

Warhammer: The Horus Heresy

– Age of Darkness Rulebook

V1.1

These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and newly updated entries will be highlighted in **blue**, while entirely new additions will be highlighted in **magenta**.

ERRATA

*Designers Note: Errata marked with an '**' have been corrected in a later printing of this publication, and may not apply.*

Pages 160, 330 - Reactions in the Shooting Phase

Change the second sentence to:

'Before any To Hit rolls are made, the Reactive player may choose to expend one of their Reactions for that Phase to have the unit targeted by the Shooting Attack either Return Fire or Evade.'

Pages 160, 330 - Reactions in the Shooting Phase, Return Fire

Change this rule to:

Return Fire - Wounds, Glancing Hits or Penetrating Hits as a result of Shooting Attacks made by the unit that triggered this Reaction are allocated as normal, however any models in the Reacting unit that are reduced to 0 Wounds or 0 Hull Points are not immediately removed from the battlefield, Wrecked or affected by the result of any rolls on the Vehicle Damage table. However, Wounds or Hull Point damage cannot be allocated to a model that has been reduced to 0 Wounds or 0 Hull Points or has suffered an Explodes result on the Vehicle Damage table.

After the Active player has resolved all Shooting Attacks made by all of the weapons the unit making the Shooting Attack has, the Reactive player makes a Shooting Attack with the Reacting unit (including with any models that have been reduced to 0 Wounds and before any Pinning tests or Morale checks are taken) targeting only the unit that triggered this Reaction, following all the usual rules for Shooting Attacks and removing casualties from the Active unit as normal.

A unit that makes a Shooting Attack as part of a Return Fire Reaction may not make any attacks indirectly (without line of sight) including weapons with the Barrage special rule or other weapons or special rules that otherwise ignore line of sight, and models with the Vehicle Unit Type may only fire Defensive weapons. Template weapons used as part of a Return Fire Reaction must use the Wall of Death rule instead of firing normally. The Reacting unit is considered to be Stationary, and may fire weapons of any type as though models in that unit had not moved.

Once the Reactive player's Shooting Attack has been resolved, any models from the Reacting unit which were reduced to 0 Wounds are removed as casualties, models that were reduced to 0 Hull Points are Wrecked and all results on the Vehicle Damage table are applied. Any Pinning tests or Morale checks for the Reacting unit are then taken as normal.

Pages 160, 330 - Reactions in the Shooting Phase, Evade

Change the first sentence to:

'All models in the Reacting unit gain the Shrouded (5+) special rule against all Wounds, Glancing Hits or Penetrating Hits inflicted as part of the Shooting Attack that triggered this Reaction...'

Pages 160, 330 - Reactions in the Assault Phase, Overwatch

Change the first sentence to:

'The Reacting unit may make a Shooting Attack, targeting only the unit that triggered this Reaction and following all the usual rules for Shooting Attacks.'



Page 183 - Surge Move

Add the following to the end of this paragraph:

'If the Charge has failed because no targets of the Charge remain on the battlefield, no Surge Move is made.'

Page 193 - Regrouping

Change the fourth paragraph to:

'Once a unit has Regrouped, until the end of that player turn it cannot otherwise Move, Run or Charge in the Assault phase. However, it can make Shooting Attacks but until the end of that player turn counts as having moved and can only fire Snap Shots. A unit that has Regrouped may make Reactions as normal in subsequent player turns, including those that allow it to move.'

*Page 196 - Daemon

Change the second bullet point to:

• All Daemon models have the Fear (1) special rule.'

*Page 204 - Ramming

Change the last sentence of the fifth paragraph to:

'The Strength of Hits inflicted on all Vehicles will be equal to half the Armour Value, rounding up, on the facing that is in contact with an enemy Vehicle or Building.'

Page 213 - Effect of Damage on Passengers, Explodes

Change the third sentence to:

'Surviving passengers are placed where the Vehicle used to be, more than 1" from any enemy models and in unit coherency.'

Page 227 - Fortified Wall (Strongpoint)

Change the Transport Capacity of this Fortification to '6'.

Page 228 - Imperial Bunker

Change the Transport Capacity of this Fortification to '12'.

Page 233 - Battlesmith (X)

Change the first sentence to:

'If a model with the Battlesmith (X) special rule is in base contact with, or Embarked upon, one or more damaged Vehicles, Dreadnoughts or Automata during the Shooting phase, they can attempt to repair one of them. If they do so, the model that attempted the repair cannot shoot any weapons or use any other abilities that would be used instead of making a Shooting Attack.'

Page 238 - Fearless

Change the first sentence of the second paragraph to:

'However, units containing one or more models with the Fearless special rule cannot use any Reactions that grant a Cover Save, Armour Save or Invulnerable Save, and cannot choose to fail a Morale check due to the Our Weapons Are Useless special rule (see page 188).'

