

# FORGE WORLD FAQ & RULES CLARIFICATIONS FOR THE HORUS HERESY: AGE OF DARKNESS RULES VI.0

*With the release of The Horus Heresy: Age of Darkness Rulebook, certain rules in the Forge World Horus Heresy Army List and Campaign books may have changed or do not work as intended in the spirit of the game. The following is a compilation of clarifications and the more commonly asked questions which we have received regarding these changes.*

## UPDATES AND ERRATA

### THE HORUS HERESY: AGE OF DARKNESS RULEBOOK

#### **Perils of the Warp (Page 29)**

Add the following to the end of the first paragraph under the heading **Perils of the Warp**:

If a vehicle suffers Perils of the Warp, it always experiences the Psychic Backlash result on the Perils of the Warp table.

#### **Vehicles and Ordnance Weapons (Page 71)**

Replace the entire paragraph headed **Vehicles and Ordnance Weapons** with the following:

Vehicles may fire Ordnance weapons. A vehicle that fires an Ordnance weapon may only make Snap Shots with its other weapons that turn. Unlike other units, vehicles can both move and shoot with Ordnance weapons in the same turn.

#### **Panoply of War (Page 131)**

Add the following bullet point to the list of available Super-heavy vehicles under the title Panoply of War:

- Questoris Knight Paladin, Questoris Knight Errant, Questoris Knight Warden, Questoris Knight Gallant, Questoris Knight Crusader, Questoris Knight Dominus, Cerastus Knight-Lancer, Cerastus Knight-Castigator, Cerastus Knight-Acheron, Acastus Knight Porphyryon (all of the following units use the army list entries taken from The Questoris Knight Crusade Army List. In all cases, remove the Household Rank special rule).

#### **Reserves (Page 147)**

Under the heading **Arriving from Reserve**, replace the third paragraph with the following:

Some special rules can modify the roll required for a unit to arrive from Reserve. Regardless of the modifier(s), a natural roll of a 1 always means that the unit in question remains in Reserve, and a natural roll of a 6 always means that the unit in question arrives from Reserve.

#### **Special Rules (Page 169)**

Under the heading **Preferred Enemy**, add the following at the end of the text:

If a model with this rule makes an attack against a mixed unit which has one or more models to which their Preferred Enemy rule pertains, but is not entirely composed of such models, it may still benefit from the effects of Preferred Enemy for all attacks made against that unit. For example, a model with Preferred Enemy (Independent Characters) may re-roll failed To Hit and To Wound rolls against all of the models in a unit which has been joined by an Independent Character.

### Special Rules (Page 172)

Under the heading **Sniper**, add the following at the end of the text:

If a model making a shooting attack would normally need less than a 4+ to wound thanks to their weapon's Strength, the better To Wound roll is still used. Similarly, if the weapon they are using already has a superior AP value, that AP value is still used.

Attacks with the Blast or Template rules may never benefit from the effects of the Sniper special rule.

### Field Artillery Weapons (Page 176)

Replace the quad launcher (frag) weapon profile with the following:

	Range	S	AP	Type
Quad launcher (frag)	12"-60"	5	5	Heavy 4, Barrage, Blast (3")

*Note: This profile replaces all other instances of the weapon profile for the quad launcher (frag) in all Rulebooks, Campaign books and Army List books.*

### Graviton Weapons (Page 177)

Replace the **graviton imploder** weapon profile with the following:

	Range	S	AP	Type
Graviton imploder	18"	**	2	Salvo 2/4, Concussive, Graviton Implosion

**\*\*Graviton Implosion:** Instead of rolling to wound normally with this weapon, any model which is hit by an attack with this special rule must roll equal to or under their Strength or suffer one wound. Roll 3D6 for armour penetration against targets with an Armour Value. Roll separately for each successful hit.

*Note: This profile replaces all other instances of the weapon profile for the graviton imploder in all Rulebooks, Campaign books and Army List books.*

# THE HORUS HERESY: LEGIONES ASTARTES – AGE OF DARKNESS ARMY LIST

## Legion Master of Signal Consul (Page 19)

Under the heading **Special Rules**, amend the bullet point **Bombardment** to read:

- **Bombardment** – Once per game, in lieu of firing a weapon in the Shooting phase, a Master of Signal can opt to call in a bombardment attack against the enemy. This attack need not select the same target as any unit to which the Master of Signal is attached and may be made even if he has moved this turn or is embarked upon a vehicle (in which case he must use a Fire Point), but may not be made in the same turn as using his cognis-signum. The attack has the following profile: (as shown on page 19).

