a broad range of units, though taken as a whole the number of breacher and siege configured squads were proportionally rarer than in other Legions. The Night Lords also had a number of unique units: the infamous Terror squads, whose sole purpose was to create and embody a state of horror in their enemies, and the Night Raptors, who would soar above their enemies trailing the bloody remains of their kills while shrieking from modified vox-casters. Almost all squads within the Legion had a name that they used in place of the designation. So it was that within a company might be referred Talons or a number of other epithets often coupled with an indication of hierarchy or honorific; Stygian Talon, Tenth Claw, The Fifth Oathed, to name but a few among the thousands.

Konrad Curze was the Dark King of his Legion, a figure of fear for his sons as much as an object of loyalty. That many were genuinely loyal to him cannot be doubted, but as many seem to have been bound to him by fear rather than adoration, and some hated their gene-sire. Curze appeared not to have cared so long as when he commanded, all obeyed.

Around him the Dark King maintained a court of his most useful sons. The Kyroptera and its members were drawn from senior officers across the Legion and transcended rank. All had a quality that Curze found valuable, though in some cases that quality seems to have been little more than distilled bitterness and cruelty. Membership of the Kyroptera gave no absolute rank but the fact remained that they were the ruling elite of the Night Lords, and so few others would openly disobey a command from one of them. Just as squads and companies bore names to set them apart from each other, so too did the commanders of the Legion adorn their names with secondary monikers and titles. Many of these titles had echoes in the cursed nobility and gangs of Nostramo: Talonmaster, the Bloodless, or the Sightless Revenant. A few were no doubt calculated insults that either stuck or were adopted by their bearers out of perversity.

At the time of the Dropsite Massacre, the Night Lords had been teetering on the edge of renegade status for several years. Apparently fighting their own wars with little or no regard or contact with the rest of the Great Crusade's chain of command, it had been some time since an accurate survey of their strength had been made. Estimates of the strength of the Legion therefore vary wildly. Some put their numbers at a little over 90,000, others at closer to 120,000. The Legion was known to have continued recruiting from subjugated worlds throughout the later part of the Great Crusade, in some cases stealing

KONRAD CURZE

Called the 'Night Haunter' by the people of his home world of Nostramo, Konrad Curze was from his earliest days a figure of dark renown. Growing to maturity upon benighted city streets ruled by criminals while corrupt overlords enjoyed lives of luxury, Curze took it upon himself to exert his own bloody brand of justice. Instituting a reign of terror that cowed criminal and tyrant alike, the Night Haunter brought order, of a kind, to Nostramo. When at last the Emperor came, Curze had foreseen his life, his role as Primarch and his ultimate end, his sanity ever stretched taut by grim visions of the horrors soon to overwhelm the galaxy. By the time the Warmaster's treachery was revealed to an appalled Imperium of Man, Konrad Curze and his Legion were already renegades in all but name, on the verge of censure by the highest authorities in the Emperor's domains.



Night Lords Legion Icon, a symbol of terror through out the galaxy

away the youth of entire systems as the base from which to winnow suitable aspirants. The use of rapid psycho-conditioning and accelerated gene-seed implantation was also known to be widely practiced by the Night Lords, further supporting suggestions that their numbers were at least on a par with many of the more numerous Legions. It is also likely that a number of Night Lords elements were not at the Istvan system, but were engaged in other self-selected actions in the unconquered corners of the galaxy.

Outwardly, the Night Lords began the Horus Heresy as a strong force in the host of the Warmaster, a Legion tempered by war and set in its own grudge against the Loyalist cause. The imprisonment of Curze prior to the destruction of Nostramo and the subsequent incident with Rogal Dorn were seen by many among the Traitors to grant the Night Haunter their trust. Knowing this, Horus sought to put the Night Lords to use in the vanguard of his plans and in the wake of the destruction of the Dropsite Massacre, Horus had set them to the tasks he had woven for the Emperor's demise. For the Night Lords, the Warmaster set the task of running at the forefront of his host, inciting fear and unrest among those worlds yet undecided in their loyalties. By the point of the Night Lords' skinning knives Horus would show these worlds the cost of his animosity, and to those who chose to bend the knee before him, he would grant his protection and a relief from the predations of his servants.

LEGION ABILITIES

Butchery*

When 1 or more **NIGHT LORDS** operatives is providing combat support the attacks made by a Night Lord operatives gain the Rending critical rule in addition to the WS modifier.

Of the Shadows

Until the end of the first turning point **NIGHT LORDS** operatives may only be given a Conceal order but may replace this with an Engage order if they are targeted by an enemy operative with an attack or psychic power.

Nostraman Blood

NIGHT LORDS operatives must immediately make a fall back action, at no AP cost, after taking damage due to a critical hit during a shooting or combat action. This move is made after the action has been completed. If the **NIGHT LORDS** operative has any order other than Conceal, and has yet to be activated, they immediately swap that order for a Conceal order.

KILL TEAMS OF THE 8TH LEGION

When building a Kill Team from the Night Lords legion select your fire teams as normal with all operatives gaining the **NIGHT LORDS** keyword. You may not include any operatives incapable of taking this keyword. In addition the player must select either the **LOYALIST** or **TRAITOR** keyword to reflect their forces ultimate allegiance.

Operatives in this kill team have access to legion specific options for Abilities, see previous page, together with Ploys and Equipment noted opposite.

Legion Support Operative

A Night Lords Kill Team may include an Executioner or Night Raptor as their Legion Support operative. These operatives may be armed as follows;

Executioner operative equipped with one of the following options

- Chainsword and one of the following options:
 - Boltgun or Volkite Charger
- Bolt Pistol and one of the following options:
 - Chainsword or Heavy Chainsword

Night Raptor operative equipped with a Jump Pack,

Bolt Pistol and one of the following options

- Nostraman Chainglaive, Lightning Claw, Power Sword, Power Axe, or Power Maul

EQUIPMENT

NOSTRAMAN DUELLING CHAINGLAIVE [1 EP]

An Night Lords **LEADER** or **SUB-CONSUL** may replace all combat weapon options with a Nostraman Chainglaive using the profile below;

Name	A	WS	D
Nostraman Chainglaive	4	2+	4/5

Special Rules

Block*, Rending

***Block:** Each time this operative fights in a combat, in the Resolve Successful Hits steps of that combat, each time it parries, two of your opponents successful hits are discarded (instead of one). If this operative is also equipped with Boarding or Storm Shield they may not use the associated abilities during a given combat if using this ability.

EXECUTIONER

Astartes of the feared Terror Squads, Executioner operatives are tasked with the delivering the most hideous punishments upon the foes of their Primarch. Comprised of torturers, flayers and mutilators their cruelty is unbound, unrelenting and darkly imaginative.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⦿ Boltgun	4	3+	3/4	-	-
⦿ Bolt Pistol	4	3+	3/4	Range ♠	-
⦿ Volkite Charger	4	3+	3/4	Deflagrate*, Range ♠	-
✕ Chainsword	4	2+	4/5	-	-
✕ Heavy Chainsword	4	2+	4/5	Rending	-

ABILITIES

***Deflagrate:** If a critical hit is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and has the Splash1 special rule.

Fearsome: Reduce the APL of Enemy **WARRIOR**, **GUNNER**, and **FIGHTER** operatives within ■ of this operative by 1

Infiltrate: This operative may be set up at any point outside of your opponent's deployment zone more than ♠ from any enemy operatives.

UNIQUE ACTIONS

Precision Strike (2AP): This operative makes a fight action during which, in the Roll Attack Dice step of that combat attack, you can retain one normal hit as a critical hit.

LEGIONES ASTARTES ♠, IMPERIUM, NIGHT LORDS, ELITE, EXECUTIONER, ASSAULT



NIGHT RAPTOR

Night Raptor Operatives find bleak joy in soaring over the battlefield like screaming predators hunting for victims to finally savour that moment when their prey witnesses their own death reflected back to them in the eyes of their killer.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⦿ Bolt Pistol	4	3+	3/4	Range ◆	-
✕ Nostraman Chainglaive	4	2+	4/5	Rending	-
✕ Lightning Claw	4	2+	4/5	Lethal 5+	-
✕ Power Axe	4	2+	4/5	Balanced	-
✕ Power Maul	4	2+	4/5	Slam ▲/○	Stun
✕ Power Sword	4	2+	4/6	Lethal 5+	-

ABILITIES

Jump Pack: Once per turning point when this operative makes a Normal Move, Charge, or Fall Back action it may elect to use the jump pack. If it does so this operative gains the Fly special rule but may not make shoot actions other than Overwatch.

Onslaught: If the **NIGHT LORDS** player has the initiative this operative's combat attacks gain the Brutal special rule.

UNIQUE ACTIONS

Jump Pack Assault (2 AP): This operative makes a charge action, using the Jump Pack ability. Roll a D6 for the target operative, on a 5+ that operative is pushed back ○ and counts as being hit once with a combat weapon that has the Stun rule. This operative may then be moved into Engagement Range with the target operative.

LEGIONES ASTARTES 🦁, IMPERIUM, NIGHT LORDS, ELITE, NIGHT RAPTOR, ASSAULT



STRATEGIC PLOYS

MURDEROUS PACE 2CP

Until the end of the turning point, **NIGHT LORDS** operatives move their full movement characteristic during a Dash action instead of ■.

NIGHT HAUNTER'S TERROR 2CP

Until the end of the turning point an enemy operative within ■ of any **NIGHT LORDS** operatives reduces their APL by -1. Enemy operatives within engagement range reduce their APL by -2 to a minimum of 1. This ploy can only be used once per game.

TACTICAL PLOYS

GRUESOME EXAMPLE 1CP

Use this Ploy if an operative from your kill team incapacitates an enemy **LEADER** or **SUB-CONSUL** operative. Until the end of the turning point, enemy operatives within ◆ of this operative subtract 1 from their APL.

WRAITH OF NOSTROMO 1CP

Use this ploy when one of your operatives with an Engage order is activated. When an enemy operative targets this model with a Shoot, Fight or Overwatch action only critical hits count as hits, any normal hits are discarded.

NO ESCAPE 1CP

Use this Ploy after an enemy operative has made a Fall Back action from a **NIGHT LORDS** operative. Provided that **NIGHT LORDS** operative is not in engagement range with any other enemy operatives it may immediately make a free overwatch attack the operative that fell back.

LEGIO IX

BLOOD ANGELS



SANGUINIUS

The glorious and beloved Sanguinius, called the Angel due to his white wings, is Primarch of the Blood Angels. The exception to the Imperium's view of mutants his wings are taken as a blessing of the emperors, a living Aquila. His wings ultimately became mighty pinions that would bear him aloft through the warzones of the Great Crusade, inspiring awe and devotion from the lesser beings beneath. Sanguinius is the noblest of the Primarchs in physical aspect. Proud and resolute, the Angel radiates a confidence so vital that any shadows of doubt were banished beneath his light. His faith and trust in both his mighty brothers and his own sons was seldom misplaced. However, his love for both Horus and their father would lead to a fateful confrontation, one he had foreseen, one that would lead to his death.

In all of its incarnations, the IXth Legion has defied the standard by which the Legiones Astartes have been measured. In its earliest days, it operated with such a simple order of battle and command structure that it could barely be called an army, consisting only of massed infantry companies with few specialised troops of any kind. Most often these troops were equipped as 'reaver' squads, close quarters optimised and wielding arms requiring limited resupply, the perfect warriors for operations undertaken at arm's length from the main force of the Great Crusade. The aberrant quirks of the Legion, the red thirst that haunted its warriors, wreaked havoc on its discipline and made any attempt at large scale organisation difficult. Tactics were often developed and employed at the company or even squad level during combat rather than being part of a larger Legion-wide approach to strategy.

This was all to change with the return of Sanguinius. The winged Primarch was to bring a sense of order to the often fractious Legion, stamping a new structure onto it in the hopes of containing its hunger. Though in essence this new order would seem to be in accord with the Principia Bellicosa, the schema by which the other Legions were organised, in actuality it also varied a great deal from the standard pattern. It retained the basic structure of companies, initially forming the Legion into 200 companies of approximately 300 warriors each, although by the last years of the Great Crusade this would have increased to 300 companies each of 500 warriors. However, past this basic structure there were many discrepancies, each chosen by the Great Angel to serve a purpose in his plans. These companies were grouped into Hosts for campaigns requiring greater force of numbers than that possessed of a single company, though each Host was a temporary creature broken and made as need required.

Sanguinius created three Spheres to encompass his Hosts, three chambers by which he would give order and purpose to the warriors of the Legion. Each was separate and distinct from the Three Hundred Companies and the strictures of the Principia Bellicosa, forming a distinct strata of organisation that allowed the warriors of the IXth Legion to focus their hunger and rage towards a single end and to conquer it. Yet it was not merely a blunt tool, but an elegant and artful plan designed to promote the finer qualities of the Legion while providing an outlet for the more base. It was the Great Angel's masterwork, the fulfilment of an oath and the salvation of his children.

The outermost of the three Spheres would encompass the rank and file of the Legion, the warriors that plied blade and bolter on the battlefield. Known within the Legion as the Malak, these warriors had but one duty - to fight at the order of their captains. They obeyed, they killed and they practised the arts granted them by the Primarch, and by these simple disciplines and the endless focus of their post-human minds they staved off the depredations of their hunger. The Second Sphere was composed of the commanders and leaders of the Legion, the powers and dominions that stood at the side of Sanguinius. To them fell the duty of command, of the execution of Sanguinius' wishes with alacrity and sound judgement. Unlike those who fought at their command, they bore the burden of free will, of time to think and ponder as they would while the curse stalked them.

The First Sphere, the final demarcation of Sanguinius' new Legion, comprised the ranks of the Immortals. These warriors stood within the presence of the Primarch; they did not operate within one of the Three Hundred Companies but as the guards and servants of the Great Angel himself. Upon these warriors he depended for the most dangerous of tasks, to fight upon those battlefields and to act upon those errands that would tarnish the soul and bring the hunger roaring to the fore



Blood Angels Legion Icon,
Artificer Variant


By the last years of the Great Crusade, the Blood Angels were among, if not, the preeminent Legion of the Imperial Host. The years since Sanguinius had taken charge of the Legion had seen its revitalisation, a change so complete that few now even remembered the Revenant Legion of old. As such, the Blood Angels constituted one of the greatest threats to Horus' nascent rebellion, they were easily a match for any Traitor Legion he cared to stand against them and their loyalty to the Emperor was unquestionable. Openly confronted, they would savage his forces and leave him ill-prepared for an assault on Terra, but left unopposed there could be no attack on Terra without the Blood Angels striking his exposed flanks. Some among his confederates urged the IXth Legion be destroyed in detail, its separate Hosts attacked while on-campaign and annihilated one at a time while they were vulnerable. Mortarion favoured this approach, for he of all the brothers had the least love for the winged Primarch and his witch-dreams. Yet Lorgar convinced his Warmaster that there was another way, a way to not only remove an obstacle but to gain an asset. A trap had been prepared and the Lord of the Word Bearers spoke to the Warmaster of Sanguinius and a mark of blood.

LEGION ABILITIES

Encarmine Fury*

During their first Fight action per turning point all combat weapons carried by a **BLOOD ANGELS** operative are considered to have the Ceaseless special rule.

Host of Angels

BLOOD ANGELS operatives equipped with jump packs may be held back as reinforcements and deployed at the end of the Reveal Targets step of the Strategy phase during the second turning point. Operatives that are set up in this manner may only be placed on open ground or terrain features with the vantage point trait and must be set up at least  from enemy operatives. Once deployed they must be given the Engage order and may be activated as normal during the Firefight phase.

Without Remorse, Without Relent

BLOOD ANGELS operatives may not be given a Conceal order if an enemy operative is within range for a Charge action.

KILL TEAMS OF THE 10TH LEGION

When building a Kill Team from the Blood Angels operatives gaining the **BLOOD ANGELS** keyword. You may not include any operatives incapable of taking this keyword. In addition the player must select either the **LOYALIST** or **TRAITOR** keyword to reflect their forces ultimate allegiance.

Operatives in this kill team have access to legion specific options for Abilities, see previous page, together with Ploys noted opposite.

Legion Support Operative

A Blood Angels Kill Team may include a Dawnbreaker Legionary or Angel's Tears Erelim as their Legion Support operative. These operatives may be armed as follows;

Dawnbreaker Legionary operative equipped with a Jump Pack, Grenade Discharger and one of the following options

- Falling-Star Power Spear or Equinox Power-Blade

Angel's Tears Erelim operative equipped with a Combat Knife, Jump Pack and one of the following options

- Paired Volkite Serpenta or Angel's Tears grenade launcher

THE FORESIGHT

Sometimes gift, sometimes curse, the winged sire of the Blood Angels was among that small number of Primarchs able to glimpse what was to come to pass, a sliver of the talent held by their own father, the Emperor Himself. Through it he saw many things, echoes of dark futures and grim fates that haunted his dreams and drove him to act in ways that oftentimes seemed strange to his brothers. He could not guide his sight, direct it to see where he would, it came to him unreliably and without his will or control. It taunted him with dire premonitions, beset him with doubts over his choices and yet to many it was seen as a gift.

Of that tiny handful of his sons that inherited this ability, it was little more than a fragment, a tiny scrap of sight. Most well-known among these talents were those who foresaw a single moment of the future with absolute clarity - that of their own Death. These warriors were known among the ranks of the Legion as the Forsaken, for they were given to a fatalistic and grim outlook, ever seeking the signs of their final day. Such was the curse of the Foresight, that it brought neither comfort nor answers, only sorrow, pain and doubt.

ANGEL'S TEAR ERELIM

Sent against those the Great Angel deems worthy only of annihilation these operatives are armed with weapons best suited to the swift culling of those unworthy of a place in the Emperor's Imperium.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⚡ Paired Volkite Serpenta	4	3+	3/4	Ceaseless, Range ◆	P1
⚡ Angel's Tears Grenade Launcher	3	3+	4/6	Blast ○, AP1, No Cover, Rad Pulse*	Rending
✂ Combat Knife	4	2+	3/4	-	-

ABILITIES

***Rad Pulse:** Operatives within the blast radius of this weapon suffer the negative effects of being Injured regardless of the number of Wounds they currently have.

Jump Pack: Once per turning point when this operative makes a Normal Move, Charge, or Fall Back action it may elect to use the jump pack. If it does so this operative gains the Fly special rule but may not make shoot actions other than Overwatch.

