

**LEGIONES ASTARTES:
DUSK RAIDERS 4TH GREAT COMPANY
'Age of Darkness' Army List**





"So you're one of the new breed then?" he looked up as the door clicked shut behind her, an imperceptible hum signalling the re-engagement of the shields.

The cell was undeserving of the name, the word conjuring up, as it did, images of damp rockcrete walls, dingy lighting, heavy chains and the soft moans of desperate souls resigned to a short existence of deprivation and torture.

By contrast, she stood in the vestibule of what passed, at first glance, for a modest suite of small rooms, bright and well lit, with functional furnishings; all rounded edges and satin sheen. The only thing that made it remarkable were the windows of each room, which gave stunning, unimpeded views of the Imperial Palace, magnificent against the backdrop of the Himalazia mountains bathed in the early evening glow of Sol's dying light.

They were all contrivances of course; no natural sunlight reached this deep into Terra's battle-scarred crust, and the palace was still a battered hellscape despite three years of reclamation and rebuilding. The views were armoured screens relaying archived images from long before the siege, and the furnishings and fixtures were made entirely from a substance that shared its heritage with ceramite so that prisoners would find nothing breakable with which to end their own lives and spare their tortured ennui. Every square millimetre had been designed, constructed, and intended to induce compliance and complacency whilst ensuring the absolute impossibility of escape of any sort.

"Welcome! What is it they call you now, Interrogators?" The man's brow furrowed, "No, that's not right is it – That's a rank designation. Inquisitor – That's it! How barbarically grandiose..."

She said nothing, keeping her face a blank mask, just as she had been taught by her Ordo mentors.

"Well go on then; flash your badge or whatever they call it."

"Rosette" she stated flatly, withdrawing a small leather case from her tunic and flipping it open to display the symbol of her new-found authority.

He leaned forward and gave a long, appreciative whistle, "Oh, that's a pretty thing – I'm guessing gene-coded with the kind of data djinn that would make the Mechanicum froth in envy. And, if I'm not very much mistaken, that gem in the centre is also a single-charge, digital laser. Very nice and, given the pristine condition, very new I take it?"

She didn't rise to the bait.

He applauded lightly, the small sound echoing flatly in the recycled air, "You know, I would've had one too if I'd moved in the right circles, rubbed shoulders with the likes of Sindermann or Gaumon, or even the late, lamented Malcador..."

She closed the case and secreted it back into her uniform, knocking loose the pendant they had given her as she did so.

"Ah, but that, by contrast, is a rather hateful thing," the prisoner sat back and tutted disapprovingly, nodding at the small device, "So, they told you about my 'charms' then? I wonder, did they also tell you what that thing is made of?" he feigned a shudder and let out a disgusted grunt.

She stared him down, "Yes. And yes."

"Oh, don't look so worried. It's not like I can wield it as an active skill. 'Latent empathic ability' they call it. All it means is that people like talking to me more than most." He shrugged, "Useful in my previous line of work, but not exactly dangerous. And definitely not worthy of you clutching a null bone pendant like a Catheric rosary." He looked away from her to the false view of the nearest screen, "So why are you here then?"

"I'd like you to talk to me." she stated simply.

He snorted, eyebrows arching briefly, before letting out a disgruntled sigh, "Do you? Do you really? I mean, we both know that no-one is ever really going to hear what I have to say, which rather negates my entire reason for being."

"I will hear it."

"Yes, but will you learn from it?"

“Of course.”

He snorted derisively, “There’s only one thing you or anyone else needs to learn from all this, and trust me, none of you want to hear it.”

“And that would be?”

“That the Emperor is fallible.”

She took a step forward; he leaned back further and held up his hands, “Alright, alright – I promise to play nice as long as you don’t come too close with that thing. It might not do much to you, but it certainly gives me one hell of a headache...”

She took a small step backwards and folded her arms, “Start at the beginning.”

He gave a short bark of laughter and flashed a self-deprecating grin, “The beginning! My dear, as young as you appear to be, I don’t think even you have that long...”

She cut him off, “Start with your commission as a Remembrancer.”

His face clouded and the smile withered on his lips, “Not even going to attempt to charm it out of me then? Fine.” He scowled at her, “I was a writer, a documentarist assigned to the mighty 14th Legiones Astartes, the Dusk Raiders as was, back in ‘99, shipping out with the first expeditionary fleets at the beginning of the Emperor’s Great Crusade...”

“To clarify, you mean 799.M30. Nearly 220 standard years ago.” The incredulity was implied despite the even tone of her voice.

“I know, and I don’t even look a day over 40 standard...” he gave her a sidelong smile that, in any other setting, would have been described as ‘raffish’.

“You would have me believe that you managed to pass yourself off as a Remembrancer, in a Legiones Astartes expeditionary fleet, for over a century and a half, without anyone becoming even remotely suspicious?”

“Ah, you see that’s the great thing about the Astartes – When you’re a near-immortal, transhuman killing machine you kind of lose touch with the mortal norms. Far too easy to forget that most humans can’t live past 80 standard without augmetics or juvenat treatments, neither of which I was ever going to afford. We just blend into the background to them. I also made sure I was mediocre enough not to garner too much attention elsewhere.”

“Say I believe you...”

“Oh please, we both know you do – You’ll have done your research, recovered from whatever’s left. It’s not like I went to that much trouble to cover my tracks. As I say, transhumans; worst possible judges of age. It’s why you’re really here – I can fill in the blanks that you can’t. The Rangdan Xenocides, the two no-one, and I mean no-one, ever speaks about. All the rest of it that’s been lost to the flames or hidden by other branches of your paranoid kin. You want as complete a record as possible, even if no-one will ever be allowed to see it.”

“Continue...”

“Well, what is it you actually want to know? I mean, there is quite a lot to get through: I spent the next dozen or so decades attached to what would become the 4th ‘Great Company’ after that bastard Mortarion took over.” His voice became quieter, face sinking into a sullen, unattractive cast, “That’s where it all went wrong you know. That’s where the real problem lies. That’s why they’re all dead...”

“What problem?”

“The Primarchs. They’re the real reason it all went to shit. Worst thing that ever happened to the legions. I’ll never forgive him for that...”

“Forgive who? The Emperor? Horus?”

“No. Mortarion. Odious little bastard.” he looked up at her, “You know just before he arrived they were truly glorious. I mean you cannot begin to imagine. I know your archives show them in either the early storm-grey livery of Unification or the off-white and green of Barbarus, but there was a sliver, just a sliver mind, a small chunk of time in between where they were still the Dusk Raiders, still masters of their own destinies, exemplars of the Imperial ideal resplendent in white, gold and red. You should have seen them...”

He sighed, “They’re all dead now of course, Temeter and the others.”

“There has never been an accurate tally of the...”

He cut her off, “Oh please, you’re not the first one to visit me and we both know the only thing that you people barter with is information. I’m never going to see the light of day, and solid food would require utensils that I might use to kill myself. Absurd that you trade in the one thing that you’ll go to any lengths to stop anyone else having. So, I know. Don’t insult me by saying

otherwise. The ones that have come before you showed me the records. I know your lot have already scoured the killing fields of Istvaan III and recovered the idents from every scrap of warplate you could find. Pieced together every fragment of data. Hell, there isn't a nanosecond of that horror you don't know."

"Your point?" she said coldly.

"They were my friends damn it, as much as any man can call one of them friends. So of course, I will quite happily talk to you, I will tell you about my good and dear friend, Ullis Temeter, or the redoubtable Huron-Fal, I will tell you about the glorious battles of the 4th, about the Dusk Raiders as they were and should have been. And then, when you've allowed me to pour out all that knowledge and indulged my sorrows, I'll reward your efforts by telling you what you really came here to know..."

He watched her tense, eyes narrowing, an ugly, predatory gaze replacing the previous non-committal demeanour, "You'll tell me everything you know about the Black Shields and the rogue knight you escaped with: These 'Contritum' and the so-called, 'Woe-Waif'."

"Yes, I'll tell you about them, you won't listen, and your accursed 'Scouring' would be better spent searching for other prey, but I will tell you..."

