

# EXEMPLARY BATTLES OF The Age of Darkness

## **'CORE' AND 'EXPANDED' ARMY LIST PROFILES**

This PDF supplements the army lists found in the *Warhammer: The Horus Heresy – Liber Loyalists* and *Warhammer: The Horus Heresy – Liber Hereticus* books, allowing players to include expanded units that were previously published as part of the *Warhammer: The Horus Heresy – Exemplary Battles in the Age of Darkness* series in their battles. These units do not currently have official models to represent them and are instead intended as an opportunity for players to build and convert models using parts from the range of Games Workshop and Forge World miniatures. Further publications may include updated rules or new profiles for the units included in this Expanded list. In these instances the most recently published version of any profile should be used.

## IMPERIAL FISTS HQ

Formed from the most capable and resilient warriors that ascend through the ranks of the Phalanx Warders, Huscarl squads are charged with shielding vital components of the VII<sup>th</sup> Legion battle force. They act as an immovable bulwark in defensive actions and provide the Legion's highest command with an irresistible battering ram with which to open up paths of attack.

Equally adept at operating on the open battlefield as they are in the confines of shipboard combat, Huscarls are availed with the finest examples of the war panoply aboard the Phalanx. Such is the singular nature of their martial duty, they bear little in the way of ceremonial or symbolic paraphernalia; no battle standards are borne aloft and few accounts of their actions are recorded, for there is no greater honour than to serve as one of Dorn's praetorians.

## O-I IMPERIAL FISTS HUSCARL SQUAD ..... 275 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Huscarl	6	5	4	4	4	2	4	2	8	2+
Huscarl-master	6	5	4	4	4	2	4	2	9	2+

### Unit Composition

- 4 Huscarls
- 1 Huscarl-master

### Wargear

- Power weapon
- Vigil storm shield
- Legion Cataphractii Terminator armour

### Options

- The Huscarl Squad may take:
  - Up to 5 additional Huscarls ..... +50 points each
- Any Huscarl or the Huscarl-master may exchange their power weapon for:
  - Solarite power gauntlet ..... +10 points each
- The Huscarl-master may take:
  - Grenade harness ..... +10 points

### Unit Type

- Huscarl: Infantry (Heavy)
- Huscarl-master: Infantry (Heavy, Character)

### Special Rules

- Legiones Astartes (Imperial Fists)
- Stubborn
- Relentless
- Bulky (2)
- Iron Bulwark
- Huscarl Retinue
- Deep Strike

### Iron Bulwark

The ascension of a Legionary to the rank of Huscarl requires them to master the skills and battle doctrines of the specialist units within the Legion. Most are selected from within the veteran ranks of the Phalanx Warders after showing exemplary aptitude and prowess in service of the Legion.

If a unit includes at least three models with the Iron Bulwark special rule and is not locked in combat, all friendly models in that unit (including those without the Iron Bulwark special rule) gain the Battle-hardened (1) special rule for the duration of any Assault phase in which the unit is successfully Charged by one or more enemy units.

### Huscarl Retinue

An Imperial Fists Huscarl Squad may be selected as a Retinue Squad in a Detachment that includes at least one model with both the Master of the Legion and Legiones Astartes (Imperial Fists) special rules, instead of as an HQ choice. A unit selected as a 'Retinue Squad' must have one model with both the Master of the Legion and Legiones Astartes (Imperial Fists) special rules from the same Detachment selected by the controlling player as the Imperial Fists Huscarl Squad's Leader for the purposes of this special rule. An Imperial Fists Huscarl Squad selected as a Retinue Squad does not use up a Force Organisation slot and is considered part of the same unit as the model selected as its Leader. An Imperial Fists Huscarl Squad selected as a Retinue Squad must be deployed with the model selected as its Leader deployed as part of the unit and the Leader may not voluntarily leave the Retinue Squad during play.

## NIGHT LORDS ELITES

*The Terminator armour-clad elite of the Night Lords 1<sup>st</sup> Company, the Atramentar were armed with the finest weapons the Legion possessed and wielded them with murderous talent. Along with this fearsome armament and formidable killing prowess, the Atramentar were also just as fractious and rebellious as the rest of their Legion. The task of commanding such a force was only achieved by the strongest willed of leaders, those willing and capable of demonstrating what they asked of their charges on the countless battlefields of the Great Crusade. It was in these circumstances that the Atramentar excelled as shock troops, with all their irascibility and spite correctly channelled, ready to be unleashed in a crescendo of savagery against any that dared to stand before them.*

## NIGHT LORDS ATRAMENTAR SQUAD ..... 220 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Atramentar	7	4	4	4	4	2	4	2	7	2+
Atramentar Trucidor	7	4	4	4	4	2	4	3	8	2+