## Legion Champion Consul (Page 19)

Under the heading **Wargear** add the following bullet point:

- A Legion Champion may take a Paragon blade for +20 points.

## Legion Chaplain Consul (Page 20)

Replace the text under the bullet point **Wargear** to read:

Replaces their chainsword or combat blade (or power weapon if in Terminator armour) with a Crozius Arcanum, which is a power weapon (type as shown on model). The Crozius Arcanum is a Chaplain's symbol of office and may not be replaced by any other weapon.

## Veteran Tactics (Page 28)

In the Veteran Tactics box-out, replace the bullet point **Marksmen** with the following:

- **Stalkers:** The unit gains the Scout special rule.

## Implacable Advance (Page 30)

Replace all of the text under the heading **Implacable Advance** to read:

Units with this special rule are always counted as scoring units in any mission where Troops are also counted as scoring units.

## Apothecarion Detachment (Page 32)

Add the following bullet point under the heading **Unit Composition**:

- For the purpose of missions which make use of Victory points for killing units, the Apothecarion Detachment is not considered to be a separate unit, and Victory points cannot be scored for its destruction.

## Legion Dreadnought Talon (Page 33)

Under the heading **Dedicated Transport**, replace the bullet point with the following:

- A Legion Dreadnought Talon numbering a single Dreadnought may select a Legion Drop Pod or Legion Dreadnought Drop Pod as a Dedicated Transport.

### **Dreadnought Talon (Page 33)**

Replace the text under the **Dreadnought Talon** special rule with the following:

A Dreadnought Talon is a specific formation designed to operate as a 'clenched fist' on the battlefield in order to smash through the fiercest resistance, but given the power and individuality of the Dreadnoughts themselves operates more akin to a warrior band than a squadron unit.

When first deployed on the battlefield (either at the start of the game or when arriving via Reserves later on), the Dreadnoughts in a Talon must be placed within 6" of each other, and afterwards are not treated as a vehicle squadron but operate independently as individual units for the purposes of taking any actions, as well for determining Victory points in missions which make use of Victory points for destroying units.

*Note: This version of the Dreadnought Talon rule replaces all other instances in Rulebooks, Campaign books and Army List books.*

### **Legion Seeker Squad (Page 48)**

Under the heading **Options**, amend the third bullet point to read:

- Any model in the unit may exchange their bolter for a combi-weapon for +5 points each.

### **Rite of War: Sky Hunter Phalanx (Page 102)**

Under the bullet point **Rapid Encirclement**, amend the text to read:

- Units entirely composed of Jetbikes (including those taken as mounts by Independent Characters) may be removed from play at the beginning of their own Movement phase and placed into Ongoing Reserves, as long as they did not arrive from Reserve on the same turn, are not falling back and are not locked in combat. These units must automatically re-enter play from Reserve in the controlling player's next turn using the Outflank special rule.

### **Augury Scanner (Page 131)**

Replace the final sentence under the heading **Augury Scanner** with the following:

If a unit has at least one model equipped with an Augury Scanner, all of the ranged weapons in that unit gain the Interceptor special rule.

### **Combat Shields & Boarding Shields (Page 131)**

Replace the section titled **Combat Shields & Boarding Shields** with the following:

#### **Combat Shields**

Combat shields confer a 6+ invulnerable save, increased to 5+ in close combat.

#### **Boarding Shields**

Boarding shields confer a 6+ invulnerable save, increased to 5+ in close combat. Models which have successfully charged any unit in which the majority of the models are equipped with boarding shields do not gain bonus Attacks from charging. However, if the charged unit was already locked in combat from a previous turn, the attackers gain bonus Attacks as normal. Boarding shields are far heavier and more cumbersome than combat shields; models equipped with them cannot claim the extra attack for being armed with an additional close combat weapon, and may not use any weapon with the Two-handed special rule.

### **Narthecium (Page 132)**

Replace the text under the heading **Narthecium** with the following:

While any model carrying this specialised medical and alchemical gear in a unit is in play, all models with the Legiones Astartes special rule, including any Independent Characters with the Legiones Astartes special rule that have joined the unit, gain the Feel No Pain special rule.