Index

HQ (3 Max)	6
1. Legion Praetor ‘Ullis Temeter’ (and Command Squad)	6
2. Legion Praetor ‘Huron-Fal’	8
3. Legion Centurion – Moritat ‘The Ash-Maker’ (Halas Vorr)	9
4. Legion Centurion – Praevian ‘The Anthracite’ (Mitruss Thetmar)	10
4a. <i>Castellax Class Battle-Automata Maniple (‘The Stalwart Choral’)</i>	11
4b. <i>Vorax Class Battle-Automata Maniple (‘The Chittering Widdershins’)</i>	12
TROOPS (6 Max)	14
1. Legion Tactical Squad #1 (‘Sgt. Gero’)	14
2. Legion Tactical Squad #2 (‘Sgt. Theuderic’)	15
3. Legion Breacher Siege Squad #1 (‘Sgt. Tullus’)	16
4. Legion Assault Squad #1 (‘Sgt. Strehla’)	18
5. Legion Tactical Support Squad #1 (‘Sgt. Gare!’)	19
6. Legion Reconnaissance Squad #1 (‘Sgt. Catigern’)	20
ELITES (4 Max)	21
1. Legion Destroyer Squad #1 (‘Sgt. Sveton’)	21
2. Legion Cataphractii Squad #1 (‘Sgt. Horsa-Tal’)	23
3. Legion Rapier Weapons Battery #1	24
4. Legion Apothecarion (‘Kharistius Ullens’) - assigned to Command Squad	25
5. Legion Furibundus Dreadnought – “Ancient Adrætan”	26
FAST ATTACK (3 Max)	27
1. Legion Sabre Strike Tank Squadron #1	27
HEAVY SUPPORT (3 MAX)	28
1. Legion Heavy Support Squad #1 (Sgt. Rau)	28
2. Legion Land Raider Battle Squadron #1 “Sudoiger”	29
3. Legion Vindicator #1 “Rook’s Revenge”	30
LORDS OF WAR (1 MAX)	31
1. Legion Falchion Super-Heavy Tank Destroyer #1	31
ALLIED HQ (1 Max)	33
1. Legion Centurion – ‘Consul-Obsequiari Haadlingen’	33
ALLIED ELITE (1 Max)	34
1. Legion Contemptor Dreadnought – “Skieringer”	34
ALLIED TROOPS (2 Max)	35
1. Legion (Penitent) Tactical Squad #1 (Sgt. Edekon)	35
2. Legion (Penitent) Tactical Support Squad #1 (Sgt. Athanaric)	36

Force Organisation & Points Cost

HQ:

1. Praetor (1)/Praetor (2)/Moritat = 772
2. Praetor (1)/Praetor (2)/Praevian (4a) = 1099
3. Praetor (1)/Praetor (2)/Praevian (4b) = 1059
4. Praetor (1)/Moritat/Praevian (4a) = 1027
5. Praetor (1)/Moritat/Praevian (4b) = 987
6. Praetor (2)/Moritat/Praevian (4a) = 759
7. Praetor (2)/Moritat/Praevian (4b) = 719

Troops: 2210

Elites: 1006

Fast Attack: 270

Heavy Support: 680

Lords of War: 555

Total: Variable

Allied HQ: 125

Allied Elites: 230

Allied Troops: 540

Allied Total: 895

HQ (3 Max)

1. Legion Praetor 'Ullis Temeter' (and Command Squad)

Ullis Temeter, Praetor of the 4th Great Company of the XIVth Legiones Astartes, the *Dusk Raiders*, accompanied by the chosen of his command squad and standard.

A staunch loyalist and redoubtable commander in service to the Great Crusade, Temeter would eventually meet his end upon the killing fields of Istvaan III in the arms of his long-time friend, Huron-Fal of the 2nd Great Company, both victims of their Primarch's foul treachery.

'Ullis!' barked the old warrior, stomping to his side. 'Get in there! We have only a few seconds!'

'No!' he retorted. 'My men first!'

Statistics:

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Praetor	6	5	4	4	3	5	4(5)	10	2+
Legion Chosen	5	4	4	4	1	4	2	8	2+
Legion Standard Bearer	5	4	4	4	2	4	2	9	2+

	Range	S	AP	Type
Archaeotech Pistol	12"	6	3	Pistol, Master-crafted
Bolt Pistol	12"	4	5	Pistol
Frag Grenade	8"	3	-	Assault 1, Blast
Krak Grenade	8"	6	4	Assault 1
Melta Bombs	-	8	1	Armourbane, Unwieldy
Paragon Blade	-	+1	2	Melee, Murderous Strike, Specialist Weapon
Power Sword	-	User	3	Melee
Volkite Charger	15"	5	5	Assault 2, Deflagrate

Costs:

Praetor (Artificer Armour)	100
Archaeotech Pistol	20
Paragon Blade	25
Melta Bombs	5
Digital Lasers	15
Iron Halo	25
Master-crafted (Paragon Blade)	15
Total	205
Command Squad (3)	100
Legion Chosen (x2)	40
Melta Bombs (x5)	25
Power Weapon (x5)	50
Volkite Charger (x4)	40
Total	255

References:

Legion Praetor: Horus Heresy: Betrayal (pp.188-189) AND Legion Command Squad: Horus Heresy Betrayal (pp.192 – 193)

Saves:

Legion Praetor: Artificer Armour 2+ & Iron Halo 4+ Inv AND Legion Chosen & Standard: Artificer Armour 2+

Unit & Equipment:

- Chosen Warriors: All models in Legion Command Squad are characters and may accept and issue challenges (HH1 p.193 & RB pp.94-95))
- Heroic Morale: Courtesy of Ind. Character, Unit does not need double 1 to pass Morale checks when under 25% (RB p.166)
- Legiones Astartes: May always attempt to regroup (RB p.168)
- Legion Standard: All 'Legiones Astartes' units in 6" are Fearless (HH1 p.236)
- "Look out, sir!": Characters get 4+ Save against unsaved wounds, at the cost of another unit member within 6" (2+ for Independent Characters, e.g., Praetor (RB p.166)) (RB p.94)

Weapons:

- Armourbane: Roll an extra D6 for armour penetration in close combat with vehicles (RB p.157)
- Assault: Can move and shoot AND can shoot and assault (RB p.43)
- Deflagrate: Unsaved wounds generate additional automatic hits (HH1, p.233 & RB p.163)
- Digital Lasers: +1 A in CC (HH1 p.235)
- Master-crafted: Re-roll on failed To Hit roll per turn (RB p.168)
- Murderous Strike: Instant Death on a *To Wound* roll of 6 (HH1 p.235 & RB p.168))
- Pistol: Counts as close combat weapon in assaults (RB p.43)
- Unwieldy: Attacks at Initiative step 1 (RB p.175)

2. Legion Praetor 'Huron-Fal'

Serving from the earliest days of the Great Crusade, Huron-Fal's achievements made him legendary by any normal, human standard even before his first, true brush with death and ascension to the sarcophagus of a venerable dreadnought. Consigned to the first wave of the assault on Istvaan III and caught in the open when the viral bombardment began, he perished clutching the broken body of his long-time friend, Ullis Temeter of the 4th, giving them the clean death their primarch would have denied them having secured the safety of many of their men: A bitterly pyrrhic victory against a backdrop of horrifyingly cataclysmic treachery.

'This death,' rasped the voder, 'this death is ours. We choose it. We deny you your victory.'

Statistics:

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Praetor	6	5	4	4	3	5	4(5)	10	2+

	Range	S	AP	Type
Paragon Blade	-	+1	2	Melee, Murderous Strike, Specialist Weapon
Volkite Charger	15"	5	5	Assault 2, Deflagrate

Costs:

Praetor (Cataphractii Armour) Huron Fal	100
Cataphractii Warplate	35
Paragon Blade	20
Volkite Charger	7
Digital Lasers	15
Master-crafted (Paragon Blade)	15
Total	192

References:

Legion Praetor: Horus Heresy: Betrayal (pp.188-189)

Saves:

Legion Praetor: Cataphractii 2+ & 4+ Inv

Unit & Equipment:

- Bulky (Praetor in Cataphractii Armour): Count as two models for transport purposes (RB p.161)
- Heroic Morale: Courtesy of Ind. Character, Unit does not need double 1 to pass Morale checks when under 25% (RB p.166)
- Legiones Astartes: May always attempt to regroup (RB p.168)
- "Look out, sir!": Characters get 4+ Save against unsaved wounds, at the cost of another unit member within 6" (2+ for Independent Characters, e.g., Praetor (RB p.166)) (RB p.94)
- Slow and purposeful: (Praetor/ in Cataphractii Armour) Cannot Run, perform Sweeping Advance, or fire Overwatch (RB p.172):

Weapons:

- Assault: Can move and shoot AND can shoot and assault (RB p.43)
- Deflagrate: Unsaved wounds generate additional automatic hits (HH1, p.233 & RB p.163)
- Digital Lasers: +1 A in CC (HH1 p.235)
- Master-crafted: Re-roll on failed To Hit roll per turn (RB p.168)
- Murderous Strike: Instant Death on a *To Wound* roll of 6 (HH1 p.235 & RB p.168))

3. Legion Centurion – Moritat ‘The Ash-Maker’ (Halas Vorr)

Benighted Moritat Halas Vorr, *The Ashmaker*, Centurion of the 4th Great Company’s Destroyers.

Halas Vorr would not live to see the terrible fate visited upon the 4th Great Company, perishing in glorious combat alongside Sergeant Sveton and his Destroyers, holding the breach at the fall of Thethros-Andor against the resurgent Rangda.