### Unit Composition

- 4 Atramentar
- 1 Atramentar Trucidor

### Wargear

- Combi-bolter
- Power weapon
- Legion Tartaros Terminator armour

### Unit Type

- Atramentar: Infantry
- Atramentar Trucidor: Infantry (Character)

### Special Rules

- Legiones Astartes (Night Lords)
- Relentless
- Inexorable
- Deep Strike
- Cloaked in Murder
- Sworn Loyalty
- Bulky (2)
- Fear (1)

### Options

- The Atramentar Squad may take:
  - Up to 15 additional Atramentar .....+35 points each
- For every five models in the squad, one Atramentar may exchange their combi-bolter for one of the following special weapons:
  - Heavy flamer .....+10 points
  - Reaper autocannon ..... +15 points
  - Plasma blaster ..... +15 points
- Any Atramentar and/or the Trucidor may exchange their combi-bolter for one of the following:
  - Minor combi-weapon.....+5 points each
  - Magna combi-weapon.....+10 points each
  - Volkite charger.....+2 points each
- Any Atramentar and/or the Trucidor may exchange their power weapon for one of the following:
  - Nostraman chainblade.....Free
  - Power fist .....+5 points each
  - Lightning claw .....+5 points each
  - Chainfist .....+10 points each
  - Thunder hammer.....+10 points each
- Any Atramentar and/or the Trucidor may exchange both their power weapon and combi-bolter for:
  - Two lightning claws..... +15 points
- The Trucidor may take any of the following:
  - Grenade harness.....+10 points
  - Headsman's axe .....+10 points

### Cloaked in Murder

*For the warriors of the Atramentar, no deed is beneath them and any pretence of honourable combat has long since been abandoned. Seeking only to end their enemy in the most painful and undignified manner they use deception and trickery to make spiteful and underhanded attacks, never facing their opponent in an honest engagement, even stooping to pushing their own brethren before a killing blow in order to make a counter themselves.*

When a unit composed entirely of models with this special rule declares a Charge targeting a unit that is already engaged in combat, the Charge roll gains an additional +1 modifier, and if the Charge is successful then all models in the Charging unit gain +1 To Hit for the duration of the turn in which that Charge is made.

### Sworn Loyalty

If Sevatar is the army's Warlord, Night Lords Atramentar Squads may be selected as non-Compulsory Troops choices and count as Legion Terminator Squads for the purposes of the Master of the Atramentar Warlord Trait.

## IRON WARRIORS ELITES

Once proudly honoured as peerless among their brethren and granted the role of retinue to their gene-sire, those of the Tyranthikos, or Dominators, were relieved of their most prized duty following the events of the Battle of Phall. Perturabo's unveiling of his 'Iron Circle' automata displaced the former bodyguard of the Primarch and sent the veteran warriors back into the front lines of the Warmaster's campaign towards Terra. With their battle-honed experience replaced by the calculated logic engines of the Iron Circle and their honour besmirched, the Dominators became increasingly resentful of their Legion command and within them grew an unrestrained hatred towards the automata that had replaced them.

## O-I IRON WARRIORS DOMINATOR COHORT.....225 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Dominator	6	5	4	4	4	2	4	2	9	2+

### Unit Composition

- 5 Dominators

### Wargear

- Combi-bolter
- Thunder hammer
- Legion Cataphractii Terminator armour

### Unit Type

- Dominator: Infantry (Heavy)

### Special Rules

- Legiones Astartes (Iron Warriors)
- Relentless
- Stubborn
- Hatred (Automata)
- Those Once Honoured
- Bulky (2)
- Chosen Warriors

### Dedicated Transport

- A Dominator Cohort may take a Legion Land Raider Proteus Carrier as a Dedicated Transport as long as it numbers no more than 5 models. As a Dedicated Transport, this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

### Options

- The Dominator Cohort may take:
  - Up to 5 additional Dominators ..... +40 points each
- For every five models in the unit, one model may exchange their combi-bolter for one of the following:
  - Heavy flamer .....+10 points each
  - Reaper autocannon.....+15 points each
  - Multi-melta .....+25 points each
- Any model in the unit may exchange their thunder hammer for:
  - Chainfist .....Free
- Any model in the unit may exchange their combi-bolter for:
  - Magna combi-weapon.....+10 points each
  - Minor combi-weapon.....+5 points each