# THE HORUS HERESY: LEGIONES ASTARTES – AGE OF DARKNESS LEGIONS

## Iron Warriors Legion Specific Units (Page 19)

**Tyrant Siege Terminators Squads** are Heavy Support choices. Disregard any references to this unit in other Force Organisation slots.

## The Primarch Perturabo (Page 27)

Under the sub-heading **Relentless Strategist** in the **Special Rules** section, replace the text with the following:

All models in the same army as Perturabo gain Furious Charge while in an enemy's deployment zone. If Perturabo is held in Reserve, he may choose the turn in which he and any unit to which he is attached arrive from Reserve, starting from the first turn of the game, rather than the second.

Additionally, under the heading **Dedicated Transport: The Tormentor**, replace the text with the following:

Perturabo may take the *Tormentor* as a Dedicated Transport in any game of 3,001 points or more. The *Tormentor* is a unique Shadowword variant which the Lord of Iron has personally modified, which has the profile listed below. The *Tormentor* does not take up a Lords of War choice and its points value does not contribute towards Perturabo's points value when determining Lords of War and the 25% rule.

## THE TORMENTOR

600 POINTS

	BS	Front	Side	Rear	HP
The Tormentor	4	14	13	12	9

### Unit Composition

- 1 Tormentor (Unique)

### Unit Type

- Super-heavy Vehicle (Transport)

### Wargear

- Volcano cannon
- One hull-mounted twin-linked heavy bolter
- A pair of side sponsons, each with one lascannon and one twin-linked heavy bolter
- Searchlight
- Smoke launchers
- Extra armour

### Special Rules

- Torment
- Void Shields (1)

### Transport Capacity

- The Tormentor can carry up to 15 models.

### Fire Points

- None.

### Access Points

- The Tormentor has one access point at the rear.

### Torment

If the Tormentor fires all of its weapons at a single target, it gains the Tank Hunters and Monster Hunter special rules for those attacks.

## Rogal Dorn (Page 35)

Under the heading **The Aetos Dios**, replace the text with the following:

Following several attempts on Rogal Dorn's life following the outbreak of the Horus Heresy, the Magos Telluria constructed for him a heavily customised personal gunship to convey him both in battle and to shield him as he conducted missions in respect of the defences of Terra.

Rogal Dorn may take the *Aetos Dios* as a Dedicated Transport in any game of 3,001 points or more. The *Aetos Dios* is a unique Legion Thunderhawk Gunship variant which has the profile listed below. The *Aetos Dios* does not take up a Lords of War choice and its points value does not contribute towards Rogal Dorn's points value when determining Lords of War and the 25% rule.

## THE AETOS DIOS

700 POINTS

	BS	Front	Side	Rear	HP
The Aetos Dios	4	12	12	12	9

### Unit Composition

- 1 Aetos Dios (Unique)

### Unit Type

- Super-heavy Flyer (Hover, Transport)

### Wargear

- Hull-mounted turbo-laser destructor
- Four sponson-mounted twin-linked heavy bolters
- Six hellstrike missiles
- Two hull-mounted lascannon
- Armoured ceramite
- Void-crafted hull (included in profile)
- Machine spirit
- Chaff launcher

### Special Rules

- Assault Vehicle
- It Will Not Die
- Void Shields (1)

### Transport Capacity

- The Aetos Dios has a Transport Capacity of 40 models and may carry Legion Dreadnoughts and Legion Contemptor Dreadnoughts (each counting as 10 models, and may only embark/disembark using the main ramp), Jump Infantry, Bikes and Jetbikes.

### Fire Points

- None.

### Access Points

- One access hatch on each side and a forward assault ramp.

### **Legiones Astartes (Night Lords) (Page 36)**

Under the heading **A Talent for Murder** replace the text with the following:

If any units with the Legiones Astartes (Night Lords) special rule outnumber one or more enemy infantry units during any Initiative step in which they fight in assault, they gain +1 To Hit and To Wound. Bulky models count as two models and Very Bulky models as three models on both sides for the purposes of working out when Night Lords outnumber their victims.

### **Konrad Curze (Page 42)**

Under the heading **Special Rules** add the following bullet point:

- Hit & Run

Under the sub-heading **The Nightmare Mantle** in the **Special Rules** section on page 43, replace the text with the following:

Curze's raiment of war was a customised artificer suit, bedecked in grisly trophies of judgement and the flayed skins of those whose sins he saw as particularly egregious or noteworthy. It provides a 2+ armour save and a 4+ invulnerable save. Additionally, on any turn in which he Charges, Konrad Curze may make D3 Hammer of Wrath attacks.

