Warhammer: The Horus Heresy – Age of Darkness Rulebook

V1.2

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.

Page 159 - Reactions
Add the following to the beginning of the third paragraph:

'When making a Reaction that allows a unit to make a Shooting Attack, that unit cannot use any special rules or abilities which can be used instead of making a Shooting Attack (such as the Battlesmith (X) special rule).'

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…'

Page 160 - Reactions in the Assault Phase
Change the second sentence to read:

'Once the Active player has resolved all Charge rolls for that unit, whether successful or not, but before any models are moved as part of either a Charge Move or Surge Move, the Reactive player may choose to expend one of their Reactions for that Phase to have the unit targeted by the Charge either Overwatch or Hold the Line.'

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 208 & 329 - Crew Stunned
Change the second sentence to:

'If the Vehicle is a Zooming Flyer, it must move a number of inches equal to its Movement Characteristic and cannot turn at all in its next Movement phase.'

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 222 - Dangerous Terrain
Change the third paragraph to:

'A model is only required to make a maximum of one Dangerous Terrain test during a Phase. Any subsequent Dangerous Terrain tests it would be required to make during that Phase are assumed to have automatically been passed.'

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 239 - Graviton Pulse
Change the first sentence of the special rule to:

'Instead of rolling To Wound normally with this weapon, any model without the Vehicle, Dreadnought or Automata Unit Type that suffers a Hit from a weapon with this special rule must instead roll under their Strength on a D6 or suffer a Wound (a roll of a '6' always counts as a failure).'

Page 240 - Haywire
Change this special rule to:

'For each Hit inflicted on a unit that contains at least one model with the Vehicle, Dreadnought or Automata Unit Type, roll a D6 to determine the effect rather than rolling To Wound or for armour penetration normally. AP has no effect on this roll:

D6	Result
1	No effect.
2-5	A model with the Vehicle Unit Type that is part of the target unit suffers 1 Glancing Hit. Any other model suffers 1 Wound. Only Invulnerable Saves or Damage Mitigation rolls may be taken against Glancing Hits or Wounds inflicted by this result.
6	A model with the Vehicle Unit Type that is part of the target unit suffers 1 Penetrating Hit. Any other model suffers 1 Wound. No Saves or Damage Mitigation rolls may be taken against Penetrating Hits or Wounds inflicted by this result.'

Page 241 - Independent Characters and Infiltrate
Change this paragraph to:

'An Independent Character without the Infiltrate special rule cannot join a unit that is being deployed using the Infiltrate special rule. However, if a unit composed entirely of models with the Infiltrate special rule is deployed without making use of any of the benefits of the Infiltrate special rule, then an Independent Character without the Infiltrate special rule may join that unit during deployment.'

Page 246 - Shock Pulse
Change this special rule to:

'Any model with the Vehicle, Dreadnought or Automata Unit Type that suffers a Penetrating Hit or unsaved Wound from an attack with this special rule may only make Snap Shots when it next makes a Shooting Attack either as part of a Reaction or during its vontrolling player's Shooting phase.'

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 Drop Pod 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.

Q. Can a Vehicle attempt to Ram while making a Reaction or Advanced Reaction that allows it to Move?
A. No.

Q. If a Reaction or Advanced Reaction could be made in response to an enemy unit being moved or ending a move within a specific distance of a friendly unit, can that Reaction or Advanced Reaction be made when a unit is deployed or otherwise placed within the specified distance (e.g., when arriving by Deep Strike Assault) but is not specified as having moved?
A. No.

Q. If, at the end of an Initiative step, there are no remaining Engaged models from either side in that combat, are any remaining Initiative steps resolved?
A. Yes.

Q. Is there a limit on the number of Optional Detachments I can include in my Army?
A. No.

Designer's Note: Including multiple Optional Detachments from different Factions may cause your army to have a complex series of Levels of Allegiance which require explaining to your opponent and tracking throughout your battle.

Q. If a model making attacks with a weapon with the Barrage special rule has line of sight to their target, can you choose to fire that weapon indirectly (as long as the target is still over the minimum range for that attack)?
A. Yes.

Q. If a weapon with the Barrage special rule is not firing indirectly, are any Hits inflicted on a Vehicle resolved against the Side Armour Value?
A. No.

Q. If a Flyer unit that does not have the Hover Unit Sub-type arrives on the battlefield using the Deep Strike special rule, is it treated as having moved more than its Movement Characteristic?
A. Yes.

Q. If an Armour Penetration roll is made for an attack that has the Sunder and Rending special rules, does Sunder allow you to re-roll the additional D3 granted by Rending?
A. No.