### Those Once Honoured

*The Dominator Cohorts exist in purgatory, stripped of the honours once bestowed upon them by their Primarch and forced to serve in the forefront of the most gruelling assaults. Once they had been the bodyguard of Perturabo himself, and high in the esteem of Primarch and Legion, but their failure at the Battle of Phall would see them reduced to the miserable state in which they existed during the Horus Heresy. The Iron Circle automata that had replaced them as Perturabo's bodyguard were an ever-present reminder of their failures during the opening salvos of the Horus Heresy and became the focus of a malignant disdain.*

An Iron Warriors Dominator Cohort may be selected as a Retinue Squad in a Detachment that includes Perturabo, instead of as an Elites choice. A unit selected as a 'Retinue Squad' must have Perturabo as the Iron Warriors Dominator Cohort's Leader for the purposes of this special rule. An Iron Warriors Dominator Cohort selected as a Retinue Squad does not use up a Force Organisation slot and is considered part of the same unit as Perturabo. An Iron Warriors Dominator Cohort selected as a Retinue Squad must be deployed with Perturabo as part of the unit and Perturabo may not voluntarily leave the Retinue Squad during play. All models in an Iron Warriors Dominator Cohort selected in this manner lose the Hatred (Automata) and instead gain the Feel No Pain (6+) special rule. In addition, if an army includes an Iron Warriors Dominator Cohort selected as a Retinue Squad for Perturabo, then the army may not include any 'Iron Circle' Domitar-ferrum class Battle-automata Maniples.

## WORLD EATERS ELITES

*Amongst the XII<sup>th</sup> Legion, those who proudly bore the mark of the Blood Hand – or as it was known by some, the ‘Butcher’s Mark’ – upon their armour would be drawn together, not through brotherhood or camaraderie, but through rivalry and enmity. The symbol, held in higher regard than almost any other honour or accolade borne by the World Eaters, marked these individuals out as having demonstrated exemplary ferocity or violence in the name of the Legion, be it through the sheer number of enemies butchered in battle or through taking the head of a foe of superior rank in single combat.*

*Amongst the Destroyer companies of Angron’s Legion, those warriors who bore this mark formed cohorts known amongst their brethren as Red Hand squads. As the Horus Heresy unfolded, these squads would consistently take their place in the vanguard, roaring inhuman cries of bloodlust as they sought to prove themselves ever-worthy of bearing this gory embellishment.*

## WORLD EATERS RED HAND DESTROYER ASSAULT SQUAD ..... 115 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Ravager	7	4	4	4	4	1	4	2	7	3+
Blood Bonded	7	4	4	4	4	1	4	3	8	3+

### Unit Composition

- 4 Ravagers
- 1 Blood Bonded

### Wargear

- Two bolt pistols
- Chainsword
- Frag grenades
- Krak grenades
- Rad grenades
- Power armour

### Options

- A Red Hand Destroyer Assault Squad may take:
  - Up to 10 additional Ravagers..... +15 points each
- The entire squad may have Legion Warhawk jump packs..... +5 points per model
- Any Ravager may exchange their chainsword for:
  - Meteor hammer..... +15 points per model
  - Excoriator chainaxe ..... +15 points per model
  - Twin falax blades..... +15 points per model
  - Barb-hook lash..... +15 points per model
- For every five models in the squad, one Ravager may exchange one of their bolt pistols for:
  - Missile launcher with suspensor web and rad missiles (and no other type)..... +20 points each
  - Thunder hammer..... +20 points each
- The Blood Bonded may exchange their chainsword for one of the following:
  - Power weapon..... +10 points
  - Power fist ..... +15 points
  - Lightning claw ..... +15 points
  - Thunder hammer ..... +20 points
- The Blood Bonded may upgrade their power armour to:
  - Artificer armour..... +10 points
- The Blood Bonded may take up to:
  - Three phosphex bombs..... +10 points each
  - The Blood Bonded may take:
    - Melta bombs..... +5 points

### Unit Type

- Ravager: Infantry
- Blood Bonded: Infantry (Character)

### Special Rules

- Legiones Astartes (World Eaters)
- Stubborn
- Counter-attack (1)
- Bearers of the Blood Hand
- Ravaging Assault

**Bearers of the Blood Hand**

*Those that bore the mark of the Blood Hand cared not for the remembrance of past glories or trivial commendations. Instead, each warrior strove to embody the principles of fury and bloodlust that earned them the honour up until the moment they would finally be slain on the field of battle, surrounded by the torn and ruptured bodies of their enemies.*

A unit that contains at least one model with this special rule must declare a Charge if able when they begin the Assault phase within 12" of an enemy unit. If there is more than one eligible target, the controlling player chooses the target of any Charges made. Note that this does not allow models with this special rule to Charge a different unit to one that they made a Shooting Attack against in the previous Shooting phase.