UNIQUE ACTIONS

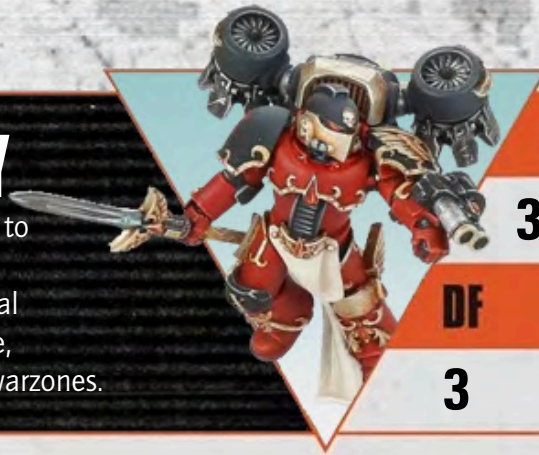
Jump Pack Assault (2 AP): This operative makes a charge action, using the Jump Pack ability. Roll a D6 for the target operative, on a 5+ that operative is pushed back ○ and counts as being hit once with a combat weapon that has the Stun rule. This operative may then be moved into Engagement Range with the target operative.

LEGIONES ASTARTES ☠, IMPERIUM, BLOOD ANGELS, ELITE, ANGEL'S TEAR, ERELIM, ASSAULT



DAWNBREAKER LEGIONARY

The Dawnbreakers have only one purpose in battle, to sunder the enemy lines and tear the heart from its formation. These Astartes emphasise not only martial excellence, but also the symbolic nature of their role, bringing light and justice to even the most hellish warzones.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Grenade Discharger	<i>Each time this weapon is selected to make a shooting attack with, Select one of the profiles below to use</i>				
- Frag	4	2+	2/4	Blast ○, Rng ◆	-
- Krak	4	2+	4/5	AP1, Rng ◆	-
✕ Falling-Star Power Spear	5	2+	4/6	Block* Lethal 5+	-
✕ Equinox Power-Blade	<i>Each time this weapon is selected to make a fighting attack with, Select one of the profiles below to use</i>				
- Sunrise	5	2+	5/6	Lethal 5+, Relentless	-
- Sunset	5	2+	5/6	Lethal 5+, Rending	-

ABILITIES

***Block:** Each time this operative fights in a combat, in the Resolve Successful Hits steps of that combat, each time it parries, two of your opponents successful hits are discarded (instead of one)

Jump Pack: Once per turning point when this operative makes a Normal Move, Charge, or Fall Back action it may elect to use the jump pack. If it does so this operative gains the Fly special rule but may not make shoot actions other than Overwatch.

UNIQUE ACTIONS

Jump Pack Assault (2 AP): This operative makes a charge action, using the Jump Pack ability. Roll a D6 for the target operative, on a 5+ that operative is pushed back ○ and counts as being hit once with a combat weapon that has the Stun rule. This operative may then be moved into Engagement Range with the target operative.

Meteoritic Strike (1 AP): Take this combat action in the same turning point in which an operative equipped with a Falling-Star Power Spear has made either a Charge or Jump Pack Assault action. During this combat the weapon profile gains the Rending critical rule

LEGIONES ASTARTES ☠, IMPERIUM, BLOOD ANGELS, ELITE, DAWNBREAKER, ASSAULT



STRATEGIC PLOYS

CRIMSON CHARGE 1CP

Until the end of the turning point roll a dice for each **BLOOD ANGELS** operative that made a successful Charge or Jump Pack Assault action. On a 4+ the target model suffers 1 mortal wound; on a 6 it suffers 2 mortal wounds.

STRENGTH OF BLOOD 1CP

Until the end of the turning point all combat weapons carried by **BLOOD ANGELS** operatives gain the MW1 critical rule.

ANGER OF SANGUINIUS 2CP

During the Play Strategic Ploys step of the Strategy Phase **BLOOD ANGELS** operatives may make a free Dash action which can bring them into Engagement Range. Additionally, until the end of the turning point **BLOOD ANGELS** operatives add +1 to their attack dice and ignore the negative effects of being injured. This ploy can only be used once per game.

TACTICAL PLOYS

ANGELIC PRONOUNCEMENT 1CP

Use this Ploy when activating an operative from your kill team. All enemy operatives within ■ of this operative reduce their APL by -1 to a minimum of 1.

UNSTOPPABLE REACH 2CP

Use this Ploy When activating a **BLOOD ANGELS** operative equipped with a Jump Pack. Remove this operative from the Killzone and place it anywhere, either in open ground or on a vantage point, that is more than ■ from an enemy operative or ▲ from any other terrain feature.

LEGIO X

IRON HANDS



FERRUS MANUS

The Primarch of the Iron Hands Legion was a figure of legend amongst the peoples of his home world of Medusa, named by them 'the Gorgon' after the most ancient of mythic creatures. Ferrus was amongst the strongest of the Primarchs, his fury tempered by an exterior as cold and unyielding as iron. The Gorgon was known for his uncompromising demeanour, refusing to show favour to his closest followers or even his brother Primarchs. He insisted upon strength in all things, such that he refused the people of Medusa many of the easements of civilisation in order to ensure they produced the toughest of offspring from whom the Legion could recruit. The demand for physical excellence extended beyond the body and mind to include the tools of war and so the Gorgon was a master of the forge, his skills matched only by Vulkan, the Primarch of the Salamanders Legion.

As is perhaps unsurprising from so calculating and methodical a master as Ferrus Manus, the Iron Hands Legion was a highly structured military force, with numerous tactical and strategic divisions of power and organisation within its ranks. However, on close inspection, the precise nature of this structure is a very particular one, instituting a system of 'organised compartmentalisation' within the Legion. This stands in contrast to other highly-structured Legions such as the single overarching hierarchy of many fine gradations as was found in the Emperor's Children or the Imperial Fists.

Nor did the Iron Hands subscribe to the utterly rationalised clarity and dogmatic adherence to order and stricture espoused by the Ultramarines. The Iron Hands Legion was instead deliberately composed from a series of interlocking components, each with its own specialisation, duties and chain of command, beholden only to itself and its immediate superiors. Each of these components; be they Legionary squad, armoured vehicle squadron, support elements, etc, came together first as companies in the broadly standard model, and then larger Orders. In battle each Order was given a specific task which it was expected to fulfil without needing assistance and succeed it would at any cost, for pride, honour and sheer belligerence would allow no other outcome. Orders were often formed from a larger single Clan grouping, and sometimes units from different clans fought together within them, often as rivals for glory and achievement.

At the outset of the Horus Heresy, the Iron Hands Legion is commonly estimated to have had an operational strength just in excess of 113,000 Legiones Astartes, with a huge operating reserve of wargear and supplies, alongside a diverse fleet of around a hundred capital vessels of various classes. This placed the Iron Hands within the midtier of Legion strengths recorded at this date by their numbers alone, but in general terms, their resource in wargear, war materiel and supply made them a considerably greater military power in practice than their number alone would suggest.

At the time the events at Isstvan III were taking place, the major constituent of the Legion (believed to be around two thirds its strength both in terms of manpower and ships, comprising the majority of its most powerful Clans), were under the direct command of their Primarch, forming the 52nd Expeditionary fleet. Owing to the perfidious treachery of Fulgrim, and the uncontrollable wrath of Ferrus Manus in response, the Iron Hands Primarch broke ranks from this force and reached Isstvan V with only an elite cadre chosen from his then-favoured Avernii Clan alongside him, almost all of whom were annihilated with their slain Primarch during the Dropsite Massacre. A great many more vessels of the 52nd Expeditionary fleet following on behind their Primarch were also destroyed, along with tens of thousands of Iron Hands on board as they later transited into the Isstvan system, rushing unknowingly into a death trap from which only a few ships were to escape. Taken together, these losses were great, although this left more survivors from the Iron Hands Legion in number than could be ascribed to the Dropsite Massacre's other victim Legions overall. This was largely the case as large groups of Iron Hands were presently engaged elsewhere and unable to heed, or ignorant of, their Primarch's rushed call to assault the traitors at the Isstvan system. The Legion was nevertheless savagely reduced; the survivors scattered physically and utterly shattered spiritually by its losses.

Initially sent reeling and psychologically devastated, the Irons Hands Legion's survivors fractured, and the full story of what happened to its scions remains clouded to this day. It is known, however, that some Clans re-organised a council of Iron-Fathers on Medusa to take charge of the ravaged Legion, and speeded the recruitment and creation of new Space Marines from the extensive

stores of gene-seed kept there with the goal of rebuilding the Legion. Alongside this, it is widely believed that in the aftermath some Iron Hands units and, in some cases, entire Clans shunned the Medusan Council's assumed authority and went their own way, consumed by their own hatred and need for revenge. These fractured forces fought their own war and it is widely believed some delved into the use of dark and forbidden forces from humanity's ancient past to do so, although this has been strenuously denied since by the Iron Hands Clan Council.

What cannot be contested, however, is that other lone Iron Hands and small scattered groups cast off their Legion's livery entirely and either fought on alone or went renegade-Iron Hands no more. Regardless of the hidden truths of these terrible times, the Iron Hands Legion in the years that followed the Dropsite Massacre, and largely under the auspices of the Medusan faction, managed to re-enter the fight against the Traitors with devastating results on several outer worlds, but it was as a shadow of its former strength; no longer a Legion whole, united or entirely sane.



Iron Hands Legion Icon,
note 5th Order designation

LEGION ABILITIES

Inviolate Armour*

IRON HANDS operatives may re-roll any Defence dice results of 1.

Stand and Fight

The AP cost of Fall Back and Dash actions are increased by +1 AP for **IRON HANDS** operatives.

Rigid Tactics

An **IRON HANDS** Kill Team must include at least 1 Tactical fire team.

Bionics

The kill team Leader, the Legion Support operative, and 1 **IRON HANDS** operative per fire team have bionic augmentation. Each time this operative would lose a wound, roll on D6; on a 6+, that wound is not lost. Other than the effects of Battle Scars, this operative cannot be injured.

KILL TEAMS OF THE 10TH LEGION

When building a Kill Team from the Iron Hands legion select your fire teams as normal with all operatives gaining the **IRON HANDS** keyword. You may not include any operatives incapable of taking this keyword. In addition the player must select either the **LOYALIST** or **TRAITOR** keyword to reflect their forces ultimate allegiance.

Operatives in this kill team have access to legion specific options for Abilities, see previous page, together with Ploys noted opposite.

Legion Support Operative

An Iron Hands Kill Team may include an Immortal as their Legion Support operative. This operative may be armed as follows;

Immortal operative equipped with a Combat Knife, Boarding Shield and one of the following options;
- Boltgun, Volkite Charger



IMMORTAL

The Immortals of the Iron Hands are those who have failed their Father's rigid standards and are offered a final chance at glory and redemption where the battle is its fiercest and the risk of survival, evn for a Legiones Astartes, at it's dimmest.



M **APL** **GA**

3 ○ **3** **1**

DF **SV** **W**

3 **3+** **12**

NAME	A	BS/WS	D	SR	!
⚡ Boltgun	4	3+	3/4	-	-
⚡ Volkite Charger	5	3+	3/4	Deflagrate*, Range 🔴	-
✂ Combat Knife	4	3+	3/4	-	-

ABILITIES

***Deflagrate:** If one or more Critical is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and has the Splash1 special rule.

Boarding Shield: This operative gains an additional defence dice when targeted by a Shoot action. Additionally, each time this operative fights in a combat, in the Resolve Successful Hits steps of that combat, each time it parries, two of your opponents successful hits are discarded (instead of one)

Advanced Augmentation: When using the Bionic Augmentation ability this operative adds +1 to the roll to see if a Wound is lost or not.

UNIQUE ACTIONS

Gun Them Down! (1 AP): If this operative incapacitates an enemy operative in Combat they may immediately make a free overwatch attack at another enemy operative, rolling and additional attack dice.

LEGIONES ASTARTES 🛡, IMPERIUM, IRON HANDS, ELITE, IMMORTAL, WARRIOR





STRATEGIC PLOYS

MODIFIED TARGETING ARRAY 1CP

Until the end of the turning point when an **IRON HANDS** operative from your kill team is about to perform a shoot action. If the target operative has previously been shot at by a friendly operative, even if no damage was caused, the shooting operative's weapon used gains the No Cover special rule.

RESILIENCE OF FERUS MANUS 2CP

Until the end of the turning point **IRON HANDS** operatives take only half the damage from Critical hits and ignore any Critical rules the attacking weapon may have. In addition **IRON HANDS** operatives may re-roll failed defence dice. This ploy can only be used once per game.

TACTICAL PLOYS


FLESH IS WEAK 1CP

Use this Tactical Ploy when a friendly **IRON HANDS** operative is activated. Until the end of that operative's activation, you can ignore any or all modifiers to its APL characteristic and it is not injured.

ARCHEOTECH SHIELDING 1CP

Use this Tactical Ploy when a friendly **IRON HANDS** operative is activated. As long as this operative does not make any movement actions it treats its Save characteristic as being an Invulnerable Save 3+ until the end of the turning point.

TETHERED OMNISPEX 1CP

Use this Tactical Ploy when you choose an operative in your kill team to perform a shoot action. Add 1 to its shooting attack rolls until the end of the phase. If the operative is within  of the kill team leader, add +2 to the attack rolls instead.

LEGIO XII

WORLD EATERS



ANGRON

Angron, the most bloody handed and savage of Primarchs, was the master of the World Eaters Legion. In his youth cast upon a world of brutal oppression he was enslaved and surgically mutilated to become a gladiator in the games of death, where he became the undefeated lord of the red sands, a killer without peer. After leading a revolt the emperor saved him from dying with his rebellion and placed him at the head of his legion, but he never forgave the emperor for the death of his followers, nor was any love lost between him and his fellow Primarchs. When Horus began his rebellion, Angron was quick to join in his treachery, but his only true master was the rage and blood lust within him. Angron's nerve-implants known as the Butcher's Nails which tremendously heightened his aggressiveness, but also had the side effect of uncontrollable rages outside of battle.

The chainaxe, as an abstract the weapon can be seen as a symbol of the World Eaters Legion: brutal and savage, remorseless and unsubtle, a machine with but one purpose, to kill. And kill they must as fatality levels on recruits during training are believed to be the worst of any Legion, so unrelenting are the World Eaters' need to slay. Past a certain point in training, gladiatorial contests and battle-exercises become real life-and-death combat with live rounds and wetted blades, with the goal to raise the skill and strength of the warrior to the greatest extent before they could be deemed worthy of joining the World Eaters' numbers. Despite this focus on individual skill, the wider aims of warfare were not neglected in the World Eaters' regime and entire companies and even battalions fought one another in great matches and competitions to enforce unit tactics and coherent operations under their Primarch's eye and judgment, but it was always the battlefield that the World Eaters hungered for, and where its champions and officers were chosen.

In order to cope with the rigours of their training and ceaseless campaigning, under Angron's direction recruitment processes were streamlined and accelerated, and recruits were drawn from a number of Feral and Feudal worlds scattered across the Segmenta in order to meet the Legion's demands. The Apothecaries of the Legion embraced the use of the Primarch's own genetic material to stabilise and speed up the progression and implantation procedures the so-called Grabiya's Theorem. Along Side this a far darker practice began to evolve within the ranks of the World Eaters; the use of psycho-surgical implants to enhance aggression and pain tolerance far beyond that which even the gene-engineered flesh of a member of the Legiones Astartes was capable, but left them devoid of joy or peace save for that found in battle.

In this Angron ordered the study of the implants he had been given by his slave masters the infamous 'Butcher's Nails' to serve as a template. Early attempts to duplicate them by the combined efforts of the Legion's Techmarines and Apothecaries appear to have been far from successful, and resulted in high rates of mortality and irrecoverable homicidal frenzy on test recruits. However as time progressed, viable technology was replicated and steadily improved (although it was never fully stable or constant between subjects), and entire newly-formed companies of recruits were implanted, as well as large numbers of existing World Eaters who volunteered for the dangerous operation. The majority of these were absorbed back into the Legion's line units, while those deemed perhaps too unstable for such tasks joined a growing number of near-berserker assault units known as Rampager squads, and within these those too far gone to be anything but restrained between battles simply became known as the Caedere or the 'Butchers'-a frightening portent of what was to come for the Legion.

At the time of the Istvan III atrocity, a precise estimation of the World Eaters' fighting strength and disposition is impossible to make account of. It was known however to be well supplied and supported both by the Ember Wolves Titan Legion and a fleet of at least sixty Capital class vessels. The Legion itself had been heavily engaged in near continuous battle for decades and had suffered huge casualty rates, and maintained a through put of new recruits that not even the Warmaster was likely to have been able to keep track of. The best estimates in their observed strength at this time is around the 150,000 mark in terms of active strength, placing the World Eaters Legion in the higher to mid levels comparative to its contemporaries. Perhaps three quarters of this number accompanied their Primarch to Istvan III and of these a full third were placed into the first arrack wave, and betrayed unto their deaths on the surface. But after it became apparent that Horus' treacherous blow had not had its desired result, Angron defied the Warmaster and descended with his own to do his warriors the honour of killing them face-to-face.



World Eater Legion Icon,
Later Great Crusade



Angron, The Red Angel, The Undeatef

LEGION ABILITIES

Gladitorial Charge*

After making a successful charge action this operative gains +1 to their attack dice in the next combat action. Additionally, Dash actions made by **WORLD EATERS** operative may take them within Engagement range of an enemy operative.

The Nails

WORLD EATERS operatives do not suffer the usual penalties when they become injured. Instead they increase their DF by 1 and may re-roll all attack dice results in 1 in combat. However they may no longer be given a conceal order, make fall back actions, and must roll one D6 at the end of each Firefight phase; on a 4+, they must take 1 mortal wound.

Axes

Any **WORLD EATERS** operative may replace their combat blades or chainswords with a chainaxe. A chainaxe has the same weapon profile as a chainsword but gains the Balanced special rule

KILL TEAMS OF THE 12TH LEGION

When building a Kill Team from the World Eaters legion select your fire teams as normal with all operatives gaining the **WORLD EATERS** keyword. You may not include any operatives incapable of taking this keyword. In addition the player must select either the **LOYALIST** or **TRAITOR** keyword to reflect their forces ultimate allegiance

Operatives in this kill team have access to legion specific options for Abilities, see previous page, together with Equipment and Ploys noted opposite.