Q. If a model with the Primarch or Daemon Primarch Unit Type or the Precision Strikes (X) special rule is locked in a Challenge, can Wounds inflicted by its attacks be allocated to models that are not in that Challenge?
A. No.

Q. Do effects which treat models as being further away (such as Legiones Astartes (Alpha Legion) or the Distort Field wargear item) have any effect on attacks made with a Range characteristic of 'Template' or on the Torrent special rule?
A. No.

Q. Are effects which treat models as being further away cumulative (e.g., a model with the Legiones Astartes (Alpha Legion) special rule that also has shroud bombs)?
A. Yes.

Q. If a Psyker with the Pyromancy Discipline is locked in a Challenge, can the blast marker from Pyromantic Desolation hit models that are not in that Challenge?
A. Yes.

Q. If a model replaces a Master-crafted weapon with another weapon (such as a Space Wolves Speaker of the Dead replacing its Master-crafted power maul with a Frost weapon), does the replacement weapon also have the Master-crafted special rule?
A. No.

Q. When a Destroyer weapon inflicts D3 Wounds instead of a single Wound, is that applied after Saving Throws, but before Damage Mitigation rolls?
A. Yes.

Q. If a model has any wargear or special rules which specifically changes the effects of Hammer of Wrath hits (for example, the Word Bearers Ashen Circle Squad), do these override the restrictions stated in the Hammer of Wrath special rule?
A. Yes.

Q. If a To Hit roll is made against a unit's majority Weapon Skill or a To Wound roll is made against a unit's majority Toughness Characteristic, then allocated to a model in that unit which cannot be hit or wounded on a score better than a specified number (for example, Rogal Dorn cannot be wounded on a score of better than 4+ or Horus Lupercal who cannot be hit on a score of better than 4+ by a Melee Attack), are any To Hit rolls or To Wound rolls which were not of the required score or better discarded or ignored?
A. No.

Rules Commentary

Factions in Warhammer: The Horus Heresy

Factions in Warhammer: The Horus Heresy are defined by the Allies in the Age of Darkness table. There are three key terms used to define how Factions interact: Faction, Sub-faction and Army List.

- Each Space Marine Legion is its own separate Faction (all of which use the same Army List).
- Mechanicum is a Faction (which has multiple Army Lists available to use).
- Agents of the Emperor/Warmaster are a single Faction composed of multiple Sub-factions (each of which has a separate Army List) – for the purposes of selecting Primary or Allied Detachments, a Sub-faction is considered a separate Faction.

As such, an army whose Primary Detachment is from a given Space Marine Legion may select Allied Detachments of Space Marines as long as each Allied Detachment is from a different Legion (and thus a different Faction) to the Primary Detachment.

A Legio Custodes army can include an Allied Detachment of Silent Sisters (these are different Sub-factions, and thus are treated as different Factions for the purposes of selecting Primary or Allied Detachments).

A Mechanicum army cannot include an Allied Detachment from any of the other Mechanicum Army Lists as these are not separate Factions or Sub-factions (with reference to the Divisio Tactica – these Detachments are 'additional' or 'optional' Detachments not an 'Allied' Detachments and can be included in any army, however any limitations on total points values of Lords of War units still apply unless another rule states otherwise).

Note that an army may include a Lords of War Detachment of any Faction (including the same Faction as the Primary Detachment, but not from a Faction which specifically stipulates they cannot be included in such a way, such as Ruinstorm Daemons).

RESERVE ACTIONS

Designers Note: *One of the topics which we get asked about regularly is whether a unit can Disembark from a Transport unit on the turn it arrives from Reserves, what that unit is able to do when it does so, and whether such a unit can be the target of an Interceptor Advanced Reaction. As such, we've put together this step-by-step guide to how units are affected by arriving from Reserves or Disembarking using some of the most common methods.*

During deployment, the controlling player may choose to assign one or more units to a certain type of Reserve Action, including Deep Strike, Flanking Assault and Drop Pod Assault. Each Reserve Action is a distinct method of deployment and as such, has a differing effect on the possible actions of units included in them during the turn or turns following their arrival, as detailed in the rules for performing that particular Reserves Action.

In order to determine when these Reserve Actions arrive during the course of a battle, each Reserve Action is rolled for as a group and deployed as a group. Effectively, the units in a given Reserve Action are 'grouped together' and their placement on the Battlefield is considered to be simultaneous (even if, due to physical limitations, they must be placed sequentially).