### **Spearhead-Centurion Castrmen Orth (Page 48)**

Under the heading **Spearhead Commander**, replace the first sentence with the following:

At the beginning of the game, Castrmen Orth must be assigned to a single vehicle with either the Tank or Super-heavy Vehicle type which has a Front Armour Value of at least 13.

### **World Eaters Legion Specific Units (Page 53)**

Under the heading **Chainaxes**, replace the text with the following:

Any model with the Legiones Astartes (World Eaters) special rule which is equipped with a chainsword or close combat weapon (or power weapon in the case of models in Terminator armour) may replace this with a chainaxe for free, so long as this is appropriately represented on the model.

### **Lorgar (Page 105)**

Under the sub-heading **Dark Fortune** in the **Special Rules** section, replace the text with the following:

Lorgar has long been shadowed by the Fates of Chaos, and chosen as one of their favoured sons. As a result, the player may re-roll any failed Deny the Witch roll for Lorgar. In addition, once per game, Lorgar's player may elect to force a single enemy model or unit to re-roll all rolls of a 5 or 6 both to To Hit and To Wound Lorgar and any unit he is attached to in a given player turn. Note that Lorgar's player may not use this ability to force re-rolls against a Dedicated Transport that he is embarked upon. The use of this power must be declared before the attacking player rolls any dice for attacks by the nominated model or unit that turn.

### **Legiones Astartes (Salamanders) (Page 106)**

Under the heading **Promethean Gift**, amend the bullet point to read:

All hand flamers, flamers and heavy flamers used by models with this special rule gain +1 Strength to their listed profile. This special rule also extends to any Salamanders vehicles used by a detachment containing units with this rule. In addition, all enemy flamer-type attacks are -1 Strength when used against units comprised wholly of models with the Legiones Astartes (Salamanders) rule (note, this benefit is not lost if a unit with this rule is joined by the Primarch Vulkan).

### **Vulkan (Page 113)**

Under the heading **The Draken Scale**, replace the text with the following:

Vulkan's armour was a marvel of the Imperium and a famed relic in its own right. Its crowning glory was the skull of the great Firedrake Kesare mounted upon the Primarch's shoulder, upon whose image the Legion's symbol was based. The Draken Scale provides Vulkan with a 2+ armour save and a 3+ invulnerable save. It also halves the Strength (round down) of any flamer, fusion, volkite, melta or plasma weapon when rolling To Wound against Vulkan only.

**Legiones Astartes (Raven Guard) (Page 114)**

Under the heading **by Wing and Talon**, amend the two bullet points to read:

- **Infantry (except models with Terminator armour of any type or the Jump Infantry unit type):** Infiltrate and Fleet
- **Jump Infantry, Bikes and Jetbikes, Infantry in Terminator armour:** Furious Charge

**Strike Captain Alvarex Maun (Page 119)**

Under the heading **The Bleeding Edge**, add the following at the end of the text:

If Strike Captain Alvarex Maun enters play in a vehicle with the Drop Pod Assault special rule, his vehicle must arrive on the first game turn. Alvarex Maun may not enter play embarked upon a vehicle with the Subterranean Assault special rule.

## THE HORUS HERESY: CRUSADE IMPERIALIS ARMY LISTS

### **Displacer Matrix (Page 17)**

Under the heading **Displacer Matrix**, replace the second paragraph with the following:

The displacer matrix provides a 3+ invulnerable save. In addition, the first time a 1 is rolled when making an Armour Save for a model equipped with a displacer matrix, the wound is ignored and the model is immediately removed from play and enters Ongoing Reserves. The model must then return to play at the beginning of the controlling player's next turn using the Deep Strike rules, but if any Deep Strike Mishap occurs, they are destroyed. If the model enters Ongoing Reserves in this manner on the final game turn, it is destroyed for the purposes of missions in which Victory points are scored for destroying units.

### **Lord Marshal Ireton MaSade (Page 25)**

Under the heading **Protector of Agathon**, replace the text with the following:

Ireton MaSade has the might and industrial power of an entire stellar domain to call upon to serve his military needs, and the wit to employ such resources effectively on the battlefield. So long as Ireton MaSade is present on the battlefield, the first time any friendly unit (other than a Dedicated Transport, Lords of War choice or Unique unit) in the same detachment as him is destroyed, roll a D6. On a roll of a 5 or 6, a new identical unit is placed in the controlling player's Ongoing Reserves. This effect may only occur once per game.