**Ravaging Assault**

*Few could stand before the sheer violence unleashed by the brutal killers of the XI<sup>th</sup> Legion and fewer still, those of them marked by the Blood Hand. Attacking with an insatiable fury, their hacking blades slick with blood and gun barrels glowing white-hot, they roved the fields of battle seeking ever more lives to bring to an end.*

On a turn in which they have charged, a unit containing models with this special rule gains a bonus of +1 to the amount of Wounds inflicted when determining who has won a combat. Additionally, they gain a bonus of +1 to the result of any Sweeping Advance roll they make in a combat that they are on the winning side of. These bonuses do not stack with any other rules that increase the amount of Wounds inflicted when calculating who has won a combat and the result of a Sweeping Advance roll.

## DARK ANGELS ELITES

*Of the Orders of the First Legion's Inner Circle, that of the Broken Claws had the fewest adherents, but not through insignificance. They alone were responsible for compiling the account of the battles waged against the dread Rangdan and, in the wake of the xenos strain's destruction, these knights were charged with guarding the spoils of those victories.*

*As the events of the Horus Heresy transpired, the duties of the Order of the Broken Claws were extended, with small groups guarding stasis vaults containing relics and weapons acquired from the vanquished foes of the First Legion. Each knight would vow to prevent these artefacts from falling into the hands of those who opposed the Imperium, and only in the guardian's death would this sworn bond be broken.*

## DARK ANGELS INNER CIRCLE KNIGHTS CENOBIUM - ORDER OF THE BROKEN CLAWS .....275 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Order Cenobite	6	5	4	4	4	2	4	2	9	2+
Order Preceptor	6	6	4	4	4	2	4	3	9	2+

### Unit Composition

- 4 Order Cenobites
- 1 Order Preceptor

### Wargear

- Terranic greatsword
- Plasma caster
- Legion Cataphractii Terminator armour

### Unit Type

- Infantry (Character, Heavy)

### Special Rules

- Legiones Astartes (Dark Angels)
- Relentless
- Bulky (2)
- Stubborn
- Adamantium Will (3+)
- Order of the Broken Claws

### Dedicated Transport

- An Inner Circle Knights Cenobium of no more than 5 models may take a Legion Land Raider Proteus Carrier as a Dedicated Transport, or for a unit of 5 or more models a Legion Land Raider Spartan. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

### Options

- The Inner Circle Knights Cenobium may take:
  - Up to 5 additional Order Cenobites ..... +50 points each
- One Order Cenobite may take:
  - Legion vexilla ..... +10 points
- Any model in the unit may exchange their Terranic greatsword for one of the following:
  - Thunder hammer ..... Free
  - Advex-mors greatsword ..... +2 points each
- The Order Preceptor may exchange their Terranic greatsword for:
  - Paragon blade ..... +25 points
- The Order Preceptor may take the following:
  - Grenade harness ..... +5 points

### Order of the Broken Claws

*Of all the First Legion's warriors, the Inner Circle Knights of the Order of the Broken Claws were the most adept at combating and destroying the monstrous bio-forms of the Rangdan. While the knights had dwindled in number at the time of the Horus Heresy's outbreak, their hard-won experience in battling the inhuman, particularly that gained during the Xenocides, would prove invaluable when their blades were turned on the Lion's myriad enemies.*

Models in a unit representing this Order require one lower result To Wound than they would normally, to a minimum of 2+, when attacking models with the Dreadnought Unit Type, the Corrupted Unit Type, the Monstrous Unit Sub-type and/or the Shackled Artificia Unit Type as part of a close combat attack.

### Advex-mors Greatsword

*A unique pattern of the iconic First Legion Terranic greatswords, the Advex-Mors pattern was created by the Cenobites of the Order of the Broken Claws in the wake of the Rangdan Xenocides, using the valuable experience earned by the sacrifice of their brothers in the wars against the xenos bio-monstrosities.*

Weapon	Range	Str	AP	Type
Advex-mors greatsword	-	+3	3	Melee, Two-handed, Breaching (5+), Brutal (2)

## DEATH GUARD ELITES

Part of the dread arsenal of the XIV<sup>th</sup> Legion's poison ships, there existed a specially trained and equipped cadre, known as the 'Mortus Poisoners', within the Destroyer companies. Wielding a high proportion of chem-munitions even by the standards of the Death Guard, Mortus Poisoners were most frequently deployed in support of more conventional troops. Aboard ships or within the close confines of hive complexes, their formidable weapons were a valuable asset in clearing defensive positions, but the horrifying alchemical flame they spread would be the scourge of many battlefields throughout the galaxy.