Legion Support Operative

A World Eater Kill Team may include a **Rampager** as their Legion Support operative. This operative is armed with a Bolt Pistol and either a Chainsword of Heavy Chainsword. Alternatively a Rampager may take one of the following;

- Barbed Hook Lash, Excoriator Chain Axe, Meteor Hammer, or Twin Falax Blades

EQUIPMENT

CAEDERE WEAPON [2EP]

A World Eaters **LEADER** or **SUB-CONSUL** may replace all weapon options with one of the Caedere Weapons below

NAME	A	BS/WS	D	SR	!
✗ Barb Hook Lash	5	2+	3/4	Caedere*, Entangle*	-
✗ Excoriator Chainaxe	4	2+	4/4	Brutal, Caedere*	Reap 1
✗ Meteor Hammer	4	3+	4/7	Brutal, Caedere*, Slam ▲/■	Stun
✗ Twin Falax Blades	6	2+	4/5	Caedere*, Relentless	-

ABILITIES

***Caedere**: This operative may not be given a Conceal order but gains +1 to their Defence characteristic

***Entangle**: Enemy operatives within Engagement Range may not make Fall Back actions

RAMPAGER

Known as the Caedere or 'butchers' Rampager operatives are shock assault troops, the most savage and bloodthirsty warriors in a legion already known for its fury in battle. All possess the prohibited psycho-surgery that drove them to even greater heights of rage.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⦿ Bolt Pistol	4	3+	3/4	Range ◆	-
✗ Chainsword	4	2+	4/5	-	-
✗ Heavy Chainsword	4	2+	4/5	Rending	-
✗ Barb Hook Lash	4	2+	3/4	Entangle*	-
✗ Excoriator Chainaxe	4	2+	4/4	Brutal	Reap 1
✗ Meteor Hammer	4	3+	4/7	Brutal, Slam ▲/■	Stun
✗ Twin Falax Blades	5	2+	4/5	Relentless	-

ABILITIES

***Entangle**: Enemy operatives within Engagement Range may not make Fall Back actions

Frenzied Killer: This operative may never be given a Conceal order

Headless Rage: Each time this operative would lose a wound, roll one D6: on a 5+ that wound is not lost.

UNIQUE ACTIONS

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LEGIONES ASTARTES 🗡️, IMPERIUM, WORLD EATERS, ELITE, RAMPAGER, ASSAULT



STRATEGIC PLOYS

BATTLE FRENZY 1CP

Until the end of the Turning Point chain axes that friendly **WORLD EATERS** operatives are equipped with gain the Lethal 5+ special rule.

RAGE 1CP

Until the end of the turning point, each time a friendly **WORLD EATERS** operative fights in combat, in the Roll Attack Dice step of that combat, if you retain any hits, you can re-roll failed attack dice result of 1 or 2.

FURY OF ANGRON 2CP

Use this Ploy at the start of the Initiative phase. All **WORLD EATERS** operatives may immediately make a free Dash action. During this Turning Point any **WORLD EATERS** operative within Engagement Range rolls two additional attack dice during a Fight action. This tactic can only be used once per game.

TACTICAL PLOYS

BRUTALITY 1CP

Use this ploy after making a combat attack with a friendly **WORLD EATERS** operative in which the target did not take critical damage. Repeat that combat attack.

THE ROPES OF DESH'EA 1CP

Use this ploy when making a combat attack with a **WORLD EATERS** operative. The player gains +1 Victory Points for if any critical hits are rolled and an additional +1 Victory Point if the target operative is Incapacitated. If no critical hits are rolled then, regardless of the **WORLD EATERS** operative's current Wounds, it is classed as Injured for the rest of the game

WORLD EATERS

MID-HERESY HERALDRY

As the Heresy progressed the internal transformation experienced by the World Eaters began to be expressed externally. After Isstvan V the blue and white heraldry, once worn proudly by the Legion, started to be over-painted blood red or simply been allowed to degrade. In addition, the traditional iconography including the crossed-chains duelling honour appear to have become neglected in favour of the crudely applied killmarks scratched into the armour's surface, yet further indication of the Legion's descent into blood-lust and ill-discipline

The Legionnaire here, recorded as Balcoth, is clad in modified Mark IV Legiones Astartes power armour, the chest pauldron wrought by Legion artificers into a form redolent of the World Eaters icon. The helm's distinctive 'cadaere renissum' side panels are a throwback to the fighting pits in which the Primarch Angron once fought, signifying a warrior whose sanity had been burned away by lust for battle. Such warriors were regarded as blessed, for they were cleansed of all cares other than war.



LEGIO XIII

ULTRAMARINES



ROBUTE GUILLIMAN

Sometimes referred to as the "Avenging Son," and "The Blade of Unity", the Primarch of the Ultramarines Space Marine Legion. Held by some as a paragon among the Emperor's sons, Roboute Guilliman was as much a patrician statesman as he was an indefatigable warrior. A being of preternatural intelligence, cold reason, and indomitable will, Guilliman forged his XIII Legion into a vast force of conquest and control, a weapon by which he made himself the master of a stellar domain in the Eastern Fringe of the galaxy, the Realm of Ultramar, which during his lifetime spanned five hundred worlds. When the Horus Heresy set the galaxy ablaze, Roboute Guilliman fought with loyalty and determination for the Imperium that he believed in with all his heart.

From its earliest incarnation, the XIIIth Legion had remained true to the strictures of the Principia Bellicosa, as laid down by the Emperor and his advisors at the beginning of the Great Crusade. The warriors of the Legion were organised into standardised companies of approximately a thousand warriors, then into chapters, each of ten companies. Unlike many of their brother Legions, they made little attempt to re-codify the structure or vary the size of individual units. Instead, the War-born enshrined the basic strictures of this system as an honoured tradition of the Legion, one that was to see little modification even in its later years after the rediscovery of Guilliman, who expanded and elaborated on this structure, seeing in it great virtue, rather than replacing it. Roboute Guilliman also expanded on the XIIIth's practice of observing how others fared in battle and adopting modified versions of their comrade Legions' tactics where efficacious. This spoke to Guilliman's own predilection for analysis and observation, and in his case what the Primarch saw he studied with a relentless precision, always seeking to distil and improve upon success and exceed the originator's accomplishments by the application of his intelligence and the diligence of his Legion. Such improvement was something he always believed a possibility, an attitude which at times brought the ire of some of the Roboute Guilliman's peers.

The operational doctrines of the XIIIth favoured tactical diversity and the application of overwhelming force. As a reflection of this, the Legion maintained relatively few specialised companies, instead choosing to spread those units which maintained large stocks of non-standard equipment and munitions evenly throughout the various companies of the Legion. It was intended that every Ultramarines company would be individually capable of meeting the enemies of Mankind on any terrain and in any theatre of war with equal ability and emerge victorious, magnifying this power in combination with other chapters almost geometrically. To this end, each chapter featured a proportionate mix of tactical and assault units, armour and artillery as well as gunships and transports.

The XIIIth Legion operated under a strict hierarchy where each warrior's responsibilities and duties were known at all times. Roboute Guilliman had overall command of the Legion, deciding its disposition and strategic objectives, as well as taking command of whichever fleet or war zone he was present in. Beneath the Primarch were the chapter masters, each of whom led approximately 10,000 warriors and a contingent of Ultramar's void fleet. Assisting them were the cadre of senior officers and commanders, the Legatii. Each chapter of the Legion contained ten companies each in turn of 1,000 Legiones Astartes commanded by a captain, who was responsible for the tactical deployment, efficiency and training of his warriors.

Prior to the orders to assemble on Calth for the Ghaslakh Crusade, the majority of the XIIIth Legion had been distributed across the southern and eastern sectors of the galaxy in numerous crusade fleets. Of these, Guilliman recalled fully twenty chapters to Calth, with fourteen of them rendezvousing at Saturn in the Sol System to take on supplies before making the onward voyage. This meant that somewhere in the region of 200,000 Legiones Astartes -alongside uncounted auxiliaries- were deployed to Calth. Such was the death toll at Calth during the atrocity, that while exact figures are impossible to obtain, it is estimated that no more than 40,000 Ultramarines were to escape Calth's system in the aftermath of the fighting, many of whom were casualties, with an indefinable number trapped beneath the surface of that ruined and radiation-wracked world.

Of those chapters that were not recalled for the Ghaslakh Crusade, the following details are known. The 7th Chapter was embarked on a costly campaign sweeping the Eastern Fringe of a splintered Khraive infestation that threatened to overwhelm Imperial colonies established in the area and could not be spared for the muster, while the 10th was scattered across the north-eastern limits of Imperial expansion and was simply too far away to have been considered for recall. The 24th and 25th Chapters, elements of the Evocatii, alongside the 19th Chapter, were dispersed across the most important worlds of Ultramar to remain as Guilliman led the bulk of his Legion to war, unaware of the coming storm that was to follow, but spared at least initially from its ravages.

Alongside a great many bonded ships of the Imperialis Armada, and hundreds of military and Mechanicum transport vessels, the bulk of the Ultramarines fleet was at Calth for the muster, and caught ill-prepared for the Traitors' attack and suffered savagely. Many of the Ultramarines capital and cruiser class craft were hammered into burning hulks, were simply missing or were sorely damaged and in need of repair. This state of affairs left the Legion, and Ultramar, dependent primarily on smaller craft for defence and strategic transport, and ship building became a priority for those worlds which were left able to do so.



* Ultramarine Legion Icon,
Great Crusade era common use

LEGION ABILITIES

Certainty and Resolve

When calculating if an **ULTRAMARINES** operative is Injured this operative's current Wounds is considered to be 2 higher.

Interlocking Tactics*

When targeting an enemy operative that has already been attacked by an **ULTRAMARINES** with either shoot or fight action this turning point you may re-roll failed attack dice results of 1.

The Censured

A single operative of an **ULTRAMARINES** kill team may be censured, denoted by a red helm. This operative cannot be injured and may never be given a Conceal order. Once per turning point this operative may re-roll a single Attack or Defence roll.



KILL TEAMS OF THE 13TH LEGION

When building a Kill Team from the Ultramarines operatives gaining the **ULTRAMARINES** keyword. You may not include any operatives incapable of taking this keyword. In addition the player must select either the **LOYALIST** or **TRAITOR** keyword to reflect their forces ultimate allegiance.

Operatives in this kill team have access to legion specific options for Abilities, see previous page, together with Ploys noted opposite.

Legion Support Operative

An Ultramarines Kill Team may include an Invictarus Suzerain or Locutarus as their Legion Support operative. These operatives may be armed as follows;

Invictarus Suzerain operative equipped with Boarding Shield and one option from each of the following:

- Legatine Axe, Thunder Hammer
- Bolt Pistol, Plasma Pistol

Locutarus operative equipped with a Jump Pack, Bolt Pistol and Power Sword

LOCUTARUS

Specialising in vanguard and strike operations each Locutarus is a veteran warrior from the legions Assault Squad. These operatives are often held in reserve, being deployed by their commanders only at the perfect moment of attack.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
🔫 Bolt Pistol	4	2+	3/4	Range 📌	-
⚔️ Power Sword	4	2+	5/6	Lethal 5+	-

ABILITIES

Jump Pack: Once per turning point when this operative makes a Normal Move, Charge, or Fall Back action it may elect to use the jump pack. If it does so this operative gains the Fly special rule but may not make shoot actions other than Overwatch.

UNIQUE ACTIONS

Jump Pack Assault (2 AP): This operative makes a charge action, using the Jump Pack ability. Roll a D6 for the target operative, on a 5+ that operative is pushed back ○ and counts as being hit once with a combat weapon that has the Stun rule. This operative may then be moved into Engagement range with the target operative.

Precise Intervention (3 AP): Remove this operative from the Killzone and place it anywhere, either in open ground or on a vantage point, that is more than ■ from an enemy operative or ▲ from any other terrain feature. This operative immediately makes 2 shooting actions

LEGIONES ASTARTES 🧠, IMPERIUM, ULTRAMARINES, ELITE, LOCUTARUS, ASSAULT





INVICTARUS SUZERAIN

Chosen to be the living embodiments of their Primarch's rule, Invictarus Suzerains are equipped with some of the finest weapons and wargear their Legion possesses, their exquisitely wrought boarding shields hold anarchy and disorder at bay while their Legatine power axes dispense instant judgement.

M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Bolt Pistol	4	3+	3/4	Range ♠	-
☉ Plasma Pistol	<i>Each time this weapon is selected to make a shooting attack with, Select one of the profiles below to use</i>				
- Sustained	4	3+	5/6	Range ♠, AP1	-
- Overcharged	4	3+	5/6	Range ♠, AP2, Hot	-
✕ Legatine Axe	4	2+	4/3	Balanced	MW2
✕ Thunder Hammer	4	3+	5/6	Slam ▲/■	Stun

ABILITIES

Boarding Shield: This operative gains an additional defence dice when targeted by a Shoot action. Additionally, each time this operative fights in a combat, in the Resolve Successful Hits steps of that combat, each time it parries, two of your opponents successful hits are discarded (instead of one)

Chosen Warrior: This operative may make a Challenge action as if it were a **LEADER** or **SUB-CONSUL**

UNIQUE ACTIONS

Lord of Ultramar (2AP) Select one friendly **ULTRAMARINE** within 2 ♠ of this operative. It may immediately make a free Normal Move towards this operative. This may be done even if the operative have already been activated this turning point. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

LEGIONES ASTARTES 🧛, IMPERIUM, ULTRAMARINES, ELITE, INVICTARUS SUZERAIN, BREACHER



STRATEGIC PLOYS

ATHLETIC HERITAGE 1CP

Until the end of the Turning Point, each time a friendly **ULTRAMARINES** operative (excluding a **HEAVY GUNNER** operative) is activated, if it does not perform a Shoot or Fight action during that activation, it can add an additional ■ to a normal move.

FOR CALTH! 1CP

Until the end of the turning point any Fight action against an enemy operative with the Traitor keyword, in which the target takes no damage, the **ULTRAMARINES** operative may repeat that combat attack. If the enemy operative has the **WORD BEARERS** keyword the Ultramarine player may instead elect to inflict 3 mortal wounds on the target.

THE CODEX OF GUILLIMAN 2CP

Until the end of the Turning Point **ULTRAMARINES** operatives gain the following benefits based on the Orders they have been issued;

- Conceal: Ignore negative modifiers to **ULTRAMARINES** operatives APL characteristic
- Engage: During a charge action **ULTRAMARINES** operatives move an additional ■

TACTICAL PLOYS

ASSAULT DOCTRINE 1CP

Use this ploy after making a combat attack with a friendly **ULTRAMARINES** operative in which the target did not take critical damage. Repeat that combat attack.

DEVASTATOR DOCTRINE 1CP

Use this ploy after making a shooting attack with a friendly **ULTRAMARINES** operative in which the target did not take critical damage. Repeat that shooting attack.

LEGIO XIV

DEATH GUARD



MORTARION

The shadowed and sinister Mortarion is Primarch and Commander of the Death Guard Legion. Raised upon the nightmare world of fell secrets and necromantic horror where humans were hunted like animals, the darkness that surrounded him seeped into his soul and would never leave him. Fiercely driven and relentless, the reaper-Primarch led his legion to become wrathful liberators, spectres of death and judgment to whom no battlefield was insurmountable and no foe too terrible to face. Wielding a massive chain scythe and silhouetted against the blossoming explosions of the Death Guards advance he struck terror into the souls of any who opposed his legion. With lies and half-truths did Horus sway Mortarion to his cause, and the price that he and his legion would pay for their heresy would be nightmarish beyond imagining.

At its most fundamental level the Death Guard Legion was organized around the principle of equipping individual Space Marines as well as possible, so that they could endure and prevail against any foe encountered, and operate for extended periods without resupply or support if needed. This was a dogma espoused by Mortarion which was readily embraced by the wider Legion; bolter, melta and flamer were now the trinity of weapons around which their wargear was based, keeping supply needs to a minimum. Other types of ranged weapons were deployed sparingly only as the tactical situation or nature of the enemy demanded. Each Death Guard also carried a close combat blade as well- broad trench daggers, warscythes and the heavy slashing Kukra of Barbarus, forged of dense black ceramsteel, these brutal and efficient weapons soon became a hallmark of the Legion. This reliance on simple but effective tools of war was an outward manifestation of the cardinal belief held by the Legion that the Space Marine himself was the greatest of all weapons at the Imperium's disposal - a tireless engine of war before which any enemy would eventually succumb, or as Mortarion put it to his Legion: "One man can murder a world given sufficient time and the fortitude to wield the blade again and again and again until death's work is done."

The Death Guard relied almost exclusively on its infantry to provide its strategic strength, with the bulk of tactical support firepower coming from heavily armed support squads, and latterly with considerable numbers of Terminators and Dreadnoughts- a tradition begun by the Dusk Raiders, providing reinforcement and assault spearheads where needed. This focus was also one of the reasons the Death Guard Legion developed a particularly admirable record in fighting to clear space hulks of alien infestation and for their ability to destroy fortifications and citadels from within. While the Death Guard did maintain and utilise field armour, support vehicles and transports (as Mortarion would not allow his forces to be circumvented, cut-off or left wanting for their lack), these were not given any primacy in the Legion's tactical doctrine. The only exceptions to this were dedicated siege units such as the Vindicator which was fielded in disproportionately high numbers by the Legion, alongside squadrons of Fellblade super-heavies and Land Raider Spartans in mass warfare. It was notable in hindsight- and would prove to be a telling factor on Istvan III- that a proportionately high number of Death Guard Legion war machine crews were of Terran blood by the time of the Heresy, while the heaviest infantry strike units, particularly the Legion's sizable core of Terminator armour-equipped shock troops, were of Barbarus stock.

Obedience and order in the ranks of the Death Guard was absolute and expected, and a clear and unbroken chain of command ran like blood in the Legion's veins. Legionaries were extensions of their sergeants' will, sergeants their captain's, and captains their commander's, and through them all were instruments of Mortarion, body and soul. Few other ranks or divisions of formal organisation existed, except in very specialized, often technical, roles and each member of the Legion knew their place and the seniority and tasks of those around them without recourse to heraldry and symbol. All conformed to Mortarion's decree without rancour or dissent, and rivalries and internal strife were observed by outsiders to be few, particularly in comparison to more notably fractious Legions such as the Night Lords or Space Wolves. When an officer died in battle, his successor stepped into his place swiftly and decisively without need for orders or discussion, and so the Legion's chain of command was seamless even under the heaviest losses, contributing to the Death Guard's reputation for endurance in war.



Death Guard Legion Icon, frequently the only ornamentation used

Unlike some Legions whose operations were often diffused into separate commands, taskforces and campaigns, the Death Guard were accustomed to fight as one. So it was that the XI Vth Legion came to the Istvan system with its almost complete strength, all seven "Great Companies", the most accurate of which placed it at approximately 95,000 Space Marines, 70 capital vessels and perhaps three times that number of smaller escort and assault craft. Deployed to the surface of Istvan III it is believed were a little under a third of the Legion's forces, comprising the principal elements of its 2nd, 5th, and 7th Great Companies, as well as a detachment of Legion Fellblades and siege gear. This numbered not only the bulk of the Death Guard's Terran blood but many others besides, forming an effective fighting force to retake the rebel world. It is not known if these non-Terran elements were also distrusted by their master Mortarion to follow him in revolt against the Emperor, or merely deemed a necessary sacrifice as part of the Warmaster's plan. Ironically it was also Mortarion's doctrine of endurance and self sufficiency, and the legion's experiences fighting on the deadliest of battle fields that allowed the betrayed Death Guard to respond swiftly and effectively, their dogged resistance and will to fight despite the odds allowed them to prove such a thorn in the traitors' side.