### **Muster of Worlds: Provenances of War (Page 72)**

Under the heading **Survivors of the Dark Age**, replace all of the text under the subheading **Option – Advanced Weapons** with the following:

The strength of laspistols, lascarbines, lasrifles, laslocks and rotor cannon used by Grenadier and Platoon Command Cadre squads with this Provenance may be increased by +1 for +20 points per squad. If this option is taken, all such squads in the army must be upgraded. In addition, Grenadier and Platoon Command Cadres with this Provenance may take either a Rhino or Land Raider Proteus as their Dedicated Transports, so long as they number 10 models or less, or a Termite Assault Drill, so long as they number 12 models or less. See the **Legiones Astartes: Age of Darkness Army List** for details and points costs. Efforts should be made to model this upgrade accordingly with suitably ornate or enhanced weapons.

### **Muster of Worlds: Provenances of War (Page 73)**

Under the heading **Traitor Only – Cult Horde**, replace the first sentence with the following:

All eligible units and models with this Provenance gain the Hatred and Stubborn special rules.

# THE HORUS HERESY: MECHANICUM TAGHMATA ARMY LIST

## Magos Prime (Page 27)

Under the heading **Ordinator**, replace the text and weapon's profile under the bullet point **Bombardment** with the following:

- **Bombardment** – Once per game, in lieu of firing a weapon in the Shooting phase, an Ordinator can opt to call in a bombardment attack against the enemy. This attack need not select the same target as any unit to which the Ordinator is attached and may be made even if he has moved this turn or is embarked upon a vehicle (in which case he must use a Fire Point). The attack has the following profile:

	Range	S	AP	Type
Bombardment	Unlimited	8	3	Ordnance D3, Large Blast (5"), Armourbane, Barrage, Wrecker, Pinning

## Magos Dominus (Page 28)

Under the heading **Patris Cybernetica**, add the following at the end of the text:

A character with this special rule may not join any unit with one or more models with the Flying Monstrous Creature unit type.

# THE HORUS HERESY BOOK FOUR – CONQUEST

## Relics of the Dark Age of Technology Clarification (Page 222)

The rules for Relics of the Dark Age of Technology, included in the Campaign Rules section of **The Horus Heresy Book Four – Conquest**, are intended for use with and acquired as part of narrative campaigns by prior agreement of all involved parties. In casual games, players should seek the agreement of their opponent before including these powerful items of wargear in their armies and they should not be treated as being part of the standard army list.

# THE HORUS HERESY BOOK SIX – RETRIBUTION

## Blackshields Allegiances (Page 220)

Under the heading **A Note on Allegiances**, add the following at the end of the text:

Though Blackshields armies may declare as Traitor or Loyalist, neither of these allegiances can trust those who would scratch out the signs of their Legion heritage. All factions treat Blackshields as Distrusted allies on the Age of Darkness Allies chart.

## Anacharis Scoria (Page 273)

Under the sub-heading **The Vodian Sceptre** in the **Special Rules** section, replace the weapon profile with the following:

	Range	S	AP	Type
Vodian sceptre	–	+2	2	Melee, Two-handed, Armourbane, Entropic Destroyer

**Entropic Destroyer:** Whenever this weapon causes an unsaved wound or Hull point, it inflicts D3 additional wounds, or, in the case of a target with an Armour Value, an additional Hull point, on the same model. Invulnerable saves may be taken against these wounds or Hull points, but they may not be replenished or ignored by any means, including Feel No Pain, It Will Not Die or Blessed Autosimulacra rolls. Players may wish to make a note of how many wounds a model has suffered from this weapon for the purposes of tracking how many wounds they may not recover using such abilities.

## THE HORUS HERESY BOOK SEVEN – INFERNO

### **Legiones Astartes (Thousand Sons) (Page 209)**

Under the heading **Cult Arcana**, replace the third bullet point with the following:

- Each Cult Arcana has an associated psychic discipline. Units belonging to a particular Cult Arcana may only generate powers from their matching psychic discipline.

### **Thousand Sons Legion Specific Units (Page 210)**

Under the heading **Legion Specific Units**, **Osiron pattern Dreadnought Talons** are an Elites choice. Disregard any references to this unit in other Force Organisation slots.