Such weapons were doubtless effective against Legionary enemies, but close exposure to the concentrated cocktails of chemical and biological agents that made them so deadly inevitably took its toll on even their bearers. To be assigned to a Mortus Poisoner squad was essentially a sentence to suffer a withering, unavoidable demise. As such it was unofficially an act of censure or punishment, doled out to those who failed to achieve what was asked of them by their command. There were, however, those within the Mortus Poisoners who embraced the role enthusiastically, seeking to close with the enemy and dispense toxic death with disturbingly little heed for their own longevity.

## DEATH GUARD MORTUS POISONER SQUAD ..... 115 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Mortus Poisoner	7	4	4	4	4	1	4	1	7	3+
Poison-master	7	4	4	4	4	1	4	2	8	3+

### Unit Composition

- 4 Mortus Poisoner
- 1 Poison-master

### Wargear

- Bolter
- Bolt pistol
- Frag grenades
- Krak grenades
- Rad grenades
- Power armour

### Dedicated Transport

- A Mortus Poisoner Squad numbering no more than ten models may take a Legion Rhino Transport, Legion Termite Assault Drill or Legion Land Raider Proteus Carrier as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

### Options

- The Mortus Poisoner Squad may take:
  - Up to 10 additional Mortus Poisoners ..... +15 points each
- Any model in the squad may take:
  - Chainsword ..... +5 points
- Any model with a bolter may take:
  - Bayonet ..... +1 point each
  - Chain bayonet ..... +2 points each
- Any model in the squad may exchange their bolter for:
  - Alchem flamer ..... Free
- One Mortus Poisoner per squad may take a Legion vexilla ..... +10 points
- One Mortus Poisoner per squad may take a nuncio-vox ..... +10 points
- One Mortus Poisoner per squad may take an augury scanner ..... +10 points
- For every five models in the unit, one Poisoner may exchange their bolter for:
  - Heavy alchem flamer ..... +20 points each
- The Poison-master may take one of the following:
  - Power weapon ..... +10 points
  - Power scythe ..... +15 points
- The Poison-master may upgrade their power armour to:
  - Artificer armour ..... +10 points
- The Poison-master may take:
  - A single phosphex bomb ..... +10 points
  - Melta bombs ..... +5 points

## ULTRAMARINES ELITES

*As was common with the Legiones Astartes at the outset of the Great Crusade, the Ultramarines Legion maintained entire chapters of Destroyers, each equipped with formidable weaponry which only they could be permitted to bring to bear against those enemies that required nothing less than total annihilation. The Destroyer squads of the Nemesis Chapter were instrumental in the Legion's resistance to the Word Bearers' assault upon Calth. Unlike many Destroyer squads, it was common for those of the Nemesis Chapter to retain a high proportion of bolters as a primary armament, augmenting their tactical flexibility with the addition of specialist ammunition loads created to cause such harrowing destruction to the ranks of the enemy that fear would break the spirit of those that survived. This, combined with the prodigious skill and steadfast discipline that was characteristic of the Ultramarines, would prove invaluable when combating the Traitor forces, especially so when defeating the fervent warriors of the Word Bearers Legion and banishing the neverborn beings they summoned upon Calth.*

## ULTRAMARINES NEMESIS DESTROYER SQUAD ..... 165 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Nemesis Destroyer	7	4	4	4	4	1	4	1	7	3+
Nemesis Destroyer Sergeant	7	4	4	4	4	1	4	2	8	3+

### Unit Composition

- 9 Destroyers
- 1 Destroyer Sergeant

### Wargear

- Mortifier bolter
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades
- Rad grenades
- Power armour

### Dedicated Transport

- A Nemesis Destroyer Squad may take a Legion Rhino Transport, Legion Termite Assault Drill or Legion Land Raider Proteus Carrier as a Dedicated Transport as long as it numbers no more than 10 models. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

### Options

- The Nemesis Destroyer Squad may take:
  - Up to 10 additional Nemesis Destroyers ..... +15 points each
  - One Nemesis Destroyer per squad may take a Legion vexilla ..... +10 points
  - One Nemesis Destroyer per squad may take a nuncio-vox ..... +10 points
- For every five models in the unit, one Nemesis Destroyer may exchange their Mortifier bolter for one of the following:
  - Missile launcher with suspensor web and rad missiles (and no other type)..... +10 points
  - Heavy bolter with suspensor web..... +15 points
  - Volkite charger..... +5 points
  - Flamer ..... +10 points
  - Meltagun..... +15 points
  - Plasma gun ..... +15 points
  - Graviton gun ..... +15 points
  - Lascutter ..... +10 points
- The Nemesis Destroyer Sergeant may exchange their chainsword for one of the following:
  - Power weapon..... +10 points
  - Power fist ..... +15 points
  - Lightning claw ..... + 15 points
  - Thunder hammer..... + 20 points
- The Nemesis Destroyer Sergeant may upgrade their power armour to:
  - Artificer armour..... +10 points
- The Nemesis Destroyer Sergeant may take:
  - A single phosphex bombs..... +10 points
  - Melta bombs..... +5 points