LEGION ABILITIES

Sons of Barbarus

When an enemy operative targets a **DEATH GUARD** operative with a shooting attack do not apply the MWx or Px critical rule(s) of their ranged weapon. Additionally, **DEATH GUARD** operatives cannot become Injured

Relentless*

DEATH GUARD operatives do not pay the penalty for traversable terrain however the range of Dash actions is reduced to ● and charge actions do not gain the +1 ● modifier.

Heedless

DEATH GUARD operatives with one or more suppression tokens are not limited to making Overwatch or Dash actions; they may make any valid actions available to them.

KILL TEAMS OF THE 14TH LEGION

When building a Kill Team from the Death Guard legion select your fire teams as normal with all operatives gaining the **DEATH GUARD** keyword. You may not include any operatives incapable of taking this keyword. In addition the player must select either the **LOYALIST** or **TRAITOR** keyword to reflect their forces ultimate allegiance

Operatives in this kill team have access to legion specific options for Abilities, see previous page, together with Ploys and Equipment noted opposite.

Legion Support Operative

A Death Guard Kill Team may include a Mortus Poisoner as their Legion Support operative. This operative may be armed as follows;

Mortus Poisoner operative equipped with a chainsword, 2 rad grenades and one of the following options;

- Boltgun and 1 Phosphex Grenade
- Chem-Flamer

EQUIPMENT

POWER SCYTHER [2EP]

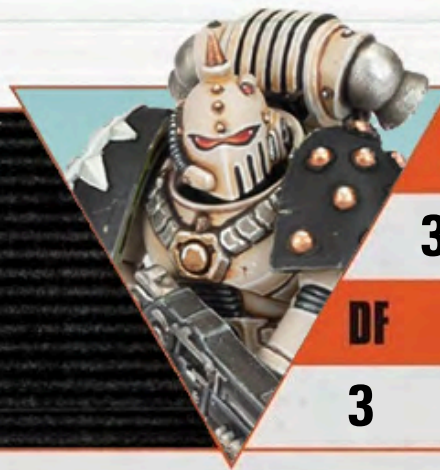
A Death Guard **LEADER** or **SUB-CONSUL** may replace their combat weapon with a Power Scythe using the profile below.

Name	A	WS	D
Power Scythe	5	2+	4/6
Special Rules	!		
Block*	Reap 1		

***Block:** Each time this operative fights in a combat, in the Resolve Successful Hits steps of that combat, each time it parries, two of your opponents successful hits are discarded (instead of one). If this operative is also equipped with Boarding or Storm Shield they may not use the associated abilities during a given combat if using this ability.

MORTUS POISONER

Aboard ships of the close confines of Hive complexes the weapons of a Mortus Poisoner operative are a valuable asset in clearing defensive positions, but their horrifying alchemical weapons would become the scourge of many battlefields throughout the galaxy.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⚡ Boltgun	4	2+	3/4	-	-
⚡ Chem-Flamer	5	2+	2/2	Rng 🔴, Torrent ○	Rending
⚡ Phosphex Bomb	3	3+	4/6	Rng 🔴, Blast ○, AP2, Phosphex* Limited	-
⚡ Rad Grenade	4	3+	3/3	Rng 🔴, Blast ○, Indirect, Limited 2	MW2
⚡ Chainsword	4	3+	4/5	-	-

ABILITIES

***Phosphex:** Once the shoot action is resolved place a token at the initial target spot, this token remains in play for the rest of the game. Roll a dice for any operative that comes within ■ of the token. On a result of 2-5 the model takes 3 wounds at AP2, on a 6 it takes 3 mortal wounds. During the initiative phase the player with the initiative may move the marker ○ in any direction.

Counter-Attack: While involved in a fight action one Critical attack dice can be used to parry one your opponent dice AND also inflict normal damage.

UNIQUE ACTIONS

Rad Grenade (1AP): This operative may make an attack with the Rad Grenade profile above. This operative is equipped with two Rad Grenades.

LEGIONES ASTARTES 🩸, IMPERIUM, DEATH GUARD, ELITE, MORTUS POISONER, WARRIOR



STRATEGIC PLOYS

ENDURE 1CP

Until the end of the Turning point whenever a **DEATH GUARD** operative within \bigcirc of an objective is required to roll Defence dice they roll two additional defence dice and discard the two lowest results

RESILIENCE OF MORTARION 2CP

Until the end of the Turning point each time a **DEATH GUARD** operative would lose a wound, roll one D6: on a 5+ that wound is not lost. If a **DEATH GUARD** operative is would be Incapacitated roll one D6: on a 4+ they are not Incapacitated and remain in play with D3 Wounds. This tactic can only be used once per game.

TACTICAL PLOYS

ADVANCING FIRE 1CP

Use this ploy when one of your operatives is activated. This operative may make an Overwatch attack along any point during a Normal Move or Charge action. This operative may still make a Shoot or Overwatch action later in their activation.

CHEM AMMO 1CP

Use this Tactic when you choose a operative in your kill team to shoot with a flamer, the flamer component of a combi-weapon or a heavy flamer. The attacks gain the Rending and Hot Special Rules.

RAD GRENADES 1CP

Use this Tactic when you choose a operative from your kill team to attack with a grenade or grenade launcher component of a combi-weapon. This attack gains the MW2 critical rule.

DOOM OF THE DEATH GUARD

It was whilst on campaign with the Word Bearers Legion earlier in the Great Crusade that First Captain Calas Typhon had learned of a different path for the Legiones Astartes to follow, a future where his hard-won but hidden psychic abilities would be a source of greatness instead of a taboo to be hidden from sight. As the Heresy that Horus initiated slowly but surely escalated into a galactic civil war, Mortarion ordered his fleet to head for Terra with all haste, intending for the Death Guard to join the other Traitor Legions in the destruction of the False Emperor. By this point, Calas Typhon served one master alone, and it was not his Primarch.

Typhon had seen to it that the fleet's Navigators were killed to a man after concocting a tale that they were traitors who had been receiving messages from Malcador the Sigillite, but reassured Mortarion that the psychic abilities he possessed would see them through their journey in the Empyrean safe enough.

though he hated the concept of relying on witchery, Mortarion was left with little choice. The Death Guard fleet made transition into the Warp, and in the process damned themselves to an eternity of war as the puppets of a foul and ancient god. The Death Guard were subjected to the terrible infection of the Destroyer Plague and Nurgle's Rot, as Nurgle's power managed to infiltrate the vessels of the XIVth Legion. It polluted the mechanisms of the vessels themselves as easily as it did the transhuman warriors within. Before long, fat devil-flies buzzed through the thickening miasma inside each warship.

What emerged from the Warp when the Death Guard fleet broke out into realspace bore little resemblance to that which had entered. The gleaming ivory armour and jade heraldry of the once-proud Imperial champions was no more, in its stead was a sickly pall of greenish hue. Bloating and corpulence replaced the sleek proud form of the Death Guard Astartes as every warrior was now pock-marked with boils, scabs and putrescent sores. Maggots writhed in their unhealing wounds and the air about them was clouded with swarming bloated black flies.

LEGIO XV

THOUSAND SONS



MAGNUS THE RED

Magnus the Red was unique among the Primarchs. While all of the Emperor's sons were transcendent beings, forged not just of physical matter but of psychic force, in some this quality was channelled into superhuman physicality, but others held the power to manipulate the Warp either directly or subconsciously as prophetic foresight, preternatural stealth or an aura of majesty beyond the mortal. But above all his brothers, Magnus the Red was the most numinous, a psyker of prodigious power. Magnus' very essence boiled with psychic potential, to the extent that his physical form seems likely to be more a matter of will, or a reflection of a deep spiritual imprint than a mere physical constraint. It is said that alone amongst his Primarchs, Magnus met the Emperor in the Realm Beyond long before they met in the flesh.

The structure of the Thousand Sons was like no other Legion. Just as Magnus the Red rebuilt his Legion from the ruin of the Flesh Change, he also shaped its every facet into a pattern which served his vision and the needs of his teachings, a pattern named in some sources as the 'Pesedjet'. Where the formations and traditions of the old Legion coincided with his own designs he kept them, where they did not, he removed and replaced them. No part of his Legion was accident or coincidence - a fact he is on record as having boasted of to Fulgrim - noting that even where practices or variation had sprung up seemingly spontaneously, that they were 'merely seeds long planted', and that 'all which happens in my sons is held in my eye long before it is born in their hearts and minds'. While we might doubt the extent of his prescience, the implication is clear; in the business of his Legion nothing that endured did so without his consent, Magnus the Red was lord and master, absolute.

It is however also notable that despite a reliance on basic troops, the deadly arithmetic of attrition-based warfare was never a game that the Thousand Sons Legion entered into willingly, regardless of the prize at stake. Instead, they always strove to stack the odds of battle in their favour, either through exacting strategic planning, the considered use of ancillary forces such as battle-automata as shields and vanguards, and of course, by far more occult and less easily understood means.

The Thousand Sons Legion had never entirely shaken off the withering effects of the first decades of its existence. Over a century later, its near-extinction prior to the rediscovery of Magnus still left a shadow on the numerical strength of the Legion. Combined with its conservatism in recruitment, this legacy meant that they were amongst the smallest Legions at the time of the Burning of Prospero. Estimates of their strength place it as potentially being as high as 80,000 to 85,000 warriors - ironically perhaps their greatest ever number immediately before their destruction, with the bulk of this strength located on Prospero when not explicitly sent upon a mission of conquest. Even at this level of manpower the Thousand Sons comprised one of the smallest of the Space Marine Legions. Their Legion fleet was concomitant with this size comprising, by extant records, some forty capital class vessels with perhaps three times that number of smaller vessels of various classes at their disposal. The most potent of these was known to be the Photep, the Thousand Sons Primarch's flagship: a heavily modified Gloriana class vessel that was believed to have been augmented with a significant number of psychically augmented defences and weapons of Magnus' own unique design.

Like most Legions, the Thousand Sons forces had previously been distributed across the various fronts of the Great Crusade, but the events of Nikaea and Magnus' reaction to them meant that the Thousand Sons had acted alone for much of the period following their master's censure. They shunned the close company of other forces, and while they continued to wage war unimpeachably in the Imperium's name, they undertook few far-ranging deployments that kept them from the touchstone of Prospero and their Primarch for long.

So it was that the bulk of the Legion was within range to heed their Primarch's call when the Wolves came for them. Of course it is possible, likely even, that other forces remained in Expeditionary or Conquest fleets that either did not return to Prospero in time, or never received the communication to do so. As with all things related to the vagaries of communication and travel within the Warp, absolutes must be treated with suspicion. The Burning of Prospero was the doom of the Thousand Sons Legion, with official estimates of their survival of the planetary assault as low as 1,000 - once again, we see the numeration rear its head! While it is likely that several thousand more were far off-world at the



Thousand Sons Legion Icon,
Late Crusade era common use

time, some of these elements were swiftly hunted down in the years the time, some of these elements were swiftly hunted down in the years that followed, and others yet disappeared without trace. This should have seen the extermination of the Legion, yet it was not to be so, for in the years of the Horus Heresy, the Thousand Sons again appeared, this time siding with the Traitor, and in numbers that given their destruction make little cogent sense. If it is the case, as some claim, that the remnants of the Legion fled to the Empyrean, and there in the dark realms beyond human reason and beyond time grew strong again, who can say what befell them with certainty? Perhaps, even as the more crazed theorists claim, there were in truth no survivors of Prospero, only the echoes of the vengeful dead returned to haunt their destroyers. If this is true, what difference is made to the terrible power the Legion came to represent in the Age of Darkness that followed?

LEGION ABILITIES

Initiates of the Cults Arcana

The Leader of a **THOUSAND SONS** kill team gains the **LEXICANIUM** keyword and together with the Lexicanium support operative are members of the Cults Arcana gaining the **INITIATE** keyword. In addition to the normal rules for Psychic powers, found on page 25. The Initiates know one of the following based on their cult affiliation.

- Pavoni: One **THOUSAND SONS** operative visible to this operative adds 1 ● to all movement actions until the next turning point
- Raptora: One **THOUSAND SONS** operative visible to this operative within ● of a terrain feature with the barricade, light or heavy trait counts as being obscured until the next turning point, even if in the open.
- Corvidae: One **THOUSAND SONS** operative visible to this operative can re-roll attack or defence dice results of 1 until the next turning point
- Athenean: One **THOUSAND SONS** operative visible to this operative ignores critical hits until the next turning point, they are considered to be failed attack rolls.
- Pyrae: One **THOUSAND SONS** operative visible to this operative rolls an additional attack dice in fight actions until the next turning point

If both the Leader and Lexicanium are present in your kill team they do not need to belong to the same Cult Arcana.

KILL TEAMS OF THE 15TH LEGION

When building a Kill Team from the Thousand Sons legion select your fire teams as normal with all operatives gaining the **THOUSAND SONS** keyword. You may not include any operatives incapable of taking this keyword. In addition the player must select either the **LOYALIST** or **TRAITOR** keyword to reflect their forces ultimate allegiance

Operatives in this kill team have access to legion specific options for Abilities, see previous page, together with Ploys noted opposite.

Legion Support Operative

A Thousand Sons Kill Team may include a Khenetai Blade or Ammitara Intercessor as their Legion Support operative. These operatives may be armed as follows;

Ammitara Intercessor operative equipped with an Astartes Sniper Rifle and a Combat Knife

Khenetai Blade operative equipped with two Force Swords and a Bolt Pistol

EQUIPMENT

FORCE STAFF

[4EP]

A Thousand Sons **LEADER** may replace their combat weapon with a Force Staff using the profile below.

Name	A	WS	D
Force Staff	5	2+	4/6
Special Rules	!		
Block*, Force*, Slam ▲/○	-		

***Block:** Each time this operative fights in a combat, in the Resolve Successful Hits steps of that combat, each time it parries, two of your opponents successful hits are discarded (instead of one)

***Force:** For each additional action point an operative adds to the Fight action they may roll an additional attack dice.

AMMITARA INTERCESSOR

Operatives of the striking Order of the Blind, perhaps the most hidden division of the Thousand Sons, are dedicated to misdirections, reconnaissance, and some claimed even espionage and assassination beyond the stated scope of the Cabals sacred Rites of War.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
🔫 Astartes Sniper Rifle	4	2+	3/3	Heavy, Silent	MW1
🔪 Combat Knife	4	2+	3/4	-	-

ABILITIES

Infiltrate: This operative may be set up at any point outside of your opponent's deployment zone more than **◆** from any enemy operatives.

Stealth: Each time an enemy operative makes a shooting attack, unless it is within **○** of this operative or it is a subsequent attack made as a result of the Blast special rule, this operative is always treated as being in Cover for that shooting attack. While this operative has a Conceal order, it is always treated as having a Conceal order, regardless of any other rules (e.g. Vantage Point).

Move Through Cover: This operative treats terrain with the light trait as also having the traversable trait.

Shroud Bombs: When within Engagement Range of an enemy operative this operative may not be targeted with Overwatch attacks.

Initiate: This operative may elect to be from a Cult Arcana as noted under the Initiates of the Cults Arcana ability

UNIQUE ACTIONS

Manifest Psychic Power (1AP): Psychic action. Resolve a psychic power, as specified on pages 25 to 27. An operative can perform this action twice during its activation. In addition to the Psychic Disciplines this operative knows the Mind Killer psychic power.

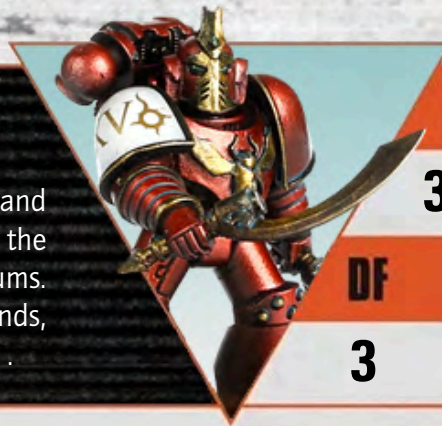
Mind Killer: Until the end of the Turning Point this operative may re-roll any failed attack dice when making any shooting attacks. Additionally the Sniper Rifle increases the MW1 critical rule to MW2.

LEGIONES ASTARTES **☠**, IMPERIUM, THOUSAND SONS, ELITE, PSYKER, AMMITARA INTERCESSOR, SCOUT



KHENETAI BLADE

The Khenetai Occult are a mystical sect within the Thousand Sons Order of the Jackal who served as the guardians of the five Prosperine Cults as well as their reliquaries and sanctums. Bound together by oath and ritually-forged psychic bonds, each of the elite were all initiates of the Cults' inner secrets.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
🔫 Bolt Pistol	4	3+	3/4	Range 📍	-
⚔️ Paired Force Swords	<i>When making a fighting attack with this weapon select one of the profiles below to use</i>				
- Fury of Sutekh	6	2+	3/6	Force* Relentless	-
- Embrace of Anpu	6	2+	4/5	Force* Lethal 5+	Reap 1
- Blessing of Nephthys	6	2+	4/4	Force*	-

ABILITIES

Mindsong of Blades: At the start of each Turning Point this operative must select a Khenetai Blade Form to use. It may only attack with that specific weapon ability but must also follow the associated restriction

- Fury of Sutekh: This operative may not Parry enemy attack dice
- Embrace of Anpu: This operative may not Parry with Critical Hits
- Blessings of Nephthys: This operative may Parry enemy Critical hits with Normal hits.

***Force:** For each additional action point an operative adds to the Fight action they may roll an additional attack dice.

Initiate: This operative may elect to be from a Cults Arcana as noted under the Initiates of the Cults Arcana ability

UNIQUE ACTIONS

Manifest Psychic Power (1AP): Psychic action. Resolve a psychic power, as specified on pages 25 to 27. An operative can perform this action twice during its activation.

LEGIONES ASTARTES 📍, IMPERIUM, THOUSAND SONS, ELITE, PSYKER, KHENETAI BLADE, FIGHTER



STRATEGIC PLOYS

AETHERIC DISCHARGE 1CP

Until the end of the Turning point each time a **THOUSAND SONS** operative within 📍 of a **THOUSAND SONS INITIATE** would lose a wound due to a shooting attack, roll one D6: on a 5+ that wound is not lost.

VISIONS OF MAGNUS 2CP

Until the end of the turning point each **THOUSAND SONS** operative may re-roll a single roll during their activation. This can be any dice roll each individual operative is required to make. Place a differently coloured dice next to each operative and remove it once they have made their re-roll. This ploy can only be used once per game.