Statistics:

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Centurion	5	5	4	4	2	5	3	9	3+

	Range	S	AP	Type
Frag Grenade	8”	3	-	Assault 1, Blast
Krak Grenade	8”	6	4	Assault 1
Melta Bombs	-	8	1	Armourbane, Unwieldy
Volkite Serpenta	10”	5	5	Pistol, Deflagrate

Costs:

Centurion	50
Moritat	35
Artificer Armour	10
Refractor Field	10
Melta Bombs	5
Volkite Serpenta (x2)	10
Total	120

References:

Legion Centurion: Horus Heresy: Betrayal (pp.190-191)

Saves:

Legion Centurion: Artificer Armour 2+ & Refractor Field 5+ Inv

Unit & Equipment:

- Counter Attack: +1 A when charged (if not already engaged) (RB, p.161)
- Chain Fire: May declare in Shooting. Every successful To Hit roll equals additional Shooting attack until misses. Stacks with Gunslinger. May not then Assault in player turn and may not then Shoot next turn (HH1 p.191)
- Gunslinger: All models with two pistols can fire both in the shooting phase (RB p.43)
- Heroic Morale: Courtesy of Ind. Character, Unit does not need double 1 to pass Morale checks when under 25% (RB p.166)
- Legiones Astartes: May always attempt to regroup (RB p.168)
- “Look out, sir!”: Characters get 4+ Save against unsaved wounds, at the cost of another unit member within 6” (2+ for Independent Characters, e.g., Moritat (RB p.166)) (RB p.94)
- Lone Killer: Can only join Legion Destroyer squads (HH1 p.191)
- Scout: Can redeploy at least 12” after set-up and before game starts (RB, p.171)

Weapons:

- Armourbane: Roll an extra D6 for armour penetration in close combat with vehicles (RB p.157)
- Assault: Can move and shoot AND can shoot and assault (RB p.43)
- Deflagrate: Unsaved wounds generate additional automatic hits (HH1, p.233 & RB p.163)
- Pistol: Counts as close combat weapon in assaults (RB p.43)
- Rad Grenades: When assaulted/assaulting, enemy unit suffers -1 to T until end of phase (HH1 p.232)
- Unwieldy: Attacks at Initiative step 1 (RB p.175)

4. Legion Centurion – Praevian ‘The Anthracite’ (Mitruss Thetmar)

Praevian of the 4th Great Company Mitruss Thetmar, *the Anthracite*, master of the Vorax Automata Maniple *the Chattering Widdershins* and the Castellax Automata Maniple, *the Stalwart Choral*.

Despite willingly casting off the livery of the Dusk Raiders and embracing the green of Barbarus and the Primarch’s new order, due to his Terran heritage Mitruss Thetmar was nonetheless deployed to Istvaan III during the purging of the Legion. Realising far too late where the bonds of true brotherhood lay, he perished in the planetwide firestorm that followed the virus bombing, desperately trying to reach Ullis Temeter’s last known position, hoping to make amends for nearly a century of spurned friendship.

Statistics:

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Centurion	5	5	4	4	2	5	3	9	3+

	Range	S	AP	Type
Frag Grenade	8"	3	-	Assault 1, Blast
Krak Grenade	8"	6	4	Assault 1
Melta Bombs	-	8	1	Armourbane, Unwieldy
Bolter	24"	4	5	Rapid Fire

Costs:

Centurion	50
Praevian	35
Artificer Armour	10
Refractor Field	10
Melta Bombs	5
Bolter	2
Total	112

References:

Legion Centurion: Horus Heresy: Betrayal (pp.190-191) AND Legion Praevian: Horus Heresy: Retribution (p.232)

Saves:

Legion Centurion: Artificer Armour 2+ & Refractor Field 5+ Inv

Unit & Equipment:

- Cortex Controller: Friendly units within 12" can ignore ‘Programmed Behaviour’ rule (HH3, p.207)
- Cortex Designator: Successful shooting attack, gives attached Automata ‘preferred Enemy’ against target for remainder of turn (HH6, p232)
- Heroic Morale: Courtesy of Ind. Character, Unit does not need double 1 to pass Morale checks when under 25% (RB p.166)
- Legiones Astartes: May always attempt to regroup (RB p.168)
- Legion Inductees: Confers ‘Legiones Astartes’ rule on attached Battle-Automata unit (HH6 p.232)
- “Look out, sir!”: Characters get 4+ Save against unsaved wounds, at the cost of another unit member within 6" (2+ for Independent Characters, e.g., Praevian (RB p.166)) (RB p.94)
- Master of the Cybernetica: Must take a single unit of either Castellax or Vorax Battle-Automata (HH6, p.232)

Weapons:

- Armourbane: Roll an extra D6 for armour penetration in close combat with vehicles (RB p.157)
- Assault: Can move and shoot AND can shoot and assault (RB p.43)
- Rapid Fire: May fire two shots at targets under half range (RB p.43)
- Unwieldy: Attacks at Initiative step 1 (RB p.175)

4a. Castellax Class Battle-Automata Maniple ('The Stalwart Choral')

Statistics:

	WS	BS	S	T	W	I	A	Ld	Sv
Castellax	3	4(5)	6	7	4	3	2	7	3+

	Range	S	AP	Type
Frag Grenade	8"	3	-	Assault 1, Blast
Mauler-pattern Bolt Cannon	24"	6	3	Heavy 3, Pinning
Boltgun	24"	4	5	Rapid Fire
Shock Chargers	-	-	-	Concussive
Darkfire Cannon	60"	7	2	Heavy 2, Lance, Blind, Gets Hot!

Costs:

Castellax Class Battle-Automata (1)	85
Castellax Class Battle Automata (2x)	170
Enhanced Targeting Array (3x)	45
Frag Grenades (3x)	15
Darkfire Cannon	20
Total	335

References:

Castellax Class Battle-Automata Maniple: Horus Heresy: Extermination (p.223)

Saves:

Castellax Class Battle-Automata: Armour: 3+ & Atomantic Shielding: 5+ Inv against shooting, 6+ Inv against close combat

Unit & Equipment:

- Adamantium Will: +1 bonus to Deny the Witch tests (RB p.157)
- Atomantic Shielding: See Saves AND +1" to 'Reactor Blast' radius (HH3, p206)
- Cybernetic Resilience: Successful Poisoned or Fleshbane attacks must be re-rolled. Haywire attacks cause +1 attack on D6 roll of 6 (normal saves apply) (HH3 p.206)
- Enhanced Targeting Array: Increase BS by +1, reduce enemy Cover Saves by -1 (HH3 p.207)
- Fear: All units wishing to strike in combat must pass Ld test, or reduce WS to 1 (RB p.163)
- Fearless: Automatically pass Pinning, Fear, Regroup tests, and Morale checks. Cannot 'Go to Ground', cannot choose to fail Morale checks due to 'Our Weapons are Useless' (RB p.164)
- Hammer of Wrath: When charging, each model gains +1 Attack, which automatically hits at Initiative 10, user's Strength, AP- (RB p.165)
- Legiones Astartes: May always attempt to regroup (RB p.168)
- Monstrous Creature: Confers Fear, Hammer of Wrath, Move Through Cover, Relentless, and Smash (RB p.67)
- Move through cover: Roll extra D6 when moving through difficult terrain, not slowed when charging through same, automatically pass 'Dangerous Terrain' tests (RB p.168)
- Preferred Enemy: Rerolled failed To Hit and To Wound rolls of 1 when attacking (shooting or CC) preferred enemy (See Praevian, Cortex Designator) (RB p.169)
- Programmed Behaviour: Unless within 12" of a model with a Cortex Controller, cannot make Sweeping Advances, cannot make Run moves, must fire at closest enemy(if able), must charge at closest enemy (if able), must consolidate after combat towards closest enemy, may fire up to three weapons per Shooting Phase against same target (HH3, p.206)
- Rage: When charging, gain +2 attacks instead of +1 (unless Disordered Charge) (RB p.170)
- Reactor Blast: Roll D6 after loss of final wound; on roll of 6 Battle-Automata explodes inflicting Str4 AP- hit on all models in D6" (HH3 p.207)
- Relentless: Can move & shoot (and charge) with Heavy, Salvo, or Ordnance (RB p.170)
- Smash: All CC attacks (except 'Hammer of Wrath) resolved at AP2. Can also choose to make 'Smash Attack' instead, Double S to max 10, Re-roll Armour Penetration (RB p.172)
- Support Unit: May not be a compulsory FO choice (RB p.173)

Weapons:

- Assault: Can move and shoot AND can shoot and assault (RB p.43)
- Blind: Enemy take I test at end of phase, if failed, WS and BS reduced to 1 until end of next turn (RB p.159)
- Concussive: Models suffering unsaved wounds reduce I to 1 until end of following assault phase (RB p.161)
- "Gets Hot!": To Hit rolls of 1, incur a wound (normal saves apply) (RB p.164)
- Heavy: If moving, can only fire Snap Shots (RB p.43)
- Lance: Counts Armour Values higher than 12, as 12 (RB p.167)
- Pinning: Unsaved wounds result in LD test, if failed unit must 'Go to ground' (RB p.169)
- Rapid Fire: May fire two shots at targets under half range (RB p.43)

4b. Vorax Class Battle-Automata Maniple ('The Chittering Widdershins')

Ill-favoured and shunned by the line troopers of the 4th Great Company because of their insectoid nature, the automata of the Chittering Widdershins were nonetheless possessed of fiercely loyal machine spirits. Eventually entering into the care of former Heavy-Support Sergeant Rau as he apprenticed with Mitruss Thetmar towards the end of the Great Crusade, they were deployed to Istvaan III alongside their new master in the assault on the Choral City. Surviving the firestorm that claimed the Praevian, they spent weeks diligently protecting his apprentice, as Rau conducted hit-and-run strikes against the traitorous forces sent to annihilate them. When he was finally cornered by XIIth Legion Rampagers, the maniple obeyed his final command to self-destruct with him in their midst, allowing him to override their safeties, so that they might give him the honourable death he had been denied by his primarch.