### **Thousand Sons Legion Specific Wargear (Page 210)**

Under the heading **Arcane Litanies**, amend the first sentence to read:

The bearer of Arcane Litanies ignores the first Perils of the Warp result which they suffer. This effect may only occur once per game.

### **Osiron Dreadnought – Thousand Sons Contemptor Dreadnought Variant (Page 211)**

Under the heading **Osiron Dreadnoughts**, amend the first paragraph to read:

Any Legion Contemptor Dreadnought Talon taken as part of a Thousand Sons Detachment may be upgraded to an Osiron pattern Dreadnought Talon for +50 points per model. If a Talon is upgraded in this manner, all Legion Contemptor Dreadnoughts in the Talon must be upgraded to Osiron pattern Dreadnoughts. An Osiron pattern Dreadnought Talon retains all of the options and rules of a Legion Contemptor Dreadnought Talon in addition to the following: (as on page 211)

### **Castellax-Achea Battle-automata Maniple (Page 213)**

Under the heading **Wargear**, amend the second bullet point to read:

- Two power fists, each with an in-built bolter with Asphyx shells.

On the final bullet point under the heading **Options**, amend the reference to 'Aether-flame cannon' to instead read 'Aether-fire cannon'.

### **Sekhmet Terminator Cabal (Page 214)**

Under the heading **Special Rules**, remove the asterisks and phrase 'A Sekhmet Terminator Cabal may choose its powers from the Telekinesis or Pyromancy disciplines'. In addition, add the following bullet point:

- Implacable Advance

### Space Wolves Army Selection (Page 223)

Replace all of the text under the heading **Space Wolves Army Selection** with the following:

When selecting units in a Legiones Astartes (Space Wolves) detachment, the following alterations and provisions apply:

- A Space Wolves Detachment must fulfil their compulsory HQ choice with either a Praetor, Centurion (representing a Wolf Lord or Claw Leader respectively) or Unique character with the Legiones Astartes (Space Wolves) rule. Other HQ choices or Consul types may not be selected as compulsory HQ choices in this detachment.
- A Space Wolves Detachment must also include at least one HQ choice per 1,000 points or part thereof in the army regardless of the Force Organisation chart being used and the maximum available number of HQ choices. These additional HQ requirements may be fulfilled by any HQ choice available to the army. For example, when using the standard Crusade Force Organisation chart, in detachments of 1,001-1,999 points at least two HQ choices must be included. In detachments of 2,001-2,999 points however, at least three HQ choices must be included, and in detachments of 3,001-3,999 points at least four HQ choices must be included, and so on, exceeding the maximum of three HQ choices available. In all such cases where there is a limit to the number of HQ choices available, an additional HQ choice is made available that must be filled by a Space Wolves Detachment, per 1,000 points.
- The Chaplain, Librarian and Primus Medicae Consul types are not available to a Space Wolves Detachment (being replaced with the Priest of Fenris – see page 234).
- A Space Wolves Detachment must fulfil its compulsory Troops choices with Grey Slayer Packs (see page 230). All other Troops choices found in a Space Wolves Detachment gain the Support Squad special rule (if they do not already possess it). Note that when making use of a Rite of War which stipulates that another unit can be taken as a compulsory Troops choice, a Space Wolves detachment may instead take that unit to fulfil its compulsory Troops choices in order to meet the requirements of that Rite of War.

### Space Wolves Unique Rite of War: The Bloodied Claws (Page 225)

Replace instances of 'Furious Assault' with 'Furious Charge'.

### Fenrisian Wolf (Page 226)

Replace instances of 'Panic tests' with 'Morale checks'.

### The Frost Blades (Page 227)

Amend the second paragraph to read:

Any Space Wolves Independent Character with a power weapon may exchange this for a frost blade (frost sword, frost axe or frost claw) for +5 points or a great frost blade for +10 points.

Additionally, in the weapon profiles, amend the first weapon's name 'Frost blade' to read 'Frost sword'.

### Grey Slayer Pack (Page 230)

In the **Options** selection, under the following bullet point, replace the reference to 'frost weapon' with 'frost blade':

- 'The Huscarl may take one of the following options:
  - Exchange their close combat weapon for a frost weapon...'