TACTICAL PLOYS

ARCANE SYNCHRONICITY 1CP

Use this ploy when you activate one of your operatives. This operative and one other friendly **THOUSAND SONS** operative within 📍 may be activated together as if their GA characteristic was 2

FORESIGHT 1CP

Use this ploy when one of your **THOUSAND SONS** operatives is targeted with a shooting attack. This operative's Save characteristic is considered to be an Invulnerable Save for the duration of the attack.

SORCEROUS FOCUS 1CP

Use this ploy when a **THOUSAND SONS INITIATE**, who has not taken any movement actions, uses the Manifest Psychic Power action. This operative automatically passes the test to use this action a second time without costing any action points. However this operative may not make a normal move, Charge or Dash action in the same turning point.

LEGIO XVI

SONS OF HORUS



HORUS LUPERCAL

Horus, first of the Emperor's Sons, now only remembered as the Great Betrayer, is the Primarch of the Sons of Horus and the greatest of his superhuman kind. A tactical genius and charismatic battle leader Horus proved himself over the course of the great crusade as a warlord second only to the Emperor whom he served and called father. So it was that when the Emperor stood apart from the burden of the command of the Great Crusade, it was Horus that he named as Warmaster to act in his stead. But ambition and pride festered within the Warmaster's heart and at Davin he fell, a dark blade flashing on a festering world. In the aftermath the lies and corruption of the warp infected his soul. From then on he plotted with dark forces to usurp the Emperor's throne and become the master of mankind, throwing the galaxy into a bloody civil war.

Perhaps the greatest achievement of the Luna Wolves, the Ullanor Crusade became a feted military campaign of the Imperium and to many is seen as the high watermark of the Great Crusade itself. The Ullanor sector was the domain of the Ork Overlord Urlakk Urg, who ruled over dozens of human-founded worlds. Determined to exterminate the Orks, Horus distracted them by ordering secondary attacks on the outlying worlds by other Space Marine Legions and Imperial Army regiments. With the focus of the Orks on these invasions of their borders, the Luna Wolves dove straight for the throat, initiating a surprise orbital drop directly onto Urlakk Urg's capital world. Horus led his 1st Company Terminator elite into a personal teleport attack on Urg's palace. With the majority of the Terminators dealing with the Ork defenders, Horus led ten of the best into combat with Urg and his own forty-strong retinue. The fight was a hard one, but Horus eventually slew the Ork, casting his broken body out from the battlements of his tower, demoralising his Ork followers. Of the fight between the ten Terminators and the forty Orks, there was only one survivor: First Captain Ezekyle Abaddon.

At the successful conclusion of the Ullanor Crusade a year later, the Emperor declared it the greatest victory yet for his mighty Imperium and was said to bestow much praise upon the Luna Wolves and Horus for their part in the campaign. At the subsequent Triumph of Ullanor, the Emperor himself bestowed upon Horus the title of Warmaster, making him the supreme commander of the Emperor's forces and effectively giving him complete military control of the Great Crusade. The Emperor also suggested, before he returned to Terra and left the rest of the Crusade to Horus, that Horus should rename his legion to cement his position as Warmaster. The suggested name was the Sons of Horus. Horus initially declined this honour and his Legion continued as the Luna Wolves.

Increasingly concerned, however, with a belief that some of the other Primarchs and their Legions did not show him and his Wolves enough honour in their roles as the Warmaster and his personal Legion, Horus, at the suggestion of Sanguinius, eventually took up the offer made to him by the Emperor to change the name and iconography of Legion XVI. Shortly after the Interex campaign the Luna Wolves became the Sons of Horus.

Not long after the change, Horus was wounded on the moon of Davin by Eugen Temba, an old subordinate who was under the influence of the Chaos Power Nurgle. Horus recovered in the Temple of the Serpent Lodge, a warrior and healing lodge on the planet. During his convalescence, he took part in the induction ceremony of the lodge. In the days that followed, some of Horus' officers detected a change in his character. It is now known that the warrior lodge was in fact a Chaos coven, which somehow managed to ensnare the Warmaster, allegedly due to scheming from Lorgar, Primarch of the Word Bearers.

A similar warrior lodge already existed in his own Legion, started after the Luna Wolves' first visit to Davin - this was an example of the Primarch's well-tried practice to develop ties with local populations at work; feral natives were more easily recruited into the Imperial fold when the 'Warriors from the Stars' had become brothers - and it is believed it was subsequently used by the Primarch to aid in the corruption of his Marines. Warrior lodges in other legions under his command were similarly used. Horus' fealty had changed; his Legion eventually came to believe that he was actually possessed by a Daemon. Whether or not this is true, it is certain that he was now allied body and soul to the Powers of Chaos, and he had a new vision for the Imperium with himself at its head.



Sons of Horus Legion Icon,
The Eye of Horus


As with all Legions Horus' command over his own Legion was absolute. Beneath Horus were his captains; beneath them were the unit sergeants and, where a formation of squads came together for a purpose, the informal rank of 'Chieftain' was given to the sergeant granted field command authority - a matter not always of seniority, but rather selection of the best or most suited for the task at hand; an approach which fitted well with the Legion's pragmatic and sometimes impulsive approach to warfare. Beneath them were the battle-brothers of the Sons of Horus. This simple hierarchy belied the truth of matters when applied in practice within the Sons of Horus. Within each rank prestige and personal reputation counted for much within the brotherhood of Space Marines. There were distinctions between those who had fought with the Legion for longer, between those who had fought in different campaigns, between those who had received certain honours, and between ordinary squads and those who formed a captain's honour guard.

LEGION ABILITIES

Council of the Mournival

The **SONS OF HORUS** player has 4 additional re-rolls they may take in a game. These can be used on any dice roll but may not themselves be used to re-roll a re-roll.

Death Dealers*

When making a shooting action at a target within  **SONS OF HORUS** operatives may re-roll failed attack rolls results of 1.

Merciless Fighters

After making a successful charge action a **SONS OF HORUS** operative's melee weapon gains the Rending special rule during their next combat action

KILL TEAMS OF THE 16TH LEGION

When building a Kill Team from the Sons of Horus legion select your fire teams as normal with all operatives gaining the **SONS OF HORUS** keyword. You may not include any operatives incapable of taking this keyword. In addition the player must select either the **TRAITOR** or **LOYALIST** keyword to reflect their forces ultimate allegiance.

Operatives in this kill team have access to legion specific options for Abilities, see previous page, together with Ploys and Equipment noted opposite.

Legion Support Operative

A Sons of Horus Kill Team may include a **Reaver** as their Legion Support operative. This operative is armed with a Bolt Pistol with Banestrike Bolts, Jump Pack, and one option from the following:

- Chainsword, Chainaxe, Power Axe, Power Maul, or Power Sword

EQUIPMENT

BANE BOLTS [1EP]

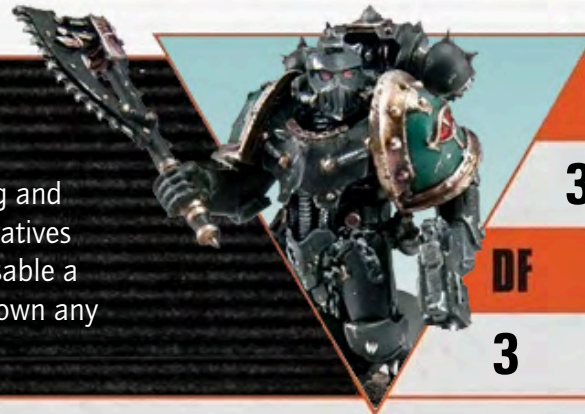
Once per game an operative with Banestrike Bolts and equipped with a Bolt Pistol, Boltgun, Boltgun component of a Combi-Weapon, or Heavy Boltgun adds the P1 critical rule to that weapon.



Pre-Heresy iconography and heraldry,
Luna Wolves Legion

REAVER

Heavily influenced by the tactics of the seething and incessant tribal warfare of Cthonia, Reaver operatives specialise in lightning-swift which maim and disable a foe, striking down leaders, mercilessly cutting down any who are weak or isolated.



M **APL** **GA**

3 ○ **3** **1**

DF **SV** **W**

3 **3+** **12**

NAME	A	BS/WS	D	SR	!
⚡ Bolt Pistol	4	2+	3/4	Range ♠	P1
✘ Chainsword	5	2+	4/5	-	-
✘ Chain Axe	5	2+	4/5	Balanced	-
✘ Power Axe	5	2+	4/5	Balanced	-
✘ Power Maul	5	2+	4/5	Slam ▲/○	Stun
✘ Power Sword	5	2+	4/6	Lethal 5+	-

ABILITIES

Jump Pack: Once per turning point when this operative makes a Normal Move, Charge, or Fall Back action it may elect to use the jump pack. If it does so this operative gains the Fly special rule but may not make shoot actions other than Overwatch.

Loner: Regardless of their proximity this operative always counts as being further than ♠ from all other friendly operatives

UNIQUE ACTIONS

Jump Pack Assault (2 AP): This operative makes a charge action, using the Jump Pack ability. Roll a D6 for the target operative, on a 5+ that operative is pushed back ○ and counts as being hit once with a combat weapon that has the Stun rule. This operative may then be moved into Engagement range with the target operative.

Assassins Eye (2AP): This operative makes either a shooting or combat action during which its weapon gains the Relentless special rule.

LEGIONES ASTARTES 🗡️, IMPERIUM, SONS OF HORUS, ELITE, REAVER, ASSAULT





STRATEGIC PLOYS

I CAN NOT SAY 1CP

Until the end of the turning point **SONS OF HORUS** operatives ignore the penalties for being Injured

TAKE THE HEAD... 1CP


Until the end of the turning point, each time a friendly **SONS OF HORUS** operative makes a shooting or combat attack that targets an enemy operative with the **LEADER** of **SUB-CONSUL** keyword you can re-roll failed attack dice result of 1.

STRATEGY OF HORUS 2CP

Until the end of the turning point all **SONS OF HORUS** operatives gain the MW1 critical rule to any shooting attacks and the Brutal special rule to any combat attacks. This tactic can only be used once per game.

TACTICAL PLOYS

HAND ON THE SHIP 1CP

Use this Tactic when a operative from your kill team is incapacitated; that operative summons the strength for one final attack, and can immediately make a free shooting attack, toward a valid target within , or combat attack within Engagement Range. In either attack the operative rolls one less dice than normal.

TIP OF THE SPEAR 1CP

Use this ploy when activating a friendly **SONS OF HORUS** operative. This operative may perform any combination of actions, to their APL, regardless of the usual restrictions these actions may have i.e. an operative may Fall Back followed by a Normal Move and finally a Shoot action. Each action may only be made once.

LEGIO XVII

WORD BEARERS



LORGAR AURELIAN

The Golden Son as many called him, who alone amongst his brothers wielded the raw power of devotion as his preferred weapon, was the lord of the Word Bearers Legion. In his earliest days he swayed an entire world with his powerful oratory and the sheer force of his charisma, leading Colchis, his adopted home world, through the fires of civil war to the veneration of the Emperor, whose coming he had foreseen in dreams. Reunited with his father, and at the head of the Word Bearers Legion, Lorgar conquered, not simply through stratagem, overmatching power or simple brute violence, but by the subtle craft of exaltation, liberation and example. But in his literal interpretation of the meaning of the Great Crusade upon which he was embarked, he and his Legion strayed from the path that had been set out for them

On the surface, Lorgar's response to the Emperor's brutal censure at Monarchia was to withdraw. For a time his Legion seems to have played little part in the Great Crusade. When they returned, it was clear that they were a changed force. Whereas before they lingered after conquests, now they drove forward with relentless momentum. Worlds burned, civilisations were made to kneel, and a trail of swift conquest stretched behind them like a bloody cloak. It is said that the Emperor was pleased that his son had understood his error and would, in time, become what he was destined to be. To every other eye, the Word Bearers seemed possessed by a penitent fury and grim resolve to burn the past. All were deceived.

That Lorgar was shaken by the shattering of his universe seems likely, but what action did it prompt? At the time some thought that the XVIIth had withdrawn in shame, and that its return to the Crusade was fuelled by a wish to atone. Such a kind reading of events no longer rings true. Instead it seems likely that Lorgar's fall began after Monarchia, that the powers of the Warp reached out to him in his moment of doubt and offered him that which the Emperor had denied him: a higher power to believe in.

Who were the voices that counselled him, and the hands that guided him to damnation? Again much remains hidden, but a number of candidates seem likely. Kor Phaeron, Lorgar's surrogate father on Colchis and close advisor, seems a likely source of poison, as does First Chaplain Erebus. Both were steeped in the old faith of Colchis, a faith that was likely tainted by the powers of the Warp long before Lorgar fell from the sky. The word 'Pilgrimage' is also one of the few fragments that have emerged as linked with that time, though its precise significance can now only be guessed at. What we cannot now doubt is that the Word Bearers who re-joined the Great Crusade no longer served the Emperor. For over four decades the XVIIth Legion wore a false face of loyalty and planted the seeds that would eventually bloom into civil war. The precise nature of their preparations is only open to supposition, but much can be deduced from Lorgar's character and the atrocities that would come later. First, it seems likely that the Word Bearers' renewed energy in the Great Crusade was a cover for its rapid growth in size, as well as the seeding of its new corrupting creed onto worlds. It must also have been during this time that the Legion was cleansed of dissent. The last of the old Iconoclasts, the few Terrans, and those who would not embrace the new faith must have been put quietly to the sword. The corruption of much of the apparatus of the Imperium also must have occurred in this time. So it was that when Horus finally fell, Lorgar had already prepared the ground for war.

Lorgar was both commander and spiritual father to his Legion. The hierarchy of authority within the Legion reflected this dual nature, divided between military and spirituality, between mind and heart. On the one hand, the Legion followed simple and robust lines of authority. A chapter master led each chapter, a captain each company and a sergeant each squad. It was common for a chapter master to designate one of the captains as 'sub commander' to act as his lieutenant. The second line of authority in the chapter was spiritual. The Chaplains, although nominally attached to companies and chapters, in reality were a brotherhood unto themselves. While each was a warrior, their concerns were not for the business of direct command, but for the strength of their brothers' spirits, for the clarity of their purpose and the purity of their actions. Each Chaplain fitted into their own hierarchy, with ascending tiers of knowledge and respect. High Chaplains were the ruling circle of their kind, and at their centre was Erebus, the First Chaplain.



Word Bearers Legion Icon with Colchisian script

The strength of the Word Bearers at the time of the Istvan V Dropsite Massacre was thought to be approximately 140,000. It is now clear that this figure was a lie. Four decades earlier, when the Legion was rebuked before the walls of Monarchia, it was approximately 100,000 strong. That they had made a notable increase in recruitment was clear, but far from swelling their numbers by 40,000, the Word Bearers had grown to a far greater strength. Mass recruitment from every world they conquered, and the use of rapid geneseed implantation and hypno-indoctrination meant that by some reports their numbers might even have rivalled those of the Ultramarines. Certainly the scale of their actions during the opening phases of the war, and the casualties they suffered, indicate that few others could have approached them in size.


LEGION ABILITIES

Fanatical


A Word Bearers kill team may include up to three **LEGION ASSAULT CHAMPION** operatives

The Primordial Truth

When a **WORD BEARERS** operative is injured they may choose one of the following;

- Desire: Double this operatives APL when calculating who controls and objective.
- Despair: This operative cannot be given suppression tokens.
- Rage: This operative must make a charge action, rolling an additional attack dice in any combat actions until the next turning point.
- Hope: All **WORD BEARERS** within  of this operative ignore the negative modifiers for becoming Injured though they are still classed as such for The Primordial Truth ability.

True Believers*

When attempting to control an objective add +1 to the total APL characteristic of any **WORD BEARERS** operatives within  of the edge of the objective marker, not its centre.

KILL TEAMS OF THE 17TH LEGION

When building a Kill Team from the Word Bearers legion select your fire teams as normal with all operatives gaining the **WORD BEARERS** keyword. You may not include any operatives incapable of taking this keyword. In addition the player must select either the **TRAITOR** keyword to reflect their forces ultimate allegiance.

Operatives in this kill team have access to legion specific options for Abilities, see previous page, together with Ploys noted opposite.

Legion Support Operative

A Word Bearers Kill Team may include an Incendiary or Gal Vorbak as their Legion Support operative. These operatives may be armed as follows;

Incendiary operative equipped with a Jump Pack, Hand Flamer and one of the following options
- Axe Rake or Power Axe

Gal Vorbak operative equipped with a Bolt Pistol and Blessed Talons

EQUIPMENT

BURNING LORE [5EP]

Word Bearers **LEADER** or **SUB-CONSUL** only. With armour covered in twisted runes and blasphemous prayer strips this operative opens themselves to the Primordial Truth. This operative gains the LEXICANIUM keyword and the Manifest Psychic Power ability with access to either the Biomancy or Telepathy disciplines. See pages 25 to 27 for details.

TAINTED WEAPON [2EP]

WORD BEARERS Operatives equipped with a Power Axe, Power Maul, or Power Sword only. This operative adds the Brutal special rule to their chosen weapon's profile.

INCENDIARY

Serving alongside the Destroyers of the Word Bearers, the operatives of the Ashen Circle fulfilled a unique role; the destruction of culture, learning and faith. Hunting down both false doctrine and those who purveyed it, consigning them to eradicating flame.



M **APL** **GA**

3 ○ 3 1

DF **SV** **W**

3 3+ 12

NAME	A	BS/WS	D	SR	!
⚡ Hand Flamer	4	2+	2/2	Range ◆ , Torrent ▲	-
✂ Axe Rake	4	2+	3/4	Balanced, Grapple*	-
✂ Power Axe	4	2+	4/5	Balanced	-

ABILITIES

***Grapple:** When enemy operatives within Engagement Range of this operative make a Fall Back action they may only move up to ■

Jump Pack: Once per turning point when this operative makes a Normal Move, Charge, or Fall Back action it may elect to use the jump pack. If it does so this operative gains the Fly special rule but may not make shoot actions other than Overwatch.

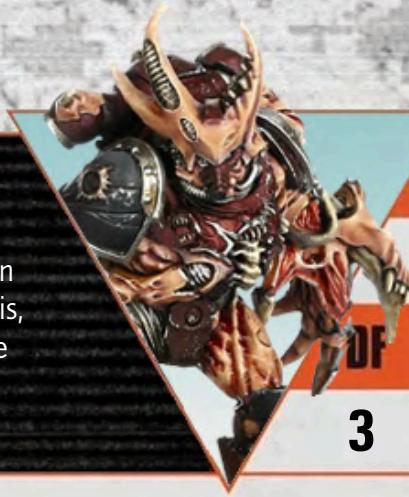
Loner: Regardless of their proximity this operative always counts as being further than ◆ from all other friendly operatives

UNIQUE ACTIONS

Burning Assault (2 AP): This operative makes a charge action, using the Jump Pack ability. Roll a D6 for the target operative and any operative within ○ of the target operative, on a 5+ that operative takes 2 mortal wounds.