Statistics:

	WS	BS	S	T	W	I	A	Ld	Sv
Vorax	3	4(5)	6	6	3	4	2	7	4+

	Range	S	AP	Type
Frag Grenade	8"	3	-	Assault 1, Blast
Lighting Gun	18"	7	5	Heavy 1, Shred, Rending
Rotor Cannon	30"	3	6	Salvo 3/4
Battle-Automata Power Blades	-	User	2	Melee, Rending
Irax-Cleanser	Template	2	5	Assault 1, Fleshbane, Rad-Phage

Costs:

Vorax Class Battle-Automata (1)	75
Vorax Class Battle Automata (2x)	150
Enhanced Targeting Array (3x)	45
Frag Grenades (3x)	15
Irax-Cleanser	10
Total	295

References:

Vorax Class Battle-Automata Maniple: Horus Heresy: Extermination (p.227)

Saves:

Vorax Class Battle-Automata: Armour: 4+

Unit & Equipment:

- Adamantium Will: +1 bonus to Deny the Witch tests (RB p.157)
- Cybernetic Resilience: Successful Poisoned or Fleshbane attacks must be re-rolled. Haywire attacks cause +1 attack on D6 roll of 6 (normal saves apply) (HH3 p.206)
- Enhanced Targeting Array: Increase BS by +1, reduce enemy Cover Saves by -1 (HH3 p.207)
- Fear: All units wishing to strike in combat must pass Ld test, or reduce WS to 1 (RB p.163)
- Fearless: Automatically pass Pinning, Fear, Regroup tests, and Morale checks. Cannot 'Go to Ground', cannot choose to fail Morale checks due to 'Our Weapons are Useless' (RB p.164)
- Fleet: Can one-or-more dice when rolling Run moves and Charge ranges (RB p.164) – **NB:** Cannot do so with Praevian attached
- Hammer of Wrath: When charging, each model gains +1 Attack, which automatically hits at Initiative 10, user's Strength, AP- (RB p.165)
- Legiones Astartes: May always attempt to regroup (RB p.168)
- Monstrous Creature: Confers Fear, Hammer of Wrath, Move Through Cover, Relentless, and Smash (RB p.67)
- Move through cover: Roll extra D6 when moving through difficult terrain, not slowed when charging through same, automatically pass 'Dangerous Terrain' tests (RB p.168)
- Outflank: When arriving from Reserves, roll D6, 1-2 left edge, 3-4 right edge, 5-6 player choice (RB, p.169)
- Preferred Enemy: Rerolled failed To Hit and To Wound rolls of 1 when attacking (shooting or CC) preferred enemy (See Praevian, Cortex Designator) (RB p.169)
- Programmed Behaviour: Unless within 12" of a model with a Cortex Controller, cannot make Sweeping Advances, cannot make Run moves, must fire at closest enemy (if able), must charge at closest enemy (if able), must consolidate after combat towards closest enemy, may fire up to three weapons per Shooting Phase against same target (HH3, p.206)
- Relentless: Can move & shoot (and charge) with Heavy, Salvo, or Ordnance (RB p.170)
- Smash: All CC attacks (except 'Hammer of Wrath') resolved at AP2. Can also choose to make 'Smash Attack' instead, Double S to max 10, Re-roll Armour Penetration (RB p.172)
- Scout: Can redeploy at least 12" after set-up and before game starts (RB, p.171)

Weapons:

- Assault: Can move and shoot AND can shoot and assault (RB p.43)
- Fleshbane: Always wounds on a 2+ (RB p.164)
- Heavy: If moving, can only fire Snap Shots (RB p.43)
- Rad-Phage: Any model suffering one or more wound, reduces T by -1 for rest of battle (RB p.170)
- Rending: To Wound rolls of 6 wound automatically and resolved at AP2, against vehicles all AP rolls of 6 allow extra D3 to be rolled, added to total, resolved at normal AP4 (RB p.170)
- Salvo: 1st Value = Move + Half Range, 2nd Value = Stationary, Maximum Range (RB p.43) – **NB:** Relentless negates 1st value
- Shred: Re-roll failed 'To Wound' rolls (RB p.171)

TROOPS (6 Max)

1. Legion Tactical Squad #1 ('Sgt. Gero')

During the early days of the Great Crusade, Sergeant Gero of the 4th Great Company's 1st Tactical Squad quickly made a name for himself in the inter-Legion fighting pits and honour bouts as a skilled, if brutal, swordsman and brawler. Whilst other combatants favoured finer blades, he carved a bloody path with a simple sergeant's gladius that saw him chalk up an impressive array of victories within his first half-century of service. However, it was alongside the Legio Crucius that he finally achieved true renown. Fighting in support of their Legiones Secutarii, he was instrumental in the recovery of a fallen Warlord-class titan at Beta Delphinus. In recognition of this act, he was gifted the 'Crimson Lorica'; an artificer-quality cuirass, similar to those issued to Secutarii Axiarchs, forged from bands of titanshard armour. Unfortunately, Gero would be slain long before the time of Mortarion in the reclamation of Psyran III, incinerated by a Psyranese Pyrothule, the Crimson Lorica reduced to so much slag...

Statistics:

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Tactical Sergeant	4	4	4	4	1	4	2	9	3+
Legion Tactical Space Marine	4	4	4	4	1	4	1	8	3+

	Range	S	AP	Type
Bolt Pistol	12"	4	5	Pistol
Bolter	24"	4	5	Rapid Fire
Frag Grenade	8"	3	-	Assault 1, Blast
Krak Grenade	8"	6	4	Assault 1
Melta Bombs	-	8	1	Armourbane, Unwieldy
Power Sword	-	User	3	Melee

Costs:

Legion Tactical Squad (10)	150
Legion Space Marines (x10)	100
Legion Vexilla	10
Nuncio Vox	10
Sergeant	
Artificer Armour	10
Melta Bombs	5
Power Weapon	10
Total	295

References:

Legion Tactical Squad: Horus Heresy: Betrayal (p.202)

Saves:

Legion Tactical Space Marines: Power Armour: 3+

Legion Tactical Sergeant: Artificer Armour: 2+

Unit & Equipment:

- Fury of the Legion: If they have not moved, arrived by Deep Strike, or disembarked, can fire Bolters twice with penalties for following turn (no Overwatch, cannot Shoot next turn (HH1 p.202)
- Legiones Astartes: May always attempt to regroup (RB p.168)
- Legion Vexilla: Squad may re-roll failed Morale Tests (HH1 p.236)
- "Look out, sir!": Characters get 4+ Save against unsaved wounds, at the cost of another unit member (RB p.94)
- Nuncio Vox: Units may Deep Strike within 6", Barrage Weapons may use model's LOS (HH1 p.236)

Weapons:

- Armourbane: Roll an extra D6 for armour penetration in close combat with vehicles (RB p.157)
- Assault: Can move and shoot AND can shoot and assault (RB p.43)
- Pistol: Counts as close combat weapon in assaults (RB p.43)
- Rapid Fire: May fire two shots at targets under half range (RB p.43)
- Unwieldy: Attacks at Initiative step 1 (RB p.175)

2. Legion Tactical Squad #2 ('Sgt. Theuderic')

The 2nd Tactical Squad of the 4th Great Company was led into battle by Sergeant Theuderic. A capable battlefield leader, his squad was frequently seconded to duties away from the frontlines. Such duties could often earn individual troopers commendations which allowed them to add personal heraldry to their armour. It is known from recovered orders of battle, that at least one of his squad earned such a commendation serving alongside the Anathema Psykana, the famed Silent Sisterhood, during the Great Crusade, and the squad's experience supporting anti-psyker operations, may have contributed to the squad's deployment against Istvaanian Warsingers during the siege of the Choral City. Sergeant Theuderic, one of the old Terran-born Dusk Raiders, is believed to have perished during the siege, scant hours before Horus's betrayal.