Page 247 - Shrouded (X)

Change this rule to:

'When a model with this special rule suffers an unsaved Wound, Glancing Hit or Penetrating Hit, it can make a special Shrouded roll to ignore it (this is not a Saving Throw and so can be used against attacks that state that 'no Saves of any kind are allowed'). Shrouded rolls may not be taken against Melee Attacks, against attacks with the Ignores Cover special rule or for models (excluding models with the Primarch Unit Type) with the Fearless special rule.

Roll a D6 each time an unsaved Wound, Glancing Hit or Penetrating Hit is suffered by a model with this special rule. On a result that is equal to or greater than the value in brackets, that unsaved Wound, Glancing Hit or Penetrating Hit is ignored. On any other result, the Wound, Glancing Hit or Penetrating Hit is applied as normal. For example, a unit with the special rule Shrouded (6+) would need to score a 6 in order to ignore a Wound, Glancing Hit or Penetrating Hit inflicted upon it.

If on any unit this rule is presented simply as Shrouded, without a value in brackets, then count it as Shrouded (6+)

This is a Damage Mitigation roll – any model may make only a single Damage Mitigation roll of any type for any given Wound, Glancing Hit or Penetrating Hit (see page 174).'



*Page 331 - Diagram

Change the text under Pistol Weapons and Assault Weapons on this diagram to:

‘(Attacking model can Charge)’

Change the text under Rapid Fire Weapons and Heavy Weapons on this diagram to:

‘(Attacking model cannot Charge)’

FAQ

Q. Can an Advance or Withdraw Reaction be used to Embark upon a Transport if a move directly towards or away from the enemy unit that triggered the Reaction would mean every model in the reacting unit can end that move within 2” of an Access Point and that unit is eligible to Embark upon that Transport (e.g., has the correct unit type, there is sufficient Transport Capacity remaining, etc.)?

A. Yes.

Q. When making a Reaction which allows a unit to make a Shooting Attack at a single enemy unit, can any attacks be made against any other units (e.g., with a Sponson Mounted weapon that does not have the target unit in its Firing Arc)?

A. No.

Q. If a weapon has access to different profiles or ammunition types, can it be fired more than once using different profiles if the model making the Shooting Attack is able to fire more than one ranged weapon (e.g., it has the Firing Protocols (X) special rule)?

A. No.

Q. Can the Interceptor Advanced Reaction be used to make Shooting Attacks against a Zooming Flyer unit when it enters play from Reserves?

A. Yes.

Q. Are Advanced Reactions treated as Reactions for the purposes of rules which affect Reactions?

A. Yes.

Q. If a weapon is described in a unit’s Wargear entry as ‘twin-linked’, should it be treated as having the Twin-linked Special Rule?

A. Yes.

Q. If a Psychic Power specifies that it may be used instead of making a Shooting Attack, can it be used if the model would not be eligible to make a Shooting Attack (e.g., it is locked in combat, or has run this turn)?

A. No.

Q. If a special rule or other rule (such as Heart of the Legion) states that it takes effect when a unit is within range of an Objective, does this only take effect while the affected unit is within range of an Objective marker?

A. Yes.

Designer’s Note: Some missions may dictate that certain areas of the battlefield award Victory points as part of a Primary or Secondary Objective. If a mission requires you to control a battlefield quarter, terrain feature, or similar, these areas are not treated as an Objective for the purpose of such special rules or other rules.

Q. If a model which has joined or been allocated to another unit uses an ability which is used instead of making a Shooting Attack, does this prevent the rest of the unit from making a Shooting Attack?

A. No.

Q. If a model has more than one ability that can be used instead of making a Shooting Attack can it use more than one of these each time it is eligible to make a Shooting Attack?

A. No.

Q. Can a modifier to the To Hit roll affect an attack made by a model which is making Snap Shots?

A. Yes.

Q. When mounted on a Vehicle, are weapons without a Strength characteristic (such as Graviton weapons) treated as a Battle weapon?

A. Yes.

Q. Can a unit which has Disembarked from a model with the Assault Vehicle special rule make a Charge on a turn in which the model with the Assault Vehicle special rule has entered play from Reserves?

A. No.

Designer’s Note: Note that some rules, such as the Deep Strike Assault Rite of War or a Flanking Assault granted by the Outflank special rule override this restriction as noted in their rules.



Q. If a unit fails a Morale test as part of a Hold the Line Reaction, does it Fall Back before the Charge Move is made?

A. Yes.

Q. If, after a Reaction has been made in the Assault phase, the Charging unit and its target are more than 12" apart, can that Charge be successful?

A. No.

Q. If a unit Falls Back after failing the Morale test as part of the Hold the Line Reaction and the roll to determine Charge Distance is sufficient to reach that unit, does that unit get an opportunity to Regroup?

A. No.