### Warrior's Mettle (Page 231)

Under the heading **Warrior's Mettle**, amend the second paragraph to read:

Models with this special rule may not voluntarily Go to Ground, but may re-roll failed Pinning tests and may make Charge moves after running or after firing their bolters, suffering -1 to their Charge distances if they do so. If an Independent Character which does not have the Warrior's Mettle special rule joins a unit of Grey Slayers, they may not benefit from this rule until that Independent Character leaves the unit.

### Priest of Fenris (Page 234)

Increase this unit's Initiative characteristic to 5.

**Leman Russ (Page 238)**

Under the sub-heading **The Armour of Elavagar** in the Special Rules section, replace the second paragraph with the following:

The Armour of Elavagar gives its wearer a 2+ armour save and a 4+ invulnerable save (which is increased to 3+ against flamer, melta and plasma type weapons of any kind). In addition, enemy models in base contact with Leman Russ suffer a penalty of -1 To Hit him in assault (to a maximum of 6+).

**Sisters of Silence Kharon Pattern Acquisitor (Page 270)**

Under the heading **Transport Capacity**, add the following bullet point:

- This Vehicle may not carry any models with the Bulky, Very Bulky, or Extremely Bulky special rules.

**Secutarii Axiarch (Page 289)**

Under the heading Special Rules, add the following bullet point:

- Independent Character

**Acastus Knight Porphyriion (Page 297)**

Under the heading **Household Rank (Questoris only)**, replace the text with the following:

When used as part of the Questoris Knight Crusade Army List, the model is subject to the Household Rank special rule, which may grant it an alteration to its basic profile and additional special rules, as shown in the Questoris Knight Crusade Army special rules. However, an Acastus Knight Porphyriion may not be chosen for the rank of Scion Martial, Scion Aspirant or Scion Uhlan.

**Vultarax Stratos-Automata Maniple (Page 294)**

Replace the profile of this unit with the one below:

## VULTARAX STRATOS-AUTOMATA MANIPLE

**175 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Vultarax Stratos-automata	3	4	4	6	4	3	2	8	3+

**Unit Composition**

- 1 Vultarax Stratos-automata

**Unit Type**

- Flying Monstrous Creature

**Wargear**

- Vultarax arc blaster
- Two Setheno pattern havoc launchers
- Enhanced targeting array
- Searchlight

**Special Rules**

- Cybernetica Cortex\* (Stratos-automata)
- Reactor Blast
- Night Vision
- Atomantic Shielding
- Linked Neural-nodes

*\*For the purposes of this special rule, a Stratos-automata counts as a Battle-automata, except that the Methodical provision does not apply, and in the case of the Target Priority provision of the special rule, the controlling player may always attempt to target the nearest enemy Flyer or Flying Creature rather than just the closest enemy model when this special rule comes into effect.*

A Vultarax Stratos-automata Maniple is a Fast Attack choice for the Mechanicum Taghmata army list as found in the Mechanicum Taghmata Army List book.

**Options**

- The maniple may include:
  - Up to two additional Vultarax Stratos-automata ..... +175 points each
- The maniple may be upgraded to have:
  - Blessed Autosimulacra ..... +10 points per model (If this is chosen, all models in the maniple must be so upgraded).
- Any Vultarax may be upgraded to be equipped with:
  - Battle-automata power blades ..... +15 points each

**Reactor Blast**

When a model with this special rule loses its last wound, roll a D6. On the result of a 6, it explodes, inflicting a Str 4 AP- hit on all models within D6" – in the case of the Vultarax, measure from the edge of the model's base.

**Vultarax Weapons Systems**

Weapon	Range	Str	AP	Type
Vultarax arc blaster	24"	6	5	Heavy 3, Shred, Haywire
Setheno pattern havoc launcher	48"	5	5	Heavy 2, Blast (3"), Twin-linked, Setheno-Djinn
Battle-automata power blades	–	As User	2	Melee, Rending, Paired Weapons

**Setheno-Djinn:** Successful cover saves against this attack must be re-rolled.

**Paired Weapons:** Battle-automata power blades are paired weapons and so add +1 to the model's attacks and count as being Two-handed.

**Linked Neural-nodes:** The Stratos-automata share a sensory network which allows them to act in perfect synchronicity, their every individual flight action or targeting prompt is immediately distributed amongst the maniple, however this shared cognitive system is vulnerable to backward error propagation.

All voluntary actions undertaken by this unit (such as Changing Flight Mode) must be undertaken by the whole unit. If the unit elects to make a Vector Strike, only one Vector Strike attack is made for the whole unit. Additionally, if any model in the unit fails a Grounded test, all of the models in the unit suffer a Strength 9 hit and are Grounded, as described in the Age of Darkness Rulebook.