Statistics:

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Tactical Sergeant	4	4	4	4	1	4	2	9	3+
Legion Tactical Space Marine	4	4	4	4	1	4	1	8	3+

	Range	S	AP	Type
Bolt Pistol	12"	4	5	Pistol
Bolter	24"	4	5	Rapid Fire
Frag Grenade	8"	3	-	Assault 1, Blast
Krak Grenade	8"	6	4	Assault 1
Melta-Bombs	-	8	1	Armourbane, Unwieldy
Power Sword	-	User	3	Melee

Costs:

Legion Tactical Squad (10)	150
Legion Space Marines (x10)	100
Legion Vexilla	10
Nuncio Vox	10
Sergeant	
Artificer Armour	10
Melta Bombs	5
Power Weapon	10
Total	295

References:

Legion Tactical Squad: Horus Heresy: Betrayal (p.202)

Saves:

Legion Tactical Space Marines: Power Armour: 3+

Legion Tactical Sergeant: Artificer Armour: 2+

Unit & Equipment:

- Fury of the Legion: If they have not moved, arrived by Deep Strike, or disembarked, can fire Bolters twice with penalties for following turn (no Overwatch, cannot Shoot next turn (HH1 p.202)
- Legiones Astartes: May always attempt to regroup (RB p.168)
- Legion Vexilla: Squad may re-roll failed Morale Tests (HH1 p.236)
- "Look out, sir!": Characters get 4+ Save against unsaved wounds, at the cost of another unit member (RB p.94)
- Nuncio Vox: Units may Deep Strike within 6", Barrage Weapons may use model's LOS (HH1 p.236)

Weapons:

- Armourbane: Roll an extra D6 for armour penetration in close combat with vehicles (RB p.157)
- Assault: Can move and shoot AND can shoot and assault (RB p.43)
- Pistol: Counts as close combat weapon in assaults (RB p.43)
- Rapid Fire: May fire two shots at targets under half range (RB p.43)
- Unwieldy: Attacks at Initiative step 1 (RB p.175)

3. Legion Breacher Siege Squad #1 ('Sgt. Tullus')

Sergeant Tullus and the *Bloodshield Breachers* siege squad.

Tullus would live to survive the purge of his Legion, and under the moniker 'The Dogged Son', go on to found the Loyalist Blackshields, 'The Contritum' using his original squad's idiosyncratic rank system as its livery. Hunted for decades during the Scouring by the nascent Inquisition, the ultimate fate of Tullus and those last loyal sons he led into the greater darkness of the Halo Stars is lost to the ages.

Statistics:

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Sergeant	4	4	4	4	1	4	2	9	2+
Legion Space Marine	4	4	4	4	1	4	1	8	3+

	Range	S	AP	Type
Bolt Pistol	12"	4	5	Pistol
Bolt Gun	24"	4	5	Rapid Fire
Breacher Charge	Special	8	2	Melee, One Use, Blast (3"), Wrecker
Defensive Grenade	8"	1	-	Assault 1, Blast (3"), Blind
Frag Grenade	8"	3	-	Assault 1, Blast
Krak Grenade	8"	6	4	Assault 1
Melta Bombs	-	8	1	Armourbane, Unwieldy
Volkite Charger	15"	5	5	Assault 2, Deflagrate

Costs:

Legion Breacher Siege Squad (10)	225
Legion Space Marines (x10)	100
Legion Vexilla	15
Nuncio Vox	10
Volkite Charger (x4)	20
Sergeant	
Artificer Armour	10
Breacher Charge	10
Melta Bombs	5
Total	395

References:

Legion Breacher Siege Squad: Horus Heresy: Betrayal (p.204)

Saves:

Legion Space Marines: Power Armour: 3+ & Boarding Shield 6+ Inv (5+ Inv in Close Combat)

Legion Sergeant: Artificer Armour: 2+ & Boarding Shield 6+ Inv (5+ Inv in Close Combat)

Unit & Equipment:

- Hardened Armour: Failed Saves against Template/Blast can be re-rolled, reduce Charge/Sweeping Advance/Run by 1" (HH1 p.204)
- Legiones Astartes: May always attempt to regroup (RB p.168)
- Legion Vexilla: Squad may re-roll failed Morale Tests (HH1 p.236)
- "Look out, sir!": Characters get 4+ Save against unsaved wounds, at the cost of another unit member (RB p.94)
- Nuncio Vox: Units may Deep Strike within 6", Barrage Weapons may use model's LOS (HH1 p.236)

Weapons:

- Armourbane: Roll an extra D6 for armour penetration in close combat with vehicles (RB p.157)
- Assault: Can move and shoot AND can shoot and assault (RB p.43)
- Blind: Enemy take I test at end of phase, if failed, WS and BS reduced to 1 until end of next turn (RB p.159)
- Breacher Charge: Buildings, Emplacements & Vehicles hit automatically. If missed, roll scatter dice and flip template in direction (re-roll To Hit results) (HH1 p.233)
- Defensive Grenades: Attacking units do not gain bonus Attacks for Charging (RB p.183)
- Deflagrate: Unsaved wounds generate additional automatic hits (HH1, p.233 & RB p.163)
- Pistol: Counts as close combat weapon in assaults (RB p.43)
- Rapid Fire: May fire two shots at targets under half range (RB p.43)
- Unwieldy: Attacks at Initiative step 1 (RB p.175)
- Wrecker: Re-roll failed Armour Penetration rolls against fortifications and immobile structures, add +1 to any result rolled on the Building Damage chart (RB p.175)

4. Legion Assault Squad #1 ('Sgt. Strehla')

Sergeant Strehla and assault squad *Simurgh* in Mk.II warplate.

Led by Sergeant Strehla, an exceptionally gifted duellist, they remained at the forefront of the 4th Great Company's campaigns for much of the Great Crusade – Whilst his ultimate fate remains unknown, Strehla's sword, 'Simurgh's talon', would eventually find its way into the armouries of Titan and the hands of the nascent order of the Grey Knights.

Statistics:

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Assault Sergeant	4	4	4	4	1	4	2	9	3+
Legion Assault Space Marine	4	4	4	4	1	4	1	8	3+

	Range	S	AP	Type
Bolt Pistol	12"	4	5	Pistol
Frag Grenade	8"	3	-	Assault 1, Blast
Krak Grenade	8"	6	4	Assault 1
Melta-Bombs	-	8	1	Armourbane, Unwieldy
Plasma Pistol	12"	7	2	Pistol, Gets Hot!
Power Sword	-	User	3	Melee

Costs:

Legion Assault Squad (10)	250
Legion Space Marines (x10)	150
Melta-Bombs (x20)	100
Sergeant	
Artificer Armour	10
Plasma Pistol	15
Power Weapon	10
Total	535

References:

Legion Assault Squad: Horus Heresy: Betrayal (p.203)

Saves:

Legion Assault Space Marines: Power Armour: 3+

Legion Assault Sergeant: Artificer Armour: 2+

Unit & Equipment:

- Bulky: Count as two models for transport purposes (RB p.161)
- Deep Strike: May start game in reserve and deploy by deep strike (RB p.162)
- Hammer of Wrath: When charging, each model gains +1 Attack, which automatically hits at Initiative 10, user's Strength, AP- (RB p.165)
- Legiones Astartes: May always attempt to regroup (RB p.168)
- "Look out, sir!": Characters get 4+ Save against unsaved wounds, at the cost of another unit member (RB p.94)
- Jump Packs: Move 12", May re-roll charge distance AND Fall-Back moves are 3D6" (RB p.66)
- Skyborne: May pass over intervening terrain/units, must take Dangerous Terrain tests if landing on Difficult Terrain (RB p.66)

Weapons:

- Armourbane: Roll an extra D6 for armour penetration in close combat with vehicles (RB p.157)
- "Gets Hot!": To Hit rolls of 1, incur a wound (normal saves apply) (RB p.164)
- Pistol: Counts as close combat weapon in assaults (RB p.43)
- Unwieldy: Attacks at Initiative step 1 (RB p.175)

5. Legion Tactical Support Squad #1 ('Sgt. Garel')

Tactical Support squad armed with Volkite Calivers.

Sergeant Garel survived some of the harshest campaigns of the Great Crusade, only to be brought low by a Khruve extinction carbine shortly before the Legion was reunited with its Primarch. Interred in a Deredeo-pattern Dreadnought and armed with Volkite Falconets in honour of his many decades of service, he met an ignominious end during the purging of the Legion, left to slumber rather than awakened for the doomed deployment to Istvaan III, his life-support systems were disconnected by his traitorous brethren as he slept through the holocaust that claimed his kin.

Statistics:

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Sergeant	4	4	4	4	1	4	2	9	2+
Legion Space Marine	4	4	4	4	1	4	1	8	3+

	Range	S	AP	Type
Bolt Pistol	12"	4	5	Pistol
Frag Grenade	8"	3	-	Assault 1, Blast
Krak Grenade	8"	6	4	Assault 1
Melta Bombs	-	8	1	Armourbane, Unwieldy
Volkite Caliver	30"	6	5	Heavy 2, Deflagrate

Costs:

Legion Tactical Support Squad (5)	100
Legion Space Marines (x5)	150
Volkite Caliver (x10)	50
Sergeant	
Artificer Armour	10
Augury Scanner	5
Melta Bombs	5
Total	320

References:

Legion Tactical Support Squad: Horus Heresy: Betrayal (p.205)

Saves:

Legion Space Marines: Power Armour: 3+

Legion Sergeant: Artificer Armour: 2+

Unit & Equipment:

- Augury Scanner: 'Infiltrators' cannot deploy within 18", 'Deep Striking' units can be shot at using 'Interceptor' special rule (HH1, p.236)
- Legiones Astartes: May always attempt to regroup (RB p.168)
- "Look out, sir!": Characters get 4+ Save against unsaved wounds, at the cost of another unit member (RB p.94)

Weapons:

- Armourbane: Roll an extra D6 for armour penetration in close combat with vehicles (RB p.157)
- Assault: Can move and shoot AND can shoot and assault (RB p.43)
- Deflagrate: Unsaved wounds generate additional automatic hits (HH1, p.233 & RB p.163)
- Pistol: Counts as close combat weapon in assaults (RB p.43)
- Unwieldy: Attacks at Initiative step 1 (RB p.175)

6. Legion Reconnaissance Squad #1 ('Sgt. Catigern')

Reconnaissance Squad in Mk.III Warplate armed with anti-materiel sniper rifles.