LEGIONES ASTARTES ☠, IMPERIUM, WORD BEARERS, ELITE, INCENDIARY, ASSAULT





GAL VORBAK

The remanats fo the Serrated Sun Chapter, the dark brethern of the Gal Vorbak, or 'Blessed Sons' in the languae of Colchis, have had their mind and body infiltrated by creatures of the Aether, creatures that provide them strength and abilities beyond that of other Legiones Astartes

M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	15

NAME	A	BS/WS	D	SR	!
⚡ Boltgun	4	3+	3/4	-	-
✂ Blessed Talons	5	2+	3/4	Rending	Reap 1

ABILITIES

Twin Soul: After Deployment select one option from The Primordial Truth legion ability. This operative gains this ability for the rest of the game.

Stubborn: This operative ignores any or all modifiers to its APL characteristic and cannot be Injured

Damned: Unless they have been given the Desire option as part of the Twin Soul ability above, ignore this operative's APL when calculating who controls an objective.

UNIQUE ACTIONS

-

LEGIONES ASTARTES, IMPERIUM, WORD BEARERS, ELITE, GAL VORBAK, DAEMON



STRATEGIC PLOYS

FAVOURED 1CP

Until the end of the Turning point each time a **WORD BEARERS** operative would lose a wound due to a Mortal Wound or Psychic Action, roll one D6: on a 4+ that wound is not lost.

HERETICS 2CP

Until the end of the Turning point increase the damage a **WORD BEARERS** operative would inflict on any **LOYALIST** operative by +1. If the **WORD BEARERS** operative is within ○ is of an objective this additional damage is increased to +2

TRUTH OF THE AURELIAN 2CP

Until the end of the turning point **WORD BEARERS** operatives ignore all modifiers to its APL characteristic. Additionally select an injured **WORD BEARERS** operative and place two **LESSER DAEMON** [fighter]* operatives within ○, removing the injured model. These **LESSER DAEMON** operatives gain the **WORD BEARERS** faction keyword. This ploy can only be used once per game.

*Use the Bloodletter, Daemonette, Plaguebearer, or Pink Horror datasheets found in the Kill Team Compendium. Future updates to this supplement will include the Daemons of the Ruinstorm which will also have a Lesser Daemon datasheet.

TACTICAL PLOYS

DIVINE PAIRING 1CP

Use this Ploy at the Reveal Target step of the Strategy Phase. Pick an operative from your kill team and roll a D6. On a 1-2 that operative is found unworthy and suffers 3 mortal wounds. On a 3+ roll an additional attack or defence dice during shoot or fight actions for the operative until the end of the battle.

MONARCHIA! 1CP

Use this Ploy when you activate a friendly **WORD BEARERS** operative. When this model performs a Shoot action, in the Roll Attack Dice step, you can do one of the following:

- One failed attack dice can be retained as a successful normal hit.
- One normal hit can be retained as a critical hit

If the target operative has the **ULTRAMARINES** keyword the player may select both options.

LEGIO XVIII SALAMANDERS



VULKAN

An indomitable warrior whose strength in battle was tempered by the depth of his wisdom, Vulkan was sire to the Salamanders Legion and its paragon. In war, his fury was a match for any of his brothers, and yet was ever mastered by a keen understanding for the destruction he caused and the power and dread responsibility he and his Legion carried as Angels of Death. In all his undertakings Vulkan ever sought to limit needless and wanton destruction, seeing in that a path to ruin and desolation of the soul, shouldering whatever hardship this might bring him or his sons without compliant and absorbing the wisdom such suffering brought, allowing it to forge him into an ever better protector for the growing Imperium. But like the fires of the deep earth, that wellspring of savage power slept but was never extinguished, to be called on when needed.

Set down first as the teachings of the Primarch Vulkan in written form and as ritual practice, the Promethean Cult formed a body of doctrine that codified and promoted the spirit and culture the Primarch desired for his Legion. A work of both clear vision and deep allegory, it drew both upon ancient Terran philosophical and martial thought, and the rich culture and mythic history of Nocturne on which Vulkan had been raised. Core to its tenets was the conviction that the Legiones Astartes had been created to fulfil a single and irrevocable purpose: the protection and liberation of all of humanity, and that they were each and every one a savage weapon given physical and spiritual form to this single end. As living weapons they were shaped and honed on the anvil of destruction and by the hammer of war, just as a blade is shaped in the fires of the forge to its perfect edge. The teachings of the cult emphasised self-reliance, loyalty, duty, patience, awareness, self-sacrifice and, above all, self-discipline and endurance, and drawing from Nocturne's culture of craft and trial, fire as a dual symbol of creation and destruction was the cult's symbol and sign, as were the emblems of the anvil and the hammer.

Implacable determination and the ability to endure any hardship is of equal importance within the teachings of the Promethean Cult, and trials of endurance and strength, often marked by ritual scarring or branding became commonplace in their training and on-going spiritual discipline. These practices, alongside overtly mystical elements of the Salamanders' belief systems, became commented on as barbaric by their few detractors, some of whom saw the growing strength of the Promethean Cult within the Legion as superstition and falsehood contrary to the Imperial Truth. That the cult promoted the worship of no gods and set as its fundamental tenet the primacy of humanity in the cosmos was enough to deflect such criticisms in most cases however, and it is worthy of note that some have since theorised that the strength of this mythos within the Legion served in part to (inoculate' it, so to speak, from the perfidious machinations of the Word Bearers whose emissaries never received more than polite indifference in their reception by the Legion or its master, and no Warrior Lodge to spread the Warmaster's poison was founded in its ranks, nor would such a thing likely have been possible.

The Salamanders Legion under Vulkan adopted a series of extensive reforms to its structure, the widest and most reaching of which was the organisation of the Legion into seven Realms each under the command of its Lord Protector, below which numerous including line companies, each of around 120 Space Marines were formed. Aside from specialists, the Legion followed a simplified form of the Terran pattern for battlefield ranks, transiting in descending order of rank from captain to lieutenant to master sergeant, sergeant and Legionary. Beyond this simple, but highly cohesive system, reinforced by the culture of self-reliance, self-discipline and loyalty promoted by the Promethean Cult a wider variety of titles of renown and spheres of influence also evolved. These developed as a record of deeds and achievements, accorded to an individual by their peers, and were likely as often for the accomplishment of a particular craft, as for a singular act of courage in battle.

At the outset of the Horus Heresy, the bulk of the Salamanders Legion had been rearming and re-equipping itself at Nocturne after a lengthy campaign of xenos eradication near the galactic core. As such it was able to answer the call to Isstvan V with the majority of its active strength. Although full records are impossible to verify in the aftermath of the Dropsite Massacre, it is believed a force of around 83,000 Space Marines went with their Primarch to Isstvan V, the losses of which during that deadly action were almost total, rated by some sources as high as 98%. However, the Legion did maintain other detachments that did not travel to the Isstvan system and so were spared the bloody



Salamanders Legion Icon,
common armourial use

cataclysm such as at Geryon Deep and the Castellan of Prometheus, alongside the full intake of neophytes in training on Prometheus, combined with several line companies on detached deployment elsewhere. These figures would tally with commonly held estimates of a total active strength for the Salamanders Legion at the end of the Great Crusade of approximately 89,000 Legiones Astartes, placing them as among the smallest overall of the Legions in manpower.

It remains a testimony to the undying resilience of the Legion and its spiritual and psychological strength that despite the losses at Istvan V - losses thought fatal to the Legion at the time - it was able to maintain coherence and recover its strength, dragging itself back from the precipice of oblivion and remaining a bloody thorn in the side of the Traitors for the rest of the War of the Heresy and, of course, rising again from the ashes to become vital to the Imperium's defence in the face of traitors and renegades of those dark times.

LEGION ABILITIES

Strength of Will*

A **SALAMANDERS** operative may roll a D6 when receiving a suppression token, on a 5 or more that token is discarded.

Promethean Gift

SALAMANDERS operatives roll an additional attack dice when making a shoot action with Flamer weapons and roll an additional defence dice when being targeted by a flamer weapon.

Nocturne Born

All **SALAMANDERS** operatives reduce distance moved in Charge, Dash, and Fall Back actions by -1 ▲

Forge Masters

A **SALAMANDERS** Kill Team leader and Legion support operative may select one weapon on their datacard to be mastercrafted. If it is a ranged weapon it gains the MW1 critical rule, if it is a combat weapon it gains the Lethal 5+ special rule. Note which weapon is mastercrafted on the operatives datacard

KILL TEAMS OF THE 18TH LEGION

When building a Kill Team from the Salamanders legion select your fire teams as normal with all operatives gaining the **SALAMANDERS** keyword. You may not include any operatives incapable of taking this keyword. In addition the player must select either the **LOYALIST** or **TRAITOR** keyword to reflect their forces ultimate allegiance

Operatives in this kill team have access to legion specific options for Abilities, see previous page, together with Ploys and Equipment noted opposite.

Additionally Salamander kill teams may not include any operatives with the Moritat or Destroyer keywords, nor may they include any operatives armed with Phosphex weapons

Legion Support Operative

A Salamanders Kill Team may include a Pyroclast as their Legion Support operative. This operative may be armed with a Combat Knife, and Flame Projector

EQUIPMENT

"DRAGONSCALE" [2EP] STORM SHIELD

One Salamanders **LEADER** or **SUB-CONSUL** may replace all their ranged weapon options with a Storm Shield gaining the following ability;

Storm Shield: This operative has the Invulnerable Save 4+ special rule and rolls an additional defence dice when targeted by a Shoot action. Additionally, each time this operative fights in a combat, in the Resolve Successful Hits steps of that combat, each time it parries, two of your opponents successful hits are discarded (instead of one)

PYROCLAST

Created by Vulkan to fulfil the role of bringers of destruction these operatives are equipped with advanced and extremely powerful thermal incendiary weapons known as flame projectors. To the Salamanders fire is more than merely a weapon; it embodies both rebirth and redemption.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
☉ Flame Projector	5	2+	2/3	Range 🔴, Torrent ○	-
✂ Combat Knife	4	3+	3/4	-	-
✂ Focused Flame Projector	4	2+	3/2	-	MW3

ABILITIES

Mantle of Ash: When attacked by a weapon which is classed as a Flamer, Plasma, Melta or Volkite weapon this model gains an Invulnerable Save of 4+

UNIQUE ACTIONS

Focused Flame Projector (2AP): This operative may make a combat attack with the Focused Flame Projector profile.

LEGIONES ASTARTES 🗡, IMPERIUM, SALAMANDERS, ELITE, PYROCLAST, GUNNER





STRATEGIC PLOYS

BLOOD OF VULKAN 1CP

Until the end of the turning point when a **SALAMANDERS** operative from your kill team suffers a mortal wound, Roll a D6; on a 5+ the wound is not lost

ARTIFICER ARMOUR 1CP

Until the end of the turning point **SALAMANDERS** operatives count as being in cover regardless of their placement within the kill zone. If they are within \bigcirc of an objective they may re-roll failed Attack dice in combat.

HERITAGE OF VULKAN 2CP

Until the end of the turning point **SALAMANDERS** operatives cannot become injured. Friendly operatives that were already injured are no longer injured while this ploy is active. Additionally select one **SALAMANDERS** operative that has previously been incapacitated and roll a D6. On a result of 3+ that operative is returned to within \bigcirc of their last location in the killzone with D6 Wounds. This ploy can only be used once per game.

TACTICAL PLOYS

SPIRIT OF THE DRAKE 1CP

Use this Tactical Ploy when a friendly Injured **SALAMANDERS** operative is activated. This operative increases their Defence by +1. Additionally, If they are within \bigcirc of an objective increase their APL by +1.

HEAT OF THE FORGE 1CP

Use this Tactical Ploy when a friendly **SALAMANDERS** operative is making a Fight action. This operative's combat weapon gains the Reap 1 critical rule.

LEGIO XIX

RAVEN GUARD



CORVUS CORAX

Lord Corax presents a striking countenance, at least when he wishes to be seen. His skin is alabaster white and his shoulder length hair as black as the feathers of his namesake, the raven. Most remarkable and unsettling are his eyes, which are entirely black shards of solid shadow. His sable armour is edged with fine, golden filigree and upon his back is mounted a jet pack formed into a pair of articulated pinions that he wields as a murderous, bloody-edged cutting weapon. Like most of the Primarchs, Corax is blessed of an extensive armoury of artifice-wrought weapons but those he most often bears to war are a pair of metre-long lightning claws and a coiled whip at his belt. Though few even amongst his sons know of it, Corax is blessed with the ability to pass unnoticed should he will it, this preternatural ability allowing him to slip from the perception of his enemies.

The XIXth Legion was founded according to the Emperor's far reaching vision for the armies of humanity laid down in the strictures of the Officio Militaris. The Legion was divided into chapters, chapters into battalions, battalions into companies and companies into squads. Most Legionaries considered themselves members of a given company rather than a chapter, the company being the preferred level for most independent operations. From its earliest formation, the Legion's officers devolved command responsibility towards the lower echelons, allowing sub-commanders to take the initiative and make tactical decisions according to immediate needs without interference from higher up the chain of command. This mindset was a direct result of the practises of the Xeric tribes, who conducted their wars against far more numerous foes and were therefore well practised in a wide spectrum of unconventional tactics. Individual units tended towards the smaller end of the scales set down by the architects of the Emperor's armies, but each was a tightly-knit band of warriors trained and equipped to operate on their own for extended periods. They were well able to live off of the land, taking what few resources they needed from their environment or when opportunity or necessity dictated, from defeated enemies.

Upon assuming command of his Legion, Corvus Corax took steps to codify the methods of warfare he had employed against the slaver-lords of Lycaeus into a series of tactical and strategic maxims by which the Raven Guard would operate. In the main, these doctrines meshed well with those the XIXth had already been operating under throughout the Great Crusade, easing that particular aspect of the Primarch's assumption of command. It is notable that as soon as he was able, Corax ensured that most of his senior commanders were drawn from Deliverance. Indeed, several of the Primarch's closest advisors had served alongside him as young freedom fighters during the Lycaean Uprising, having later undergone the implantation and conditioning process to turn them into warriors of the Legiones Astartes. After the costly Battle of Gate Forty Two, the numbers swung in favour of those born of Deliverance still further, with only a handful of Terrans still serving in positions of high command.

At the time of the Istvan III atrocity, the Raven Guard Legion was committed almost in its entirety to ongoing operations in the Thetos-Groton binary star system. When at last prevailing conditions in the Warp made it possible for Lord Dorn on Terra to contact his brother-Primarch by way of astro-telepathy and inform him of the dire events unfolding in the Istvan system, Corax ordered his fleet to make way at once. Not all of the Legion departed for the Istvan system however, the Primarch determining that a portion must return to Deliverance in order to guard it against counter-attack. None of the senior commanders wished to be absent when the Traitors were brought to justice, and so lots were drawn to decide who would return. Thus, around 1,000 Legionaries alongside their Imperial Army allies of the Therion Cohort, departed for Deliverance, leaving a little under 80,000 to confront the Warmaster Horus and his allies at Istvan V.

As with most of the Legions, there were other elements detached to serve elsewhere. A small number, mostly Terrans of the Legion of old, had been assigned to serve beyond the fringes of the Imperium, some in independent 'nomad predation' fleets, others attached to various Rogue Traders Militant or other so-called 'lone wolves'. One of these fleets was in fact commanded by the Legion's former commanding officer- Shade Lord Arkhas Fat - on the direct order of the Primarch when Corax took over the Raven Guard. What became of the Shadow Lord, his fleet and the other elements may never be known, and the fact that Corax appears to have made no effort to recall them suggests they were considered a body apart from the bulk of the Legion.

When the Raven Guard committed to the Isstvan V drop, they did so in numbers approaching their full strength, with all assets, both surface and space borne, in attendance. The events of the Battle of Gate Forty-Two had left the Raven Guard as the smallest of the Legions, but they would be operating alongside six of their brother Legions, or so they had every reason to believe. The truth, as described elsewhere in this account, was otherwise. The Raven Guard were to lose tens of thousands of Legionaries during the betrayal that was the Isstvan V Dropsite Massacre, and by the end of the ninety-eight days that followed, could muster but a fraction of their former strength. Leaving aside the unknown numbers operating alone in the outer darkness, the Raven Guard must now number barely 4,000, including those despatched to garrison Deliverance. For the first time in their glorious history, the Raven Guard were truly laid low. What the future would hold for the Legion would be a time of trial and misfortune.




Ravenguard Legion Icon, paired here with a tactical squad marking

LEGION ABILITIES

Unstoppable Warriors*

All **RAVEN GUARD** operatives treat terrain with the light trait as also having the traversable trait.

From The Shadows

RAVEN GUARD operatives cannot be targeted by shoot actions if the range is further than 2  until the end of the first turning point, even in open ground.

Battlefield Mastery

When Scouting the **RAVEN GUARD** Player may pick 2 options, placing the correct amount of dice for each in different hands, and decide which to reveal after their opponents has revealed their dice.

The Sable Brand

At the start of the game pick one operative from your kill team other than the leader. This operative cannot become Injured and cannot be given suppression tokens. However, this operative must always Charge if able and may never fall back for any reason.



KILL TEAMS OF THE 19TH LEGION

When building a Kill Team from the Raven Guard legion select your fire teams as normal with all operatives gaining the **RAVEN GUARD** keyword. You may not include any operatives incapable of taking this keyword. In addition the player must select either the **LOYALIST** or **TRAITOR** keyword to reflect their forces ultimate allegiance

Operatives in this kill team have access to legion specific options for Abilities, see previous page, together with Ploys noted opposite.

Legion Support Operative

A Raven Guard Kill Team may include a Mor Dethayn or Dark Fury as their Legion Support operative. These operatives may be armed as follows;

Dark Fury operative equipped with a Jump Pack and Raven's Talons

Mor Deythan operative equipped with a Combat Knife and one of the following options

- Astartes Shotgun, Boltgun, Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi Plasma, Combi-Volkite, or Sniper Rifle

DARK FURY

Dark Fury operatives are utilised by the Raven Guard to conduct focused decapitation strikes on specific, pre-designated enemy leaders, descending into the very midst of the battlefield to rend their targets with viciously curved lightening claws.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
✘ Raven's Talons	5	2+	4/5	Lethal 5+, Relentless	MW1

ABILITIES

Jump Pack: Once per turning point when this operative makes a Normal Move, Charge, or Fall Back action it may elect to use the jump pack. If it does so this operative gains the Fly special rule but may not make shoot actions other than Overwatch.