# FREQUENTLY ASKED QUESTIONS

## GENERAL FAQ

**Some units have multiple versions of rules available across PDF downloads, Campaign books and Army List books – which one should I use?**

When referring to unit entries and rules which have appeared in multiple publications, the entry in the latest relevant Rulebook or Army List book takes priority unless that is not the latest publication (e.g., if there has been a more recent downloadable rules PDF), in which case the latest version of this FAQ takes priority).

## AGE OF DARKNESS RULEBOOK FAQ

**Are the Rules for taking Lords of War in books such as The Crusade Imperialis Army Lists and Mechanicum Taghmata Army List overridden by the rules for taking Lords of War in *The Horus Heresy: Age of Darkness Rulebook*?**

Yes.

**On page 177 of the *Age of Darkness Rulebook*, combi-volkite chargers and combi-grenade launchers aren't 'one use', is this intentional?**

Yes. This is intended to balance these varieties of combi-weapons against combi-plasma gun and combi-meltagun weapons.

**What profile should I use for plasma grenades?**

Plasma grenades are assault grenades (see page 182 of the *Age of Darkness Rulebook*).

**Can Warlord Traits and other special rules which are determined after Army Creation have an effect on Army Creation, e.g., to fulfil Rite of War restrictions?**

Yes, but only if these Warlord Traits or special rules are chosen by the controlling player and not rolled for randomly. In this case, make a note of which Warlord Trait or other special rule you have chosen for the game during Army Creation, and explain this to your opponent before the game begins.

For example, the Alpha Legion unique Rite of War: The Coils of the Hydra states that 'Infantry squads that do not have either a Dedicated Transport or the ability to Infiltrate or Deep Strike may not be chosen as part of the force'. An Alpha Legion player may choose during Army Creation that they will be using their Mutable Tactics special rule to Infiltrate their infantry units during this game, thus fulfilling this criteria.

**Is it possible to field multiple HQs with a provision that they must be the army's Warlord?**

You may only do this in the case of a Primarch. In all cases, a Legion's Primarch takes precedence over others, and so if present in an army representing their Legion, they must be the army's Warlord and can subordinate other characters with this special rule (although you will gain no Warlord benefits from subordinate characters). With the exception of a Primarch and subordinates, however, you may not include more than one model with this limitation in any particular army

**Can I upgrade Unique special/named characters with weapons and wargear from their Army's armoury, e.g., can I give Iron-Father Autek-Mor a Cyber-familiar because the rules say any Iron Hands character may take one?**

No, unique units may never be altered, with the exception of options that are specifically listed on their profile. They are already equipped with all of the weapons and wargear they need!

## ARMY LISTS FAQ

### **What is “standard Terminator armour”?**

If a rule makes reference to standard Terminator armour, it is not specifying a particular pattern. In these instances, its pattern is that which is represented on the physical models used, and only a single type of Terminator armour may be chosen for that unit when included in your army. Please refer to page 133 of *The Horus Heresy: Legiones Astartes – Age of Darkness Army List* for available types of Terminator armour.

### **Do Primarchs have particular patterns of Terminator armour?**

Unless specifically stated otherwise, Primarchs are always considered to wear a unique type of armour for game purposes, with its rules described in their unit entry. Any references to a Primarch wearing Terminator or Artificer armour are purely for descriptive purposes and do not affect their abilities in game.

### **When I arrive from reserve with a Terrax Pattern Termite Assault Drill using the Subterranean Assault special rule, can I choose to place the Large Blast marker on top of another unit before determining scatter?**

No, the Blast marker must not be initially placed on top of impassable terrain or within 1" of another model.

### **Some of Cassian Dracos Reborn’s Cyberthurgy powers change his Wounds characteristic or compare this to his enemy, how is this possible? (*The Horus Heresy Campaign Book Six – Retribution*, page 252)**

When using Cyberthurgy powers, references to Wounds should be exchanged with Hull points when referring to Cassian Dracos.

### **In the Talons of the Emperor Army List (*The Horus Heresy Book Seven – Inferno*, page 241-282), what stats does the Misericordia have?**

The Misericordia is a symbol of office for the Legio Custodes; it has no in-game use and can be ignored on any unit entry which lists it as a piece of wargear.