Sergeant Catigern, a tenacious warrior, would not only outlast the rigours of the Great Crusade, but would go on to survive the initial bombardment of Istvaan III, and the wrath of Angron, eventually falling alongside the remnants of his reconnaissance squad amidst the rubble of the Choral City in the last days of that doomed resistance.

Statistics:

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Sergeant	4	4	4	4	1	4	2	9	3+
Legion Space Marine	4	4	4	4	1	4	1	8	3+

	Range	S	AP	Type
Bolt Pistol	12"	4	5	Pistol
Frag Grenade	8"	3	-	Assault 1, Blast
Krak Grenade	8"	6	4	Assault 1
Melta Bombs	-	8	1	Armourbane, Unwieldy
Sniper Rifle	36"	X	6	Heavy 1, Sniper

Costs:

Legion Tactical Squad (5)	125
Legion Space Marines (x5)	75
Cameleoline	50
Melta Bombs	50
Nuncio Vox	10
Sniper Rifle (x10)	50
Sergeant	
Artificer Armour	10
Total	370

References:

Legion Reconnaissance Squad: Horus Heresy: Betrayal (p.206)

Saves:

Legion Space Marines: Power Armour: 3+

Legion Sergeant: Artificer Armour: 2+

Unit & Equipment:

- Acute Senses: Can re-roll when arriving on random table edge (RB, p.157)
- Defensive Grenades: Attacking units do not gain bonus Attacks for Charging (RB p.183)
- Legiones Astartes: May always attempt to regroup (HH1 p.168)
- "Look out, sir!": Characters get 4+ Save against unsaved wounds, at the cost of another unit member (RB p.94)
- Nuncio Vox: Units may Deep Strike within 6", Barrage Weapons may use model's LOS (HH1 p.236)
- Outflank: When arriving from Reserves, roll D6, 1-2 left edge, 3-4 right edge, 5-6 player choice (RB, p.169)
- Shroud Bombs: Counts as 'defensive grenades' in combat. Units must pass Ld test to charge unit (except Daemons, Gargantuan Creatures, Vehicles, Units with 'Night Vision') (HH1 p.233)
- Scout: Can redeploy at least 12" after set-up and before game starts (RB, p.171)
- Stealth (Via Cameleoline (HH p.236)): +1 to all cover saves, including in the open (RB, p.173)

Weapons:

- Armourbane: Roll an extra D6 for armour penetration in close combat with vehicles (RB p.157)
- Heavy: If moving, can only fire Snap Shots (RB p.43)
- Pistol: Counts as close combat weapon in assaults (RB p.43)
- Precision shots: On To Hit of 6, can allocated wound to model of choice in a unit (RB p.169)
- Sniper: Wounds on 4+, Roll of 6 count as AP2 and 'Precision shots', S4 against vehicles (RB p.172)
- Unwieldy: Attacks at Initiative step 1 (RB p.175)

ELITES (4 Max)

1. Legion Destroyer Squad #1 ('Sgt. Sveton')

Destroyers, the ultimate sanction: "I see a red war and I want it painted black. No battle standards anymore, I want them to turn black."

Sergeant Sveton was spared the horrors of the Horus Heresy, perishing at the fall of Thethros-Andor, fighting back-to-back with Centurion Halas Vorr to hold the breach against waves of Rangda puppet-warriors. He lived long enough to see the transports of 4th Great Company safely away, before detonating the nucleonic warhead that would seal the two's fate.

Statistics:

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Destroyer Sergeant	4	4	4	4	1	4	2	9	3+
Legion Destroyer Marine	4	4	4	4	1	4	1	9	3+

	Range	S	AP	Type
Bolt Pistol	12"	4	5	Pistol
Frag Grenade	8"	3	-	Assault 1, Blast
Krak Grenade	8"	6	4	Assault 1
Melta Bombs	-	8	1	Armourbane, Unwieldy
Phosphex Bomb	6"	5	2	Assault 1, One Use, Blast (3"), Poisoned (3+), Crawling Fire, Lingering Death
Rad Missile	48"	4	3	Heavy 1*, Blast (3"), Fleshbane, Rad-phage

Costs:

Legion Destroyer Squad (5)	115
Legion Destroyer Space Marines (x5)	75
Melta Bombs (x10)	25
Missile Launcher & Suspensor Web* & Rad Missiles (x2)	40
Sergeant	
Artificer Armour	10
Phosphex Bombs (x3)	30
Total	295

References:

Legion Destroyer Squad: Horus Heresy: Betrayal (p.195) & Horus Heresy ERRATA (p.11)

Saves:

Legion Destroyer Space Marines: Power Armour: 3+

Legion Destroyer Sergeant: Artificer Armour: 2+

Unit & Equipment:

- Counter Attack: +1 A when charged (if not already engaged) (RB, p.161)
- Gunslinger: All models with two pistols can fire both in the shooting phase (RB p.43)
- Hardened Armour: Failed Saves against Template/Blast can be re-rolled, reduce Charge/Sweeping Advance/Run by 1" (HH1 p.204)
- Legiones Astartes: May always attempt to regroup (HH1 p.168)
- "Look out, sir!": Characters get 4+ Save against unsaved wounds, at the cost of another unit member (RB p.94)

Weapons:

- Armourbane: Roll an extra D6 for armour penetration in close combat with vehicles (RB p.157)
- Crawling Fire: After blast marker placed, may be moved up to 2" if it covers more models (RB p.161)
- Fleshbane: Always wounds on a 2+ (RB p.164)
- Lingering Death: Blast marker remains in play, counts as Dangerous Terrain (All models with a T value, and all open-topped vehicles) (RB p.168)
- Pistol: Counts as close combat weapon in assaults (RB p.43)
- Poisoned: Wounds on the number show (e.g., 3+) (RB p.169)
- Rad Grenades: When assaulted/assaulting, enemy unit suffers -1 to T until end of phase (HH1 p.232)
- Rad-phage: Any model suffering one or more wound, reduces T by -1 for rest of battle (RB p.170)
- *Suspensor Web: 'Heavy' becomes 'Assault' when fired at half range (HH1 p.237)
- Unwieldy: Attacks at Initiative step 1 (RB p.175)

2. Legion Cataphractii Squad #1 ('Sgt. Horsa-Tal')

A contemporary of Huron-Fal of the 2nd Great Company, Horsa-Tal found himself similarly spurned by his Primarch once the legion was reunited with Mortarion. Passed over for consideration as part of the elite Deathshroud, and unable to reconcile the methodology of the Grave Wardens with his own warrior code, he continued to lead his squad of Cataphractii, accepting increasingly dangerous deployments in a desperate quest to prove his worth. Deployed with other loyalist forces during the initial assault on Istvaan III, his bulky armour became trapped in the rubble of Khry Vanak during the subsequent bombardment, and held immobile inside his inviolable suit, Horsa-Tal witnessed both the ravages of the Life Eater virus, and the global firestorm that followed. Later rescued by fellow loyalist survivors, he fought throughout the last stand in his blackened warplate, living long enough to watch the final, cataclysmic bombardment by Horus, as the bitter end to over a century of service.