### **Mortifier Bolter**

*The primary individual armament of the Nemesis Destroyers was superficially identical to the Tigris, Umbra and Phobos pattern bolters that were in widespread use at the time of the Horus Heresy. Internally however, Legion artificers reworked the ammunition feed systems and firing mechanisms allowing the weapons to fire experimental but volatile and often unstable rounds at a reduced velocity. This ammunition was far from standardised, using payloads of chem-agents and toxins concocted to inflict unimaginable pain as it rapidly adapted to the genetic structure of its target, unravelled it at a molecular level and rendered it to a grey slurry of base matter. It is purported that these weapons were a further continuation of the development of toxiferran munitions started by the Death Guard Legion during the Great Crusade. There are, however, no extant records that chart how the Ultramarines Legion armourers came to devise the resulting technology, and Imperial inquiries on the matter have been silenced by the highest authorities of Macragge and Terra.*

<b>Weapon</b>	<b>Range</b>	<b>Str</b>	<b>AP</b>	<b>Type</b>
Mortifier bolter	18"	4	5	Assault 2, Harrower

**Harrower:** Any unit from which a model is removed as a casualty during the Shooting phase as a result of an attack from a weapon with this special rule, must take a Morale check as if they had suffered 25% casualties.

## WHITE SCARS ELITES

*In the instances where their enemy had fallen so far from humanity's light, the hope of Imperial Compliance was lost, or an abhorrent xeno-strain stood before them that could not be permitted to exist, the White Scars would call upon the Karaoghlanlar to bring about the unmaking of their foes. The Dark Sons of Death, a moniker used by those not of Chogorian descent, were deployed as a final, irrevocable measure; accordingly, unleashing them was a decision that few commanders took lightly. Broadly, the V<sup>th</sup> Legion had a respect and reverence for both the life and death of an enemy warrior, the Karaoghlanlar not only sought to destroy the enemy physically, but also, through ritual Chogorian rites, spiritually. This connection with total and all-encompassing death caused them to be regarded with unease by their battle brothers and as such, their armour was often marked with wards of banishment and adorned with talismans of purification to avert the spirits of darkness that followed in their passing.*

## WHITE SCARS DARK SONS OF DEATH ..... 155 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Dark Son	8*	4	4	4	4	1	4	1	7	3+
Death's Champion	8*	5	4	4	4	1	4	2	8	3+

\*The additional Movement granted by the Legiones Astartes (White Scars) special rule is included.

### Unit Composition

- 4 Dark Sons
- 1 Death's Champion

### Wargear

- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades
- Rad grenades
- Power armour
- Legion Warhawk jump pack

### Options

- The Dark Sons of Death Squad may take:
  - Up to 10 additional Dark Sons ..... +20 points each
- Any model in the unit may exchange their chainsword for one of the following:
  - Charnabal weapon ..... +5 points each
  - Power glaive ..... +10 points each
- For every five models in the unit, one Dark Son may exchange their bolt pistol for one of the following:
  - Plasma pistol ..... +15 points each
  - Hand flamer ..... +10 points each
- For every five models in the unit, one Dark Son may take one of the following:
  - Plasma gun ..... +15 points each
  - Melta gun ..... +15 points each
  - Flamer ..... +10 points each
- The Death's Champion may exchange their chainsword for one of the following:
  - Power weapon ..... +5 points
  - Power fist ..... +10 points
  - Lightning claw ..... +5 points
- The Death's Champion may exchange both their bolt pistol and chainsword for:
  - Two lightning claws ..... +15 points
- The Death's Champion may exchange their bolt pistol for one of the following:
  - Plasma pistol ..... +15 points each
  - Hand flamer ..... +10 points each
- The Death's Champion may upgrade their power armour to:
  - Artificer armour ..... +10 points
- The Death's Champion may take:
  - Melta bombs ..... +5 points

### Unit Type

- Dark Son: Infantry
- Death's Champion: Infantry (Character)

### Special Rules

- Legiones Astartes (White Scars)
- Stubborn
- Shadow of Death
- Stormseer's Conclave
- Invocation of the Razing Tempest

**Shadow of Death**

A unit that includes any models with this special rule may only be joined by a Legion Centurion with the Legiones Consularis: Stormseer upgrade or a Legion Centurion with the Legiones Consularis: Moritat upgrade. Note that Legion Techmarines and Legion Apothecaries may not be assigned to a unit with this special rule unless they also have this special rule.