As such, Reactions may be declared in response to the deployment of models assigned to a Reserve Action, but the Reaction does not interrupt the deployment of each unit assigned to the Reserve Action.

The following processes are intended to clarify the process of performing certain Reserve Actions and make clear the possible actions that units included in them can perform in the following turn.

DEEP STRIKE ASSAULT:

1. If any models in the Deep Strike Assault have the Flyer Unit Sub-type and the Hover Unit Sub-type, the controlling player must select if those models will Zoom or Hover during the turn.

2. Once the final position of the first unit has been established, place all units on the battlefield according to whether the Deep Strike Assault was Disordered or not.

3. Any enemy units within 6″ of a unit in the Deep Strike Assault must take a Pinning test.

4. The Reactive player may select to make the Interceptor Advanced Reaction, targeting any unit that has been placed on the battlefield as part of the Deep Strike Assault.

5. A unit Embarked on model with the Transport Unit Sub-type that has arrived via Deep Strike Assault may Disembark during the Movement phase. If the model with the Transport Unit Sub-type also has the Flyer Unit Sub-type and the Hover Unit Sub-type, it must have been set to the Hover mode to allow an Embarked unit to Disembark.

Units that have Disembarked from a model with the Assault Vehicle special rule in Step 5 of the Deep Strike Assault process may not Charge in the following Assault phase in accordance with the Assault Vehicle special rule.

FLANKING ASSAULT:

1. If any models in the Flanking Assault have the Flyer Unit Sub-type and the Hover Unit Sub-type, the controlling player must select if those models will Zoom or Hover during the following turn.

2. Once the final position of the Flanking Marker has been established, Move all units in the Flanking Assault on the battlefield as described in the rules for Flanking Assault.

3. Any enemy units within 6" of a unit in the Flanking Assault must take a Pinning test.

4. The Reactive player may select to make the Interceptor Advanced Reaction, targeting any unit that has been placed on the battlefield as part of the Flanking Assault.

5. A unit Embarked on a model with the Transport Unit Sub-type that has arrived via a Flanking Assault may Disembark during the Movement phase as long as the model with the Transport Unit Sub-type moved no more than half of its Movement Characteristic from the Flanking Marker. If the model with the Transport Unit Sub-type also has the Flyer Unit Sub-type and the Hover Unit Sub-type, it must have been set to the Hover mode to allow an Embarked unit to Disembark.

Units that have Disembarked from a model with the Assault Vehicle special rule in Step 5 of the Flanking Assault process may not Charge in the following Assault phase in accordance with the Assault Vehicle special rule.

DROP POD ASSAULT:

The Drop Pod Assault Rite of War is intended to add a Reserves action to represent the exemplary planetfall assaults conducted by Legion strike forces, as recounted in numerous infamous tales. The sudden and irresistible arrival of an overwhelming force in a synchronised assault is enacted using the following process, which represents the element of surprise by preventing the Reactive player from making Reactions before the assaulting troops are already on the Battlefield.

1. Once the final position of the first Legion Drop Pod, Legion Dreadnought Drop Pod, Legion Dreadclaw Drop Pod or Legion Kharybdis Assault Claw has been established, place all Legion Drop Pods, Legion Dreadnought Drop Pods, Legion Dreadclaw Drop Pods or Legion Kharybdis Assault Claws in the Drop Pod Assault on the battlefield according whether the Reserve action was Disordered or not.

2. Any enemy units within 6" of a Legion Drop Pod, Legion Dreadnought Drop Pod, Legion Dreadclaw Drop Pod or Legion Kharybdis Assault Claw in the Drop Pod Assault must take a Pinning test.

3. Any unit that is Embarked on a Legion Drop Pod, Legion Dreadnought Drop Pod, Legion Dreadclaw Drop Pod or Legion Kharybdis Assault Claw in the Drop Pod Assault that has been deployed as part of the Drop Pod Assault must now Disembark. Note: Legion Dreadclaw Drop Pods or Legion Kharybdis Assault Claws in a Drop Pod Assault must be placed in the Hover mode on the turn they arrive.

4. The Reactive player may select to make the Interceptor Advanced Reaction, targeting any Legion Drop Pod, Legion Dreadnought Drop Pod, Legion Dreadclaw Drop Pod or Legion Kharybdis Assault Claw that has been placed on the battlefield as part of the Drop Pod Assault or any unit that has Disembarked from them.

Units that have Disembarked from a model with the Assault Vehicle special rule in Step 3 of the Drop Pod Assault process may Charge in the following Assault phase as an exception to the Assault Vehicle special rule.