Statistics:

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Cataphractii	4	4	4(8)	4	1	4	2	9	2+
Sergeant									4+ Inv
Legion Cataphractii	4	4	4(8)	4	1	4	1	8	2+
Cataphractii									4+ Inv

	Range	S	AP	Type
Power Fist	-	X2	2	Melee, Specialist Weapon, Unwieldy
Reaper Autocannon	36"	7	4	Heavy 2, Twin-linked
Thunder Hammer	-	X2	2	Melee, Concussive, Specialist Weapon, Unwieldy
Volkite Charger	15"	5	5	Assault 2, Deflagrate

Costs:

Legion Cataphractii Squad (5)	175
Legion Cataphractii (x5)	150
Volkite Charger (x8)	56
Power Fist (x9)	45
Reaper autocannon (x2)	30
Sergeant	
Thunder Hammer	10
Total	466

References:

Legion Terminator Squad: Horus Heresy: Betrayal (p.196)

Saves:

Legion Cataphractii: 2+ (4+ Inv)

Legion Cataphractii Sergeant: 2+ (4+ Inv)

Unit & Equipment:

- Bulky: Count as two models for transport purposes (RB p.161)
- Implacable Advance: Counts as a scoring unit when Troops are counted (HH1 p.196)
- Legiones Astartes: May always attempt to regroup (HH1 p.168)
- "Look out, sir!": Characters get 4+ Save against unsaved wounds, at the cost of another unit member (RB p.94)
- Slow and Purposeful: Cannot Run, perform Sweeping Advances, or fire Overwatch, can move and fire Heavy weapons without penalty, and charge (HH1 p.237)

Weapons:

- Concussive: Models suffering unsaved wounds reduce I to 1 until end of following assault phase (RB p.161)
- Deflagrate: Unsaved wounds generate additional automatic hits (HH1, p.233 & RB p.163)
- Specialist Weapon: Does not receive +1 Attack for two weapons (RB p.172)
- Twin-linked: Re-roll failed 'To hit' rolls (RB p.175)
- Unwieldy: Attacks at Initiative step 1 (RB p.175)

3. Legion Rapier Weapons Battery #1

The Rapier Armoured Carrier was a ubiquitous feature of the armouries of both the Imperial Army and the Legiones Astartes during the early stages of the Great Crusade. As such, the 4th Great Company maintained its own battery of the 'Laser Destroyer' variant, known collectively as the 'Mech-Kladenets' a name borrowed from the pre-Unification mythologies of old Ursh. The last known commander of the battery was listed in the Dusk Raiders order of battle as Centurion Kirelev, but what became of the Centurion, his men, and their charges, remains unknown, as they disappeared from the official record around the time of the third Rangdan Xenocides.

Statistics:

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Space Marine	4	4	4	4	1	4	1	8	3+
Rapier Carrier	-	-	-	4	2	-	-	-	3+

	Range	S	AP	Type
Bolt Pistol	12"	4	5	Pistol
Frag Grenade	8"	3	-	Assault 1, Blast
Krak Grenade	8"	6	4	Assault 1
Laser Destroyer	36"	9	1	Ordnance 1, Twin-linked

Costs:

Legion Rapier Weapons Battery (x3)	120
Laser destroyer array (x3)	45
Total	165

References:

Legion Rapier Weapons Battery: Horus Heresy: Betrayal (p.201)

Saves:

Legion Space Marines: Power Armour: 3+

Legion Rapier Weapons Battery: 3+

Unit & Equipment:

- Legiones Astartes: May always attempt to regroup (HH1 p.168)
- Extremely bulky: Count as 5 models for transport (RB p.161)

Weapons:

- Ordnance: Move or fire, no 'Snap Shots', no 'Assaults' after firing, roll two D6 for armour penetration against vehicles and pick highest (RB p.43)
- Twin-linked: Re-roll failed 'To hit' rolls (RB p.175)

4. Legion Apothecarion ('Kharistius Ullens') - assigned to Command Squad

Hailing from a long line of medical practitioners, Kharistius Ullens' ascent through the ranks of the Apothecarion seemed assured. However, his specialisation in the treatment and eradication of unique pathogens which posed a threat to even a Legionary's robust physiology, saw him increasingly at odds with the direction taken by the legion after its reunion with the Primarch Mortarion. Fortunately, Ullens would not live to see the ultimate horror of the path taken by his legion, reportedly perishing during a kill-team mission aimed at recovering intact Hrud cadavers for alchemical study by the Legion's Grave Wardens.

Statistics:

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Apothecary	4	4	4	4	1	4	1	8	3+

	Range	S	AP	Type
Bolt Pistol	12"	4	5	Pistol
Frag Grenade	8"	3	-	Assault 1, Blast
Krak Grenade	8"	6	4	Assault 1
Power Sword	-	User	3	Melee
Volkite Charger	15"	5	5	Assault 2, Deflagrate

Costs:

Legion Apothecary	45
Augury Scanner	5
Volkite Charger	10
Power Sword	10
Artificer Armour	10
Total	80

References:

Legion Apothecary Detachment: Horus Heresy: Betrayal (pp.198)

Saves:

Legion Apothecary: Artificer Armour 2+

Unit & Equipment:

- NB: Follows all the rules of Command Squad
- Feel No Pain: When suffering normal unsaved wounds, roll D6, on 5+ unsaved wound is discounted (RB p.164)
- Narthecium: Confers 'Feel no pain' on Apothecary & Squad whilst former is alive (HH1, p.236)

Weapons:

- Assault: Can move and shoot AND can shoot and assault (RB p.43)
- Deflagrate: Unsaved wounds generate additional automatic hits (HH1, p.233 & RB p.163)
- Pistol: Counts as close combat weapon in assaults (RB p.43)

5. Legion Furibundus Dreadnought – “Ancient Adrætan”

Furibundus-class Dreadnought “Ancient Adrætan”.

As the Great Crusade ground on the earlier classes of dreadnoughts and proto-dreadnoughts began to be replaced by the more sophisticated Contemptor and Deredeo patterns, and the easier to manufacture Castraferrum. At the time there were fears, chiefly amongst the Mechanicum, that the knowledge required to manufacture these earlier models, many of which could be piloted by non-Astartes, would be lost. Consequently, many were recalled to Mars to aid the Mechanicum in cataloguing and recording their systems for posterity. However, later research shows that this recall was almost entirely amongst those legions who would later side with Horus during the heresy and handled exclusively by the tech-covens who would go on to form the core of the Dark Mechanicum – Given that the majority of the older classes were piloted by the original Terran inductees of the Legions, it seems likely that this in fact represents the first, quiet effort to purge the Legions of Terran loyalists. In light of this, it may well be that Ancient Adrætan was among one of the first victims of the Heresy.

Statistics:

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Legion Contemptor Dreadnought	5	5	7	13	12	10	4	2	3

	Range	S	AP	Type
Dreadnought Chainfist	-	x2	2	Melee, Armourbane
Twin-linked Bolter	24"	4	5	Rapid Fire, Twin-linked
Heavy Conversion Beamer	Up to 18"	6	-	Heavy 1, Blast
	18" to 24"	8	4	Heavy 1, Blast
	42" to 72"	10	1	Heavy 1, Blast

Costs:

Legion Contemptor Dreadnought	175
Heavy Conversion Beamer	35
Chainfist with inbuilt twin-linked bolter	10
Extra Armour	10
Total	230

References:

Contemptor Dreadnought Talon: Horus Heresy: Betrayal (pp.200)

Saves:

Atomantic Shielding: 5+ Inv against shooting, 6+ Inv against close combat

Unit & Equipment:

- Atomantic Shielding: See Saves AND +1" to 'Vehicle Explodes' radius (HH1, p200)
- Extra Armour: Counts Crew Stunned results as Crew Shaken (RB p.93)
- Fleet: Can one-or-more dice when rolling Run moves and Charge ranges (RB p.164) – NB: Cannot do so with Praevian attached
- Hammer of Wrath: When charging, each model gains +1 Attack, which automatically hits at Initiative 10, user's Strength, AP- (RB p.165)

Weapons:

- Armourbane: Roll an extra D6 for armour penetration in close combat with vehicles (RB p.157)
- Heavy: If moving, can only fire Snap Shots (RB p.43)
- Twin-linked: Re-roll failed 'To hit' rolls (RB p.175)

Vehicles:

- Searchlight: Used during Night Fighting, after shooting, may illuminate an enemy unit, at cost of illuminating self (RB p.93)
- Smoke Launchers: Once per game, instead of shooting or moving Flat Out, gains 5+ cover save for duration of enemy's subsequent shooting phase (RB p.93)

FAST ATTACK (3 Max)

1. Legion Sabre Strike Tank Squadron #1

Statistics:

	BS	Armour			
		Front	Side	Rear	HP
Legion Sabre	4	12	11	10	3

	Range	S	AP	Type
Sabre Missile	36"	6	4	Heavy 1, One Use, Rending
Volkite Culverin	45"	6	5	Heavy 4, Deflagrate
Volkite Saker	24"	6	5	Heavy 6, Deflagrate

Costs:

Legion Sabre Strike Tank (x2)	130
Volkite Saker (x2)	30
Volkite Culverin (x2)	30
Armoured Ceramite	40
Sabre Missiles (x8)	40
Total	270

References:

Legion Sabre Strike Tank: Downloadable PDF from FW

Saves:

NA

Unit & Equipment:

- Fast: 12" when moving Flat Out, can fire all weapons when moving at Combat Speed, can fire up to two weapons at full BS when moving at Cruising Speed (other weapons can fire Snap Shots) (RB p.84)
- Missile Lock: Re-roll failed To Hit rolls with One Use weapons (RB p.168)

Weapons:

- Deflagrate: Unsaved wounds generate additional automatic hits (HH1, p.233 & RB p.163)
- Rending: To Wound rolls of 6 wound automatically and resolved at AP2, against vehicles all AP rolls of 6 allow extra D3 to be rolled, added to total, resolved at normal AP4 (RB p.170)

Vehicles:

- Armoured Ceramite: Ignores 'Melta' special rule (no extra D6) (HH1, p.238)
- Searchlight: Used during Night Fighting, after shooting, may illuminate an enemy unit, at cost of illuminating self (RB p.93)
- Smoke Launchers: Once per game, instead of shooting or moving Flat Out, gains 5+ cover save for duration of enemy's subsequent shooting phase (RB p.93)

HEAVY SUPPORT (3 MAX)

1. Legion Heavy Support Squad #1 (Sgt. Rau)

Heavy Support squad in Mk.II warplate armed with Volkite Culverins.