**Stormseer's Conclave**

A Dark Sons of Death Squad may be selected as a Retinue Squad in a Detachment that includes a Legion Centurion with the Legiones Consularis: Stormseer upgrade and the Legiones Astartes (White Scars) special rules, instead of as an Elites choice. A unit selected as a 'Retinue Squad' must have one Legion Centurion with the Legiones Consularis: Stormseer upgrade and the Legiones Astartes (White Scars) special rules from the same Detachment selected by the controlling player as the Dark Sons of Death Squad's Leader for the purposes of this special rule. A Dark Sons of Death Squad selected as a Retinue Squad does not use up a Force Organisation slot and is considered part of the same unit as the model selected as its Leader. A Dark Sons of Death Squad selected as a Retinue Squad must be deployed with the model selected as its Leader deployed as part of the unit and the Leader may not voluntarily leave the Retinue Squad during play.

**Invocation of the Razing Tempest**

*The warriors of the Karaoghlanlar would seemingly channel their will to annihilate their enemies into a tangible whirlwind of destruction, bounding at them with a terrifying pace and hacking them down with flurries of lightning-fast blows.*

A unit with at least one model with this special rule gains the Fleet (2) and Rage (1) special rules for the duration of the current Assault phase when attempting a Charge against an enemy unit that they outnumber at the point that the Charge is declared.

## EMPEROR'S CHILDREN HEAVY SUPPORT

The informal cognomen of 'Sun Killer' was given to III<sup>rd</sup> Legion veteran heavy support squads armed exclusively with heavy energy weapons. These squads would operate far ahead of the battle line and seek out the largest enemy bioforms or war machines so that they and they alone could enact their destruction.

In the rare instances that Fulgrim's impeccable warriors opted to make a strategic departure from the field, it fell to the Sun Killers to provide covering fire, compelled not by oath or duty, but out of boastful pride. Arrogance is suspected to be the reason behind the Sun Killers eschewing primitive weapons that fire indiscriminate hails of shot and shell. Instead, more elegant and precise energy weapons are employed to deliver exacting precision and defined kill shots. It is of curious note that surviving records of Sun Killer squads that have failed in their mission, or have fallen to the enemy, are all but unknown. Some believe that all such failures are stricken from the Legion's records by order of Fulgrim himself, leaving nothing to tarnish the flawless honour associated with the title Sun Killer.

## O-I EMPEROR'S CHILDREN SUN KILLER SQUAD ..... 185 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Sun Killer	7	4	5	4	4	1	4	1	7	3+
Novaetor	7	4	5	4	4	1	4	2	8	3+

### Unit Composition

- 4 Sun Killers
- 1 Novaetor

### Wargear

- Lascannon
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades
- Power armour

### Dedicated Transport

A Sun Killer Squad numbering no more than ten models may take a Legion Rhino Transport or Legion Land Raider Proteus Carrier as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

### Options

- The Sun Killer Squad may take:
  - Up to 15 additional Sun Killers ..... +40 points each
- Any model in the unit may exchange their lascannon for one of the following:
  - Volkite culverin ..... Free
  - Plasma cannon ..... Free
  - Multi-melta ..... Free
- The Novaetor may take any of the following:
  - Augury scanner ..... +20 points
  - Melta bombs ..... +5 points
  - Artificer armour ..... +10 points
- The Novaetor may exchange their lascannon for one of the following options:
  - Bolter ..... Free
  - Combi-weapon ..... Free
  - Lightning claw ..... Free
  - Power fist ..... +5 points
- The Novaetor may exchange their chainsword or combat blade for one of the following:
  - Power weapon ..... +10 points
  - Charnabal weapon ..... +5 points

### Unit Type

- Sun Killer: Infantry (Heavy)
- Novaetor: Infantry (Heavy, Character)

### Special Rules

- Legiones Astartes (Emperor's Children)
- Precision Fire
- Designated Quarry
- Fortified Position

**Precision Fire**

*Sun Killers elevated the use of their chosen weaponry to an art form and were able to direct their fire with exacting precision. No camouflage, nor cover, could offer their targets protection from their perfectly timed and unerringly accurate shots.*

Enemy models may not make Cover saves or Damage Mitigation rolls against a wound caused by a Shooting Attack made by a model with this special rule, unless that Shooting Attack was made as a Snap Shot, in which case Cover Saves and Damage Mitigation rolls are made as normal.