Fateful Descent: For the first turning point this model counts as being in cover when targeted for a shooting attack.

UNIQUE ACTIONS

Jump Pack Assault (2 AP): This operative makes a charge action, using the Jump Pack ability. Roll a D6 for the target operative, on a 5+ that operative is pushed back ○ and counts as being hit once with a combat weapon that has the Stun rule. This operative may then be moved into Engagement range with the target operative.

LEGIONES ASTARTES, IMPERIUM, RAVEN GUARD, ELITE, DARK FURY, ASSAULT



STRATEGIC PLOYS

SHADOWSTRIKE 1CP

Until the end of the turning point Overwatch shooting that targets **RAVEN GUARD** operatives suffer an additional -1 penalty.

DELIVERENCE 1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly **RAVEN GUARD** operative, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, if it is in Cover and either has a Conceal order or is ready, you can do one of the following:

- One additional dice can be retained as a successful normal save as a result of Cover.
- Retain one dice as a successful critical save as a result of Cover instead of a normal save.

LORD OF RAVENS 2CP

Until the end of the turning point all **RAVEN GUARD** operatives with a Conceal order, regardless of their location, count as obscured. These models may make Charge actions. This ploy can only be used once per game.

TACTICAL PLOYS

SHROUDED SIGHT 1CP

Use this Tactical Ploy when a friendly **RAVEN GUARD** operative performs a Shoot action. For that action the enemy operative is not Obscured.

HIT-AND-RUN 1CP

Use this Ploy after a **RAVEN GUARD** operative from your kill team shoots in the Shooting phase. That operative can immediately make a free Normal Move.

MOR DEYTHAN

In a Legion already well known for its nigh unsurpassed skill in infiltration tactics, the Mor Deythan were, however, far more than specialists in the arts of stealth, for each warrior was a veteran of the Lycaen Uprising who had fought at the side of their Primarch Corvus Corax himself



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⚡ Astartes Shotgun	4	2+	3/4	Range ◆	-
⚡ Boltgun	4	2+	3/4	-	P1
⚡ Combi-Boltgun	4	2+	3/4	Ceaseless	P1
⚡ Combi-Flamer	5	2+	2/2	Combi*, Rng ◆, Torrent ○, Limited	-
⚡ Combi-Grav	4	2+	4/5	Combi* AP1, Grav*, Limited	-
⚡ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	2+	2/4	Combi*, Blast ○, Limited	-
- Krak	4	2+	4/5	Combi*, AP1, Limited	-
⚡ Combi-Melta	4	2+	6/3	Combi*, Rng ◆, AP2, Limited	MW4
⚡ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Combi*, AP1, Limited	-
- Supercharged	4	2+	5/6	Combi*, AP2, Hot, Limited	-
⚡ Combi-Volkite	5	2+	3/4	Combi*, Deflagrate*, Limited, Rng ◆	-
⚡ Sniper Rifle	5	2+	3/3	Heavy, Silent	MW1
✂ Combat Knife	5	3+	3/4	-	-

ABILITIES

***Combi:** An operative equipped with this weapon is also equipped with a boltgun.

***Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

***Deflagrate:** If one or more Critical is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and has the Splash1 special rule.

Scout: Immediately after deployment this operative may take a free Normal Move action.

Stealth: Each time an enemy operative makes a shooting attack, unless it is within ◆ of this operative or it is a subsequent attack made as a result of the Blast special rule, this operative is always treated as being in Cover for that shooting attack. While this operative has a Conceal order, it is always treated as having a Conceal order, regardless of any other rules (e.g. Vantage Point).

UNIQUE ACTIONS

Fatal Strike (2AP): Make a shooting action with the operative during which the weapon used gains the Rending special rule and MW1 critical rule. This action can only be made once per game.

LEGIONES ASTARTES, IMPERIUM, RAVEN GUARD, ELITE, MOR DEYTHAN, SNIPER



LEGIO XX

ALPHA LEGION



ALPHARIUS

The Primarch of the Alpha Legion shrouds himself in mystery, often moving unseen even amongst the ranks of his own Legion. However, when the time comes to cast off the cloak of misdirection, Alpharius is as awe-inspiring a being as any of the Primarchs of the Legiones Astartes. Clad in armour forged in the manner of some terrifying beast of ancient Terran myth and armed with a fearsome panoply of weapons of unknown provenance, Alpharius bestrides the battlefield like a figure from legend. Like the hydra he and his Legion take as their symbol, in battle Alpharius fights by repeated attacks from multiple and unexpected quarters. None can predict where or how the Primarch will strike, what weapons he will bring to bear or which of his many different forces will fight at his side. In many cases, the enemy are not even aware they are fighting until the very moment battle is joined.

When faced with the task of elucidating the inner workings and structure of the Alpha legion, one is once again forced to deal head on with paradox and contradiction, both by report and the evidence left in the dust of shattered worlds where the legion worked its arts of war. Where one authoritative report might present the legion's inner workings as highly stratified and cloaked in labyrinthine secrecy beyond any other, a different report, also by reputable source, might describe the legion's inner workings as surprisingly open and egalitarian in nature, with each voice heard in council regardless of rank or station. Certain commonalities do however exist, particularly in accounts of how the legion fought, and to some extent trained its aspirants for war.

The first of these is the emphasis the Alpha legion placed on unity of action and intent within its ranks. Such co-ordination and faultless discipline was paramount to the rapidly shifting, responsive tactics Alpharius inculcated in his legion, and the fluidity which characterised the legion's deployments on the battlefield. A second commonality is its superlative expertise in the arts of espionage, sabotage, infiltration and assassination. The goal of which was to leave an enemy leaderless and fractured, a helpless puppet before the legion's onslaught when it came. In counterpoint, the tactics of attrition and the forlorn hope, the bloody slog of trench warfare and static defence were things shunned by the Alpha legion unless entirely unavoidable, and even then only ever engaged in on the legion's own terms. When the time for all-out attack came however, it would be a lethal mistake to underestimate the Alpha legion's abilities in open warfare, abilities which had drawn grudging praise from both the likes of Horus and Sanguinius in action.

As with so much concerning the Alpha Legion, precise definition of their command structure cannot be determined with certainty, but certain patterns can be deduced as - if not constant- then repeated enough to have been deemed important. The first of these is specialisation. In any given deployment, a chain of command was obeyed unquestioningly, but this chain of command was a fluid one, both conditional and highly decentralised in its nature. While a force would be notionally under the control of an officer such as a captain, the authority held by specialists in particular, such as siege masters or vigilators, was deferred to as a matter of course and was regarded as absolute and not to be questioned in their area of expertise. Likewise, each unit within the Legion was expected to operate as a self-motivated and self-governing 'cell' without need of exterior command, and expected to display initiative and pursue its part in the wider battle plan under its own cognisance and in any way it judged to be expedient. Such was the emphasis on unity of action and initiative the Alpha Legion placed on its warriors, that the battlefield co-ordination and responsiveness to changing circumstances the Alpha Legion displayed was arguably superior to that of any other of the Legiones Astartes. The Alpha Legion's commanders seldom were observed to operate as champions or warlords in the conventional sense as might be expected of the Legiones Astartes, craving it seemed neither personal glory nor the experience of sublime clash of arms. Instead they were wont to observe a battle unfold impassively, watching the patterns of force and bloodshed it revealed, intervening only when needed by issuing orders that would tip the outcome in the Alpha Legion's favour, or by direct action, striking personally at the point of vulnerability where they would inflict the greatest damage.

Exact figures for the martial strength of the Alpha Legion at the outset of the wars of the Horus Heresy are impossible to obtain. Sources and estimates vary wildly, some making extravagant claims which may both overestimate or undervalue the Alpha Legion's manpower. Most contemporaneous accounts from around the time of the Dropsite Massacre put the Alpha Legion at between 120,000 and 130,000 Legionaries, placing it within the middle tier of



Alpha Legion heraldic symbol,
provenance unknown

Legion strengths. Some theorists have posited this figure as far lower, somewhere in the 90,000 range based upon the largest concentrations of Alpha legion forces ever seen in operation in a single theatre. With hindsight and diligent corroboration however, evidence of multiple simultaneous battle groups operating in far distant locales suggests a far higher figure than either of these estimates, well into the range of perhaps 180,000 legionaries which, if accurate, would make it one of the most formidable legions in sheer size alone, a factor un-guessed at by both sides of the war that was to follow.

As the war of the Horus Heresy raged on the Alpha legion appeared to grow stronger, despite several seemingly serious defeats. Much like the hydra of myth, where one head was cut from the Legion's body, two more appeared to grow in its place.


LEGION ABILITIES

I am Alpharius!*

If the **LEADER** of an **ALPHA LEGION** kill team is incapacitated select another operative, that is not injured, from your kill team, this operative is revealed to have been the leader all along! Remove the selected operative and replace it with your **LEADER**, who now has the same number of wounds remaining as the operative it has replaced.

Mutable Tactics

At the start of the game the **ALPHA LEGION** player may select one rule for each fire team from the list below;

- *Scout*: During Scouting the **ALPHA LEGION** player may pick two options instead of one and use both.
- *Infiltrate*: Set up one fire team at any point outside of your opponent's deployment zone. It must be placed so that each operative is wholly within  the other two and all are Obscured.
- *Counter Attack*: While defending during a combat action one Critical attack dice can be used to parry one your opponent dice and also inflicts normal damage.
- *Move through cover*: All terrain with the light trait is also considered to have the traversable trait
- *Adamantium Will*: **ALPHA LEGION** operatives cannot become injured

KILL TEAMS OF THE 20TH LEGION

When building a Kill Team from the Alpha Legions legion select your fire teams as normal with all operatives gaining the **ALPHA LEGION** keyword. You may not include any operatives incapable of taking this keyword. In addition the player must select either the **LOYALIST** or **TRAITOR** keyword to reflect their forces ultimate allegiance

Operatives in this kill team have access to legion specific options for Abilities, see previous page, together with Ploys noted opposite.

Legion Support Operative

An Alpha Legion Kill Team may include a Headhunter as their Legion Support operative. This operatives may be armed as follows;

Headhunter operative equipped with a Power Blade, Banestrike Bolts and one of the following options

- Boltgun, Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi Plasma, Combi-Volkite

HEADHUNTER

The most skilled infiltrators and assassins in the Alpha Legion the Headhunters have access to some of the most prized wargear their Legion can provide. This includes special ammunition conceived specifically to penetrate armour up to and including Legiones Astartes battle plate.



M **APL** **GA**

3 ○ **3** **1**

DF **SV** **W**

3 **3+** **12**

NAME	A	BS/WS	D	SR	!
⚡ Boltgun	4	2+	3/4	-	P1
⚡ Combi-Boltgun	4	2+	3/4	Ceaseless	-
⚡ Combi-Flamer	5	2+	2/2	Combi*, Rng 🔴, Torrent ○, Limited	-
⚡ Combi-Grav	4	2+	4/5	Combi* AP1, Grav*, Limited	-
⚡ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	2+	2/4	Combi*, Blast ○, Limited	-
- Krak	4	2+	4/5	Combi*, AP1, Limited	-
⚡ Combi-Melta	4	2+	6/3	Combi*, Rng 🔴, AP2, Limited	MW4
⚡ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	3/4	Combi*, AP1, Limited	-
- Supercharged	4	2+	3/4	Combi*, AP2, Hot, Limited	-
⚡ Combi-Volkite	5	2+	3/4	Combi*, Deflagrate*, Limited, Rng 🔴	-
✂ Power Blade	4	2+	3/4	-	MW1

ABILITIES

***Combi:** An operative equipped with this weapon is also equipped with a boltgun.

***Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack

***Deflagrate:** If one or more Critical is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and has the Splash1 special rule.

Infiltrate: This operative may be set up at any point outside of your opponent's deployment zone more than 🔴 from any enemy operatives.

Venom Spheres: After this operative has charged in a turning point it and any Enemy operatives within this operatives Engagement Range cannot be targeted by Overwatch attacks

UNIQUE ACTIONS

Precision Shot (2AP): Make a shooting action with this operative, in the Roll Attack Dice step of that shooting attack, you can retain one normal hit as a critical hit.

LEGIONES ASTARTES 🔴, IMPERIUM, ALPHA LEGION, ELITE, HEADHUNTER, WARRIOR



STRATEGIC PLOYS

DRAW THEM IN 1CP

Until the end of the turning point when an **ALPHA LEGION** operative from your kill team makes a fall back action Pick an enemy operative that has LOS to that operative and roll 2D6. If the result is higher than the enemy operative's current Wounds, the enemy operative must make a Dash move directly towards your operative.

HIDDEN COILS 2CP

After both players have set up their operatives the Alpha Legion player may remove 2 of their operatives and place them anywhere within their deployment area

OMEGON PROTOCOL 2CP


Until the end of the Turning point, depending on their Order, **ALPHA LEGION** operatives gain the following special rules

- Ranged weapons for operatives with a Conceal order gain the Silent special rule.
- Combat weapons for operatives with an Engage order gain the rending special rule.
- Roll a D6 when receiving a suppression token, on a 4 or more that token is discarded.

This ploy can only be used once per game.

TACTICAL PLOYS

MNEMOIC CONTITIONING 1CP

Use this Tactical Ploy when an enemy operative is activated. Pick an enemy operative within  of an **ALPHA LEGION** operative and roll 2D6. If the result is higher than the enemy operative's current Wounds, you can immediately make an overwatch action with one of that operative's ranged weapons as if it were an operative from your kill team.

SCALES OF THE HYRDA 1CP

Use this Tactical Ploy when a friendly **ALPHA LEGION** operative is targeted with a shooting attack. This operative counts as being in cover, regardless of their placement. Additionally one critical hit is converted into a normal hit.





THE BLACKSHIELDS

The term 'Blackshield' came to be used during the period of the Horus Heresy known as the Age of Darkness to cover a wide range of Space Marine outcasts, marauders and those Legiones Astartes of uncertain allegiances or origin. Mystery and suspicion attached themselves to such warriors regardless of their true loyalties or intentions, and while some did deliberately scour their old heraldry from their armour or replace it with some false device or heraldry of their own, their name of Blackshield was often a literal description for armour over-masked or simply scorched black.

Though never existing in numbers so great as the Legions from which they had no doubt sprang - far from it- each faction and band, from the dozen survivors of a deadly betrayal by their own kind who cast aside the past, to the cohort of rapidly indoctrinated initiates thrust into battle for a cause they barely understood in power armour empty of livery, had their own place in the tapestry of galaxy-wide destruction that was the Horus Heresy.

The motivations and goals of those forces dubbed Blackshields by the warlords of the era and the historians of later times were as individual as their bands. Many ultimately can be categorised as believing (rightly or wrongly) that their Legion or Primarch was no more, or on the opposite side of the coin renounced their Legion and their sire, refusing to follow his example in

siding with one faction or the other in Mankind's galactic civil war. In such ways did so-called 'traitors' draw Traitor blood and - albeit more rarely- did scions of Legions that remained steadfastly loyal turn upon their Emperor and their brothers. The more shadowy and less understood of the Blackshield factions remained cloaked under a shroud of misdirection and secrecy. These were Legionaries created using dangerously accelerated or forbidden chimeric gene-seed implantation and brutally expedited psycho-indoctrination protocols to quickly replace catastrophic losses as the certainties of the early years of the war gave way to the grim realisation that neither side might have enough Space Marines or materiel to overwhelm the other, such was the accelerating rate of slaughter.

Of those Blackshields who were truly rogue, many still fought their war with a bitter fervour that matched any zealot in either the Warmaster's or the Emperor's cause. While others, perhaps starting on their path through a simple drive to survive became reavers and renegades intent upon forging their own destinies among the stars. Of these some began to corrode in mind and spirit as time and the tide of war ground on, degenerating into little more than madmen and wanton killers, while others eventually regained a place, although often a distrusted one, in the order of battle of one great faction or the other before the end. Of those who did not, most would find the Scouring that was to follow their bloody ending, or be driven into the darkness beyond known space.

WARBANDS

It was said of the numerous bands of Blackshields that fought throughout the Age of Darkness that no two were exactly alike and that each came into being in unique circumstances. Despite this, most Blackshield bands can be broadly categorised in their origins and as such, the owning player may choose one of the following Warband sub-factions as the origin for their kill team. Each sub-faction comes with a series of abilities which, unless otherwise noted apply to all Blackshield operatives within your kill team.

DEATH SEEKERS

These Blackshields are motivated by an all-consuming drive to offer up their own lives upon the altars of war. Psychologically unstable, either as a result of what they have witnessed or endured or through brutally enforced and accelerated psycho-indoctrination, death has become the centre of their being, either as a blessed release, sought-for atonement or programmed obsession, but they will not meet death vainly and without taking as many of the foe with them as they can. Through sheer force of will or other more malign influence, such as prohibited gene-seed experimentation, they are able to shrug off otherwise debilitating injury as they abandon themselves to the anarchy of battle.

WARBAND ABILITIES

All operatives in a Death Seeker warband gain the **DEATH SEEKER** keyword

INURED TO PAIN

Each time a Death Seeker operative would lose a wound, roll a D6; on a 5+, that wound is not lost. Death Seeker operatives cannot be Injured.

LURE OF BATTLE

Death Seeker operatives may not be given Conceal orders if a Visible enemy operative is within range of a Charge action. Additionally Death Seeker operatives may not make a fall back action unless doing so would bring the within ▲ of a terrain feature.

ORPHANS OF WAR

Having seen betrayal, atrocity and unthinkable carnage at the behest of distant and uncaring masters, these warriors are hardened veterans who have survived against all odds and now trust only in the man next to them in the line of battle. For brothers they will fight and die and strive to see another dawn, but for great cause or Primarch, and the lies and whispers of lords and potentates alike, they have nothing but scorn.

WARBAND ABILITIES

All operatives in a Orphans of War warband gain the **ORPHANS OF WAR** keyword

SCORNFUL VETERANS

All operatives in an orphans of War kill team ignore all negative modifiers to the APL from enemy abilities, ploys or injury.

NO GODS, NO MASTERS

Orphans of War kill teams may not include the Chaplain operative or any operative with the **LOYALIST** or **TRAITOR** keyword. In addition all Orphans of War operative may re-roll attack dice of 1 when targeting an enemy Leader or Sub-Consul operative.


OUTLANDERS

These Space Marines have seen the depths to which both sides in Mankind's civil war will sink to in order to destroy the other, and they have washed their hands of either side and are now pursuing their own goals, having turned towards the path of the marauder and void corsair to determine their fate. For some who have previously served in the nomad predation fleets and the flotillas of the Rogue Traders at the forefront of the Great Crusade's darkest frontiers, this may be merely a reversion to a path well-travelled in the past, although with themselves as master, while others will have been forced into exile by the wrath of enemy and one-time ally alike.

