

SOLAR AUXILIA HERMES SENTINEL RULES

The units included in this download are part of the Solar Auxilia Army List presented in *Warhammer: The Horus Heresy – Liber Imperium*. Any rules that affect models or units selected or chosen from the Solar Auxilia Army List affect these units and Detachments selected from that Army List may include these units.

The rules presented here are identical to those found in *Campaigns of the Age of Darkness - The Battle for Beta-Garmon*. They are not an update or errata and are presented here for players that do not own *Campaigns of the Age of Darkness - The Battle for Beta-Garmon* but wish to include these units in a Solar Auxilia army. These units should be considered 'core' units.

MECHANISED UNIT SUB-TYPE

Some armoured combat units lack the bulk of true combat vehicles, and operate as light attack or scout platforms. These units mirror the agility of infantry units, but boast the endurance that only a machine can demonstrate.

The following rules apply to all models with the Mechanised Unit Sub-type:

- Successful Wounds caused by attacks with the Poisoned (X) or Fleshbane special rules must be re-rolled against models with the Mechanised Unit Sub-type.
- Failed To Wound rolls, made for weapons with the Armourbane (X) special rule, and against a unit that includes any models with this Unit Sub-type must be re-rolled.
- A model with the Mechanised Unit Sub-type may attack with all weapons it has when making a Shooting Attack, including as part of a Reaction.
- A model with the Mechanised Unit Sub-type may attack with Heavy and Ordnance weapons while counting as stationary even if it has moved in the preceding Movement phase, and may declare Charges as normal regardless of any Shooting Attacks made in the same turn.
- A model with the Mechanised Unit Sub-type is affected by the Haywire, Detonation and Battlesmith (X) special rules as if it had the Dreadnought Unit Type.
- No model that does not also have the Mechanised Unit Sub-type may join a unit that includes one or more models with the Mechanised Unit Sub-type.

FAST ATTACK

Many Solar Auxilia cohorts go to war accompanied by squadrons of Hermes Light Sentinels. Leading from the front, these fast-moving scouting units mount potent weaponry, striking at their foes and disengaging before significant resistance can be brought to bear. Through these attacks, enemy forces are unable to mount a cohesive defence, leaving them easy prey for the main advance.

SOLAR AUXILIA HERMES LIGHT SENTINEL SQUADRON.....50 POINTS

| | M | WS | BS | S | T | W | I | A | Ld | Sv |
|-----------------------|----|----|----|---|---|---|---|---|----|----|
| Hermes Light Sentinel | 10 | 3 | 3 | 5 | 5 | 2 | 3 | 1 | 7 | 4+ |

Unit Composition

- 2 Hermes Light Sentinels

Unit Type

- Cavalry (Mechanised, Skirmish)

Wargear

- Laspistol
- Void armour
- Hermes Light Sentinel

Special Rules

- None

Options

- The Hermes Light Sentinel Squadron may take:
 - Up to 4 additional Hermes Light Sentinels +18 points each
- Any model may replace their multi-laser with a:
 - Hermes grenade launcher..... +5 points

Hermes Light Sentinel

Employed as scout walkers and mobile fire platforms, the Hermes Light Sentinel is little more than a bipedal frame and saddle, equipped with robust weaponry and scanners. Despite its light construction, it is employed widely by the cohorts of the Solar Auxilia and forms a vital component of their scouting and encircling tactics.

A Hermes Light Sentinel has one multi-laser. In addition, when a model with a Hermes Light Sentinel chooses to Run, it gains the Shrouded (5+) special rule until the start of the controlling player's next turn.

Hermes Grenade Launcher

Employed to fire larger explosive charges than the patterns issued to frontline Auxilia units, the Hermes grenade launcher was utilised in a variety of roles, from pinning enemy troops in place to destroying light armour units.

| Weapon | Range | Str | AP | Type |
|-------------------------|-------|-----|----|--------------------------------|
| Hermes grenade launcher | | | | |
| - Frag | 18" | 4 | 5 | Assault 1, Blast (3"), Pinning |
| - Krak | 18" | 6 | 4 | Assault 2 |

ELITES

Squadrons of Incursus pattern Hermes Sentinels are utilised in a much more aggressive role than other patterns, allowing many commanders to increase pressure on especially mobile foes who might otherwise outmanoeuvre the somewhat unwieldy Auxilia cohorts. Augmented with more comprehensive protection for both their elite pilot, as well as their more fragile motility mechanisms, the Incursus pattern is purpose built to support the frontal assaults the veletaris cohorts are famed for, moving into position around the flanks of enemy positions before unleashing a storm of anti-infantry firepower from their volkite calivers or driving their enemies back with gouts of searing flame.

SOLAR AUXILIA HERMES VELETARIS SQUADRON65 POINTS

| | M | WS | BS | S | T | W | I | A | Ld | Sv |
|---------------------------|---|----|----|---|---|---|---|---|----|----|
| Hermes Veletarii Sentinel | 8 | 4 | 4 | 5 | 5 | 2 | 3 | 1 | 7 | 3+ |

Unit Composition

- 2 Hermes Veletaris Sentinels

Unit Type

- Cavalry (Mechanised)

Wargear

- Laspistol
- Reinforced void armour
- Incursus pattern Hermes Light Sentinel

Special Rules

- Tercio
- Storm Section

Options

- The Hermes Veletaris Squadron may take:
 - Up to 4 Hermes Veletaris Sentinels..... +24 points each
 - Any model may replace their volkite caliver with a:
 - Heavy flamerFree

Storm Section

On battlefields where additional mobility was required, Veletaris Storm Sections would deploy modified Hermes units, utilising speed and aggression to bring their potent weaponry to bear.

When selecting units for an Auxilia Veletaris Tercio (see *Liber Imperium*), one Solar Auxilia Hermes Veletaris Squadron unit can be included in place of one Solar Auxilia Veletaris Storm Section unit.

Incursus pattern Hermes Light Sentinel

Though the basic pattern lacked the armoured plating common on heavier frames such as the Aethon, sub-patterns of the Hermes exist with some additional protection for the pilot and other key components. The Incursus pattern favoured by Veletaris units eschews the scanning equipment of lighter patterns in favour of more potent weaponry and more comprehensive armour covering.

An Incursus pattern Hermes Light Sentinel has one volkite caliver. In addition, it confers a 3+ Armour Save.