**Designated Quarry**

*Sun Killer squads would never take to the battlefield without defining targets and regardless of the outcome of the battle, they would consider it a failure if these specific enemies were not brought down. On rare occasions, multiple squads of Sun Killers would operate in the same sector, competing amongst themselves to hunt out and eliminate the largest foe.*

At the start of the battle, once both armies have set up all their models, including any units with the Infiltrator special rule, a single enemy unit with the Gargantuan, Super-heavy, Knight or Titan Unit Sub-type may be chosen by the player that controls any models with this special rule – this enemy unit is considered the ‘Designated Quarry’. When any friendly models with this special rule are used to make a Shooting Attack against the enemy unit their controlling player has selected as the Designated Quarry, all failed To Wound rolls of ‘1’ may be re-rolled. If the enemy unit selected as the Designated Quarry has an Armour Value, add +1 to any results rolled on the Vehicle Damage chart as a result of Shooting Attacks made by models with this special rule.

**Fortified Position**

In games that allow the use of Fortifications, an Emperor’s Children Sun Killer Squad that has not selected a Dedicated Transport may instead select a Defence Line (see the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*) without occupying a Fortification Force Organisation slot, but the cost in points must be counted towards the army total.

## RAVEN GUARD ELITES

*Few warriors of the XIX<sup>th</sup> Legion favoured the use of Terminator armour in battle, mainly those Terran veterans who prior to unification with their Primarch had long served in the shadow of the Luna Wolves. These warriors had trained alongside the infamous Justaerin and mastered the tactics of close range shock assault from both aerial transport and teleport deployment. The Legionaries of the Raven Guard and the Luna Wolves came to refer to these detachments as 'Deliverers', both for the carnage they brought to the enemy and for their tendency to be deployed when the daring assaults favoured by the XIX<sup>th</sup> Legion floundered and threatened to fail. Horus himself is known to have honoured the Deliverers attached to the Pale Nomads Chapter for the ferocity of their counter-attack at the siege of Novas-praxim, including them as part of his personal entourage until the Raven Lord reclaimed command of his Legion. In the wake of Corvus Corax's return, the Deliverers were rarely called upon by the Primarch. Most were assigned to distant Great Crusade fleets, and those that remained at Corax's side became the avatars of his carefully controlled anger, loosed when an enemy proved itself worthy only of utter destruction.*

## O-I RAVEN GUARD DELIVERERS SQUAD.....225 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Deliverer	6	5	4	4	4	2	4	2	8	2+
Deliverer Chieftain	6	5	4	4	4	2	4	3	9	2+

### Unit Composition

- 4 Deliverers
- 1 Deliverer Chieftain

### Wargear

- Combi-bolter
- Power weapon
- Legion Cataphractii Terminator armour

### Options

- The Deliverer Squad may take:
  - Up to 10 additional Deliverers ..... +40 points each
- For every five models in the unit, one model in the unit may exchange their combi-bolter for one of the following:
  - Heavy flamer ..... +10 points each
  - Reaper autocannon ..... +15 points each
  - Multi-melta ..... +25 points each
- Any model in the unit may exchange their power weapon for:
  - Power fist ..... +10 points
  - Chainfist ..... +15 points
- Any model in the unit may exchange their combi-bolter for:
  - Minor combi weapon ..... +5 points
  - Magna combi weapon ..... +10 points each
- Any model in the unit may exchange their combi-bolter & power weapon for:
  - Two Raven's Talons..... +10 points each

### Unit Type

- Deliverers: Infantry (Heavy)
- Deliverer Chieftain: Infantry (Character, Heavy)

### Special Rules

- Legiones Astartes (Raven Guard)
- Stubborn
- Relentless
- Bulky (2)
- Corax's Shame
- Deep Strike

### Corax's Shame

*As an eternal reminder of the cruel and brutal past of those Terran veterans that Corax inherited when he took control of the Raven Guard, the Deliverers have long been exiled from any position of honour in their own Legion. Once, before the Raven Lord's arrival, they had walked in the vanguard of Horus himself, but now they skulked in the shadows of history – abandoned by the Primarch that the Emperor appointed as their master. In the dark years of the Horus Heresy, when their old patron Horus raised his banners in rebellion, some of the few remaining Deliverers would see an opportunity to rise to glory in his name once more, abandoning the Raven Lord to serve the Warmaster, while others would see in the tumult a chance to prove themselves worthy of Corax's notice, even if only in death.*

If selected as part of an army with the Loyalist Allegiance, models with this special rule gain the Battle-hardened (1) special rule. If selected as part of an army with the Traitor Allegiance, models with this special rule gain the Hatred (Corvus Corax) special rule.

Additionally, if selected as part of an army that includes Corvus Corax, no models with this special rule may be deployed within 18" of Corvus Corax (including when models from this unit enter play from Reserves) and Corvus Corax may never join a unit that has any models with this special rule.