WARBAND ABILITIES

All operatives in an Outlander warband gain the **OUTLANDER** keyword

VOID REAVERS

During Deployment place one Outlander fire team at any point outside of your opponent's deployment zone. It must be placed so that each operative is wholly within  of the other two and one edge of the killzone.

UNSANCTIONED WEAPONRY

Any operative in this kill team who can be equipped with a Combi-Bolter may instead be equipped with a Xenos Deathlock with the following profile;

Name	A	WS	D
Xenos Deathlock	5	3+	4/6
Special Rules	!		
Heavy, AP1, Hot	-		

SHADOWS OF OBLIVION

Once an Outlander Operative becomes injured roll a D6 at the start of each subsequent Turning Point, on a 3+ it takes 2 mortal wounds. This applies even if the operative later becomes not injured.

CHYMERIAE

As the Age of Darkness progressed so there came into being Legiones Astartes who simply should not have existed. Some were the by-blows of failed rapid implantation and psycho-indoctrination programs, others the product of prohibited experimentation on gene-seed stock or the influence of malign forces from beyond. Most often the cause for such 'Chymeriae' creation was to create a breakthrough that would see their faction, Loyalist or Traitor, gain a decisive edge in the war; a goal which for some any taboo or stricture was worth breaking. All, be they Primarch or master apothecary, who attempted this soon learned the folly of their error. Such warriors were at best invariably unstable or unpredictable when compared to those Legiones Astartes brought into being by conventional means, while others succumbed to irreparable madness or cancerous mutation as terrifying to behold as it was ultimately fatal.

WARBAND ABILITIES

All operatives in a Chymeriae warband gain the **CHYMERIAE** keyword

CHYMERIAE ATTRIBUTES

Select one of the following Chymeric abilities for all of the operatives in a Chymeriae Kill Team.

- Hyper Aggression: Roll an additional attack dice in Fight actions
- Physiological Efficiency: Increase the operative's Move characteristic by +1▲
- Sub-Dermal Plating: Increase the operative's Defence characteristic by 1
- Neuro-Prophetic Reflexes: Increase the operative's Weapon Skill characteristic by 1 (e.g. WS 3+ becomes WS 2+)

SHUNNED AND DISTRUSTED

Chymeriae kill teams may only take a Legion Veteran Astartes, Legion Medicae, or Legion Chaplain as their Support Operatives.

BLACKSHIELD MARAUDERS

In Kill Team Age of Darkness Blackshield players have a fifth option for their Kill team leader together with an associated fire team, the Marauders. If selected the Marauder Chief becomes your leader and is counted as a Legion Sergeant for all purposes including the inclusion of at least one Blackshield Marauder fire team.

A Marauder fire team can count as either a Tactical or Assault fire team when establishing the choice of Archetypes your kill team can have.

Marauder Chief

- **Marauder Chief** operative equipped with one option from each of the following:
 - Boltgun, Bolt Pistol, Combi-Boltgun, Combi-Flamer, Combi-Grav, Combi-Grenade Launcher, Combi-Melta, Combi Plasma, Combi-Volkite, Plasma Pistol
 - Chainsword, Heavy Chainsword, Power fist, Power Sword, Power Axe, Power Maul, Lightning Claw

Marauder Fire team

A Marauder fire team is comprised of 3 Marauder operatives selected from the following list

- **Marauder Warrior** each separately equipped with One option from each of the following:
 - Astartes Shotgun, Autogun/Lascarbine, Bolt Pistol, Boltgun, Pariah Boltgun, Lascutter, Laslock.
 - Combat Knife, Chainsword
- **Marauder Warrior Comms** equipped with one option from each of the following:
 - Astartes shotgun, Autogun/Lascarbine, Bolt Pistol, Boltgun, Pariah Boltgun, Lascutter, Laslock.
 - Combat Knife, Chainsword
- **Marauder Champion** equipped with one option from each of the following:
 - Bolt Pistol, Chainsword, Heavy Chainsword, Power Axe, Power Maul, Power Sword
 - Bolt Pistol, Chainsword, Hand Flamer, Plasma Pistol
- **Marauder Gunner** equipped with one option from each of the following:
 - Flamer, Grenade launcher, Meltagun, Pariah flamer, Plasma gun, Sniper rifle
 - Combat Knife, Chainsword
- **Marauder Heavy Gunner** equipped with one option from each of the following:
 - Autocannon, Heavy Bolter, Missile Launcher, Rotor cannon, Xenos Deathlock.
 - Combat Knife, Chainsword

Other than Marauder Warrior operatives your kill team can only include one of each other option. However, if you Choose to field two Marauder fire teams you may include up to two Marauder Champions or Marauder Gunners in your kill team.

MARAUDER CHIEF

Blackshield Chiefs range in character from taciturn veterans intent upon delivering justice upon those who had wronged them, to murderous pirates who cared only to reave across the stars, carving out their own domains. They are both a terror and inspiration for their troops



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⚡ Boltgun	4	2+	3/4	-	-
⚡ Bolt Pistol	4	2+	3/4	Range ◆	-
⚡ Combi-Boltgun	4	2+	3/4	Ceaseless	-
⚡ Combi-Flamer	5	2+	2/2	Combi*, Rng ◆, Torrent ○, Limited	-
⚡ Combi-Grav	4	2+	4/5	Combi* AP1, Grav*, Limited	-
⚡ Combi-Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	2+	2/4	Combi*, Blast ○, Limited	-
- Krak	4	2+	4/5	Combi*, AP1, Limited	-
⚡ Combi-Melta	4	2+	6/3	Combi*, Rng ◆, AP2, Limited	MW4
⚡ Combi-Plasma	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Combi*, AP1, Limited	-
- Supercharged	4	2+	5/6	Combi*, AP2, Hot, Limited	-
⚡ Combi-Volkite	5	2+	3/4	Combi*, Deflagrate*, Limited, Rng ◆	-
⚡ Plasma Pistol	<i>Each time this weapon is selected to make a shooting attack with select one of the profiles below to use</i>				
- Sustained	4	2+	5/6	Range ◆, AP1	-
- Supercharged	4	2+	5/6	Range ◆, AP2, Hot	-
✂ Chainsword	5	2+	4/5	-	-
✂ Lightning Claw	5	2+	4/5	Rending	-
✂ Power Fist	5	3+	5/7	Brutal	-
✂ Power Axe	5	2+	4/5	Balanced	-
✂ Power Maul	5	2+	4/5	Slam ▲/○	Stun
✂ Power Sword	5	2+	4/6	Lethal 5+	-
✂ Thunder Hammer	4	3+	5/6	Slam ▲/■	Stun

ABILITIES

- *Combi:** An operative equipped with this weapon is also equipped with a boltgun.
- *Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.
- *Deflagrate:** If one or more Critical is rolled during the Roll Attack Dice step of a shooting attack that critical hit is resolved at AP1 and has the Splash1 special rule

UNIQUE ACTIONS

Iconoclastic Fervour (3AP): This operative and any unactivated friendly BLACKSHIELD operatives within ■ are immediately activated and make a Shoot action followed by a Charge action. Operatives being activated by this action may have any order but after they have concluded their charge action these operatives are given an Engage order. All operatives involved are considered to have been activated for this Turning Point.

LEGIONES ASTARTES 🗡, BLACKSHIELD, <WARBAND>, MARAUDER, CHIEF, SERGEANT, LEADER



MARAUDER WARRIOR

The rejected and dispossessed made up the core of Marauder warbands, though even the basic warrior was no less able than their Legion-blinkered counterparts. Despite their lack of materiel support they excelled in guerrilla warfare taking the fight to however stood before them.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⦿ Astartes Shotgun	4	2+	4/4	Range ◆	-
⦿ Autogun/Lascarbine	5	3+	2/3	-	-
⦿ Boltgun	4	3+	3/4	-	-
⦿ Bolt Pistol	4	3+	3/4	Range ◆	-
⦿ Lascutter	4	4+	4/6	Range ◆, AP1	-
⦿ Laslock	4	3+	3/4	-	-
⦿ Pariah Boltgun	4	3+	3/4	-	-
✕ Combat Knife	4	3+	3/4	-	-
✕ Chainsword	4	3+	4/5	-	-

ABILITIES

-

UNIQUE ACTIONS

-

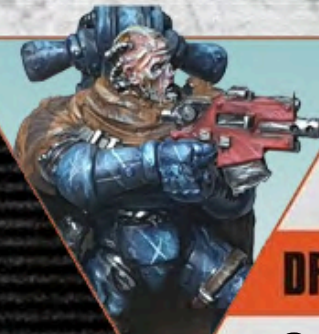
LEGIONES ASTARTES ☠, BLACKSHIELD, <WARBAND>, MARAUDER, WARRIOR



Blackshield Fighter of the Third Covenant. This warband is thought to be comprised of Traitor Legionnaires due to the heraldry beneath the chipped black paint

MARAUDER WARRIOR COMMS

Equipped according to the proclivities of their leaders the Marauder Comms Operative grew to be an increasing rarity in the field as the Heresy progressed. The benefits of the of the vox-caster in the coordination of their brothers assaults often meant the difference between victory and total destruction.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	12

NAME	A	BS/WS	D	SR	!
⊕ Astartes Shotgun	4	2+	4/4	Range ◆	-
⊕ Autogun/Lascarbine	5	3+	2/3	-	-
⊕ Boltgun	4	3+	3/4	-	-
⊕ Bolt Pistol	4	3+	3/4	Range ◆	-
⊕ Lascutter	4	4+	4/6	Range ◆, AP1	-
⊕ Laslock	4	3+	3/4	-	-
⊕ Pariah Boltgun	4	3+	3/4	-	-
✕ Combat Knife	4	3+	3/4	-	-
✕ Chainsword	4	3+	4/5	-	-

ABILITIES

-

UNIQUE ACTIONS

Nuncio-Vox (1AP) Select one friendly **LEGIONES ASTARTES** operative within ◆ of and Visible to this operative. Add 1 to its APL. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

LEGIONES ASTARTES 🗡️, **BLACKSHIELD**, <WARBAND>, **MARAUDER**, **COMMS**, **WARRIOR**



MARAUDER CHAMPION

Blackshield Champions are perhaps the most fearsome evolution within a Marauder warband. Wielding an idiosyncratic array of firearms and melee weapons pried from the cold, dead hands of their foes or plundered from the tombs of long dead Xenos races.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⊗ Bolt Pistol	4	3+	3/4	Range ◆	-
⊗ Hand Flamer	4	3+	2/2	Range ◆, Torrent ○	-
⊗ Plasma Pistol	<i>Each time this weapon is selected to make a shooting attack with select one of the profiles below to use</i>				
- Standard	4	3+	5/6	Range ◆, AP1	-
- Supercharge	4	3+	5/6	Range ◆, AP2, Hot	-
✗ Chainsword	4	3+	4/5	-	-
✗ Heavy Chainsword	4	3+	4/5	Rending	-
✗ Power Axe	4	3+	4/5	Balanced	-
✗ Power Sword	4	3+	4/6	Lethal 5+	-
✗ Power Maul	4	3+	4/5	Slam ▲/○	Stun

ABILITIES

Redoubtable: Once per Turning Point, when this operative fights in combat, in the resolve successful hits step of that combat, you can ignore the damage inflicted on it from one normal hit.

Paired Bolt Pistols: If this operative is armed with 2 bolt pistols add the Ceaseless special rule to the Bolt Pistol profile.

Paired Chainswords: If this operative is armed with 2 chainswords add the Relentless special rules to the Chainsword Profile.

UNIQUE ACTIONS

-

LEGIONES ASTARTES 🗡️, BLACKSHIELD, <WARBAND>, MARAUDER, CHAMPION, FIGHTER



AN ELUSIVE TRUTH

It is a truth that sits ill with many who are party to such knowledge that not all Blackshields were the sons of Traitor Primarchs. The warrior lodges had spread their pernicious philosophies far and wide in the years prior to Isstvan, and few indeed were the Legions entirely unaffected by their hidden workings. Indeed, it is notable that in some bands of Blackshields, adherence to the tenets of the various warrior lodges remained strong and some were even accompanied by small covens of Davinite lodge priests. How many Blackshield bands were in fact renegade elements of otherwise loyal Legions, or how many individual Blackshield warriors in the ranks of a Marauder squad were secretly turncoat sons of loyal Primarchs

Blackshield Marauder of the Gerasene Host clad in A mix of MkV 'Heresy' armour. The tribal Markings of this Chymreiae warband armour are of unknown provenance

MARAUDER HEAVY GUNNER

When true destruction is called for the Blackshields Warbands deploy their Marauder Heavy Gunner operatives. The warriors seek only to rain destruction upon those before them, regardless of their allegiance, often with stolen or bastardised Imperial weaponry, occasionally with something darker.



M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	11


NAME	A	BS/WS	D	SR	!
☉ Autocannon	3	3+	5/7	Heavy, AP2	-
☉ Heavy Bolter	5	3+	4/5	Heavy, Fusillade	-
☉ Missile Launcher					
- Frag	4	3+	3/5	Heavy, Blast ○	-
- Krak	4	3+	5/7	Heavy, AP1	-
☉ Rotor Cannon	6	3+	2/2	Heavy, Fusillade, Suppress*	-
☉ Xenos Deathlock	5	3+	4/6	Heavy, AP1, Hot	P2
✕ Combat Knife	4	3+	3/4	-	-
✕ Chainsword	4	3+	4/5	Rending	-

ABILITIES

***Suppress:** When an operative makes an attack with this weapon any operatives taking damage also receive a single suppression token.

UNIQUE ACTIONS

-

LEGIONES ASTARTES , BLACKSHIELD, <WARBAND>, MARAUDER, HEAVY, GUNNER, WARRIOR





MARAUDER GUNNER

Given the array of foes faced by Blackshield Warbands it is vital that they are equipped to deal with any eventuality be it the destruction of a hardened position or elimination of enemy hordes, or prisoners. Bereft of compassion, the Marauder Gunner operative is ready for any challenge.

M	APL	GA
3 ○	3	1
DF	SV	W
3	3+	11

NAME	A	BS/WS	D	SR	!
⦿ Flamer	5	2+	2/2	Range ◆, Torrent ○	-
⦿ Grenade Launcher	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Frag	4	3+	2/4	Blast ○, Indirect	-
- Krak	4	3+	4/5	AP1, Indirect	-
⦿ Meltagun	4	3+	6/3	Range ◆, AP2	MW4
⦿ Pariah Flamer	5	2+	2/2	Range ◆, Torrent ○	-
⦿ Plasma Gun	<i>When making a shooting attack with this weapon select one of the profiles below to use</i>				
- Sustained	4	3+	3/4	AP1	-
- Supercharged	4	3+	3/4	AP2, Hot	-
⦿ Sniper Rifle	4	2+	3/3	Heavy, Silent	MW1
✕ Chainsword	4	3+	3/4	-	-
✕ Combat Knife	4	3+	4/5	-	-

ABILITIES

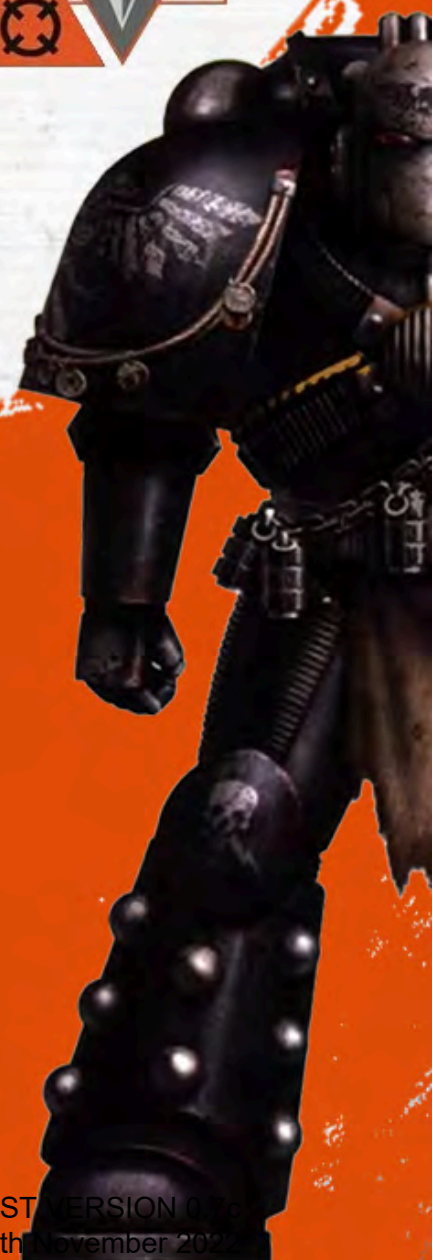
***Combi:** An operative equipped with this weapon is also equipped with a boltgun.

***Grav:** Each time this operative makes a shooting attack with this weapon, if the target has an unmodified Save Characteristic of 3+ or better, this weapon has a Lethal 4+ special rule for that attack.

UNIQUE ACTIONS

-

LEGIONES ASTARTES 🗡️, BLACKSHIELD, <WARBAND>, MARAUDER, GUNNER



STRATEGIC PLOYS

MEMORIES OF THE VOID 1CP

Until the end of the Turning point Blackshield operatives cannot be given suppression tokens this turning point nor can their APL be reduced below 2.

PARIAHS 1CP

Until the end turning point Blackshield operatives equipped with a Pariah Boltgun or Pariah Flamer may make a Shoot action while within Engagement Range of enemy operatives and may also ignore the BS penalty for Overwatch actions.

NEO-ICONOCLASTS 2CP



Use this ploy during the strategy phase. Blackshield operatives gains +1 to attack rolls against unique enemy operatives, i.e. only one of that operative is in the killzone, when making Shoot or Fight actions.

TACTICAL PLOYS

ALCHYMERIC STRENGTH 1CP

Use this ploy when a Blackshield operative is engaged in a fight action, its combat weapon(s) gains the MW2 critical rule. If this operative survives the fight action roll a D6, on a 4+ it takes 2 mortal wounds.

BROTHERHOOD 1CP

Use this ploy when an operative from your kill team becomes injured. One friendly operative within  may immediately make a free move of up to  in the direction of that injured operative. This may bring that operative within engagement range of enemy operatives.

A SON'S RAGE 2CP

Use this ploy when an Injured Blackshield operative is engaged in a fight action. Add 3 to the attack characteristics for one combat weapon during that fight action. If this operative survives the fight action roll a D6, on a 4+ it is incapacitated.

KILL TEAM AGE OF DARKNESS

OSSIFIED MODS

UNOFFICIAL FANMADE SUPPLEMENT
By OSSIFIED MODS