Sergeant Rau would go on to be gravely injured during the latter days of the Great Crusade, when his aging Proteus-pattern Volkite Culverin suffered a catastrophic misfire in the midst of battle with the Hrud. Rebuilt with extensive bionics by the Legion's Apothecarion, and with his opportunities for promotion to frontline command now limited, he apprenticed with the 4th Great Company's cantankerous Praevian, Mitruss Thetmar. Taking command of the 'Chittering Widdershins' during the deployment to Istvaan III, he survived the firestorm that claimed his mentor and spent weeks conducting hit-and-run strikes alongside his faithful Vorax-automata. Finally run to ground by XIth Legion Rampagers, he forced his maniple to self-destruct with him in their midst, rather than be taken as a trophy by Angron's butchers.

Statistics:

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Space Marine Sergeant	4	4	4	4	1	4	2	9	3+
Legion Space Marine	4	4	4	4	1	4	1	8	3+

	Range	S	AP	Type
Bolt Pistol	12"	4	5	Pistol
Frag Grenade	8"	3	-	Assault 1, Blast
Krak Grenade	8"	6	4	Assault 1
Volkite Culverin	45"	6	5	Heavy 4, Deflagrate

Costs:

Legion Heavy Support Squad	135
Volkite Culverin (x5)	50
Augury Scanner	5
Total	190

References:

Legion Heavy Support Squad: Horus Heresy: Betrayal (p.216)

Saves:

Legion Space Marines: Power Armour: 3+

Unit & Equipment:

- Augury Scanner: 'Infiltrators' cannot deploy within 18", 'Deep Striking' units can be shot at using 'Interceptor' special rule (HH1, p.236)
- Interceptor: At end of enemy movement, can fire at any units arrived from Reserve (cannot fire in the next turn) (RB p.167)
- Legiones Astartes: May always attempt to regroup (HH1 p.168)
- "Look out, sir!": Characters get 4+ Save against unsaved wounds, at the cost of another unit member (RB p.94)

Weapons:

- Deflagrate: Unsaved wounds generate additional automatic hits (HH1, p.233 & RB p.163)
- Heavy: If moving, can only fire Snap Shots (RB p.43)

2. Legion Land Raider Battle Squadron #1 "Sudoiger"

Rare even during the heyday of the Great Crusade, the Land Raider Proteus was the progenitor of the many variants that followed it and lauded for its superior augury systems. One of the first of its kind to be gifted to the Dusk Raiders, the Sudoiger was named for a form of archaic, motorised cavalry employed as heavy outriders and scouts by the Castram-Cities of old Albia during the depths of Old Night. Serving with distinction as a command vehicle of the 4th Great Company, the Sudoiger was lost in battle against the Khrave, as their civilisation fractured into vicious and maddened splinters following the Muspel campaign.

Statistics:

	BS	Armour			
		Front	Side	Rear	HP
Legion Proteus	4	14 (15)	14	14	4

	Range	S	AP	Type
Heavy bolter	36"	5	4	Heavy 3
Twin-linked lascannon	48"	9	2	Heavy 1, Twin-linked

Costs:

Legion Land Raider Proteus	200
Armoured Ceramite	20
Auxiliary drive	10
Dozerblade	5
Explorator Augury Web	50
Pintle-mounted Heavy Bolter	15
Total	300

References:

Legion Land Raider Battle Squadron: Horus Heresy: Betrayal (pp.218-219)

Saves:

NA

Unit & Equipment:

- Explorator Augury Web: Gains 'Scout', transport capacity reduced to 8, at the start of turn, choose one of two modes (HH1, p.219):
 - Disruption: Opponent suffers -1 to Reserve rolls.
 - Relay: Reserve rolls may be rerolled.
- Scout: Can redeploy at least 12" after set-up and before game starts (RB, p.171)

Weapons:

- Twin-linked: Re-roll failed 'To hit' rolls (RB p.175)

Vehicles:

- Armoured Ceramite: Ignores 'Melta' special rule (no extra D6) (HH1, p.238)
- Auxiliary drive: Ignores 'Immobilised' results on D6 roll of 4+ (HH1, p.238)
- Dozerblade: Count Front Armour as 1 higher when ramming. May re-roll failed Difficult Terrain tests (RB p.93)
- Machine Spirit: Gains 'Power of the Machine Spirit' (HH1, p.239)
- Power of the Machine Spirit: When moving Flat Out or using Smoke Launchers, may fire one more weapon at full BS than usual, and at another target (RB p.169)
- Searchlight: Used during Night Fighting, after shooting, may illuminate an enemy unit, at cost of illuminating self (RB p.93)
- Smoke Launchers: Once per game, instead of shooting or moving Flat Out, gains 5+ cover save for duration of enemy's subsequent shooting phase (RB p.93)

3. Legion Vindicator #1 "Rook's Revenge"

It was not uncommon, during the original mustering of the Legions, for wealthy Terran families, city states, or individual settlements, to 'sponsor' the manufacture of vehicles by the Martian Mechanicum to equip the Legions. The Deimos Pattern Rhino, ubiquitous during the Great Crusade, served as a platform for many well-known variants and was a favourite for such acts of fealty and generosity. The Vindicator "Rook's Revenge" was originally 'purchased' by Albian nobility and gifted to the XIVth Legion. It gained its epithet serving consistently alongside the Bloodshield Breachers of Sergeant Tullus, and a standing joke within the squad concerning the vehicle's provenance, led to its commander being referred to as the 'Marcher Baron'. Both these idiosyncrasies were quickly incorporated into its unique livery and iconography.

The ultimate fate of Rook's Revenge is uncertain – Information gleaned from XIVth Legion Blackshields captured during the scouring, suggest that the vehicle became ill-omened when the legion reunited with its primarch, its machine spirit having balked at the repainting of its livery, causing it to be mothballed in some forgotten Legion bunker, waiting for the eventual return of its true masters.

Statistics:

	BS	Armour				HP
		Front	Side	Rear		
Legion Vindicator	4	13	11	10	3	

	Range	S	AP	Type
Combi-Bolter	36"	4	5	Rapid Fire, Twin-linked
Demolisher Cannon	24"	10	2	Ordnance 1, Large Blast (5")

Costs:

Legion Vindicator	120
Armoured Ceramite	20
Extra Armour	10
Auxiliary drive	10
Dozerblade	5
Machine Spirit	25
Total	190

References:

Legion Vindicator: Horus Heresy: Betrayal (p.221)

Saves:

NA

Unit & Equipment:

- None

Weapons:

- Ordnance: Move or fire, no 'Snap Shots', no 'Assaults' after firing, roll two D6 for armour penetration against vehicles and pick highest (RB p.43)
- Rapid Fire: May fire two shots at targets under half range (RB p.43)
- Twin-linked: Re-roll failed 'To hit' rolls (RB p.175)

Vehicles:

- Armoured Ceramite: Ignores 'Melta' special rule (no extra D6) (HH1, p.238)
- Auxiliary drive: Ignores 'Immobilised' results on D6 roll of 4+ (HH1, p.238)
- Dozerblade: Count Front Armour as 1 higher when ramming. May re-roll failed Difficult Terrain tests (RB p.93)
- Extra Armour: Counts Crew Stunned results as Crew Shaken (RB p.93)
- Machine Spirit: Gains 'Power of the Machine Spirit' (HH1, p.239)
- Power of the Machine Spirit: When moving Flat Out or using Smoke Launchers, may fire one more weapon at full BS than usual, and at another target (RB p.169)
- Searchlight: Used during Night Fighting, after shooting, may illuminate an enemy unit, at cost of illuminating self (RB p.93)
- Smoke Launchers: Once per game, instead of shooting or moving Flat Out, gains 5+ cover save for duration of enemy's subsequent shooting phase (RB p.93)

LORDS OF WAR (1 MAX)

1. Legion Falchion Super-Heavy Tank Destroyer #1

Statistics:

	BS	Armour			
		Front	Side	Rear	HP
Legion Falchion	4	14	13	12	12

	Range	S	AP	Type
Quad lascannon	48"	9	2	Heavy 2, Twin-linked
Twin-Linked Volcano Cannon	120"	D	2	Primary Weapon 1, Large Blast (5"), Twin- linked

Costs:

Legion Falchion Super-Heavy Tank Destroyer	505
Armoured Ceramite	25
Auxiliary drive	10
Space Marine Legion Crew	15
Total	555

References:

Legion Falchion Super-Heavy Tank Destroyer: Horus Heresy: Extermination (p.241)

NB: Follows rules for Superheavies (RB p.90)

Saves:

NA

Unit & Equipment:

- Fear: All units wishing to strike in combat must pass Ld test, or reduce WS to 1 (RB p.163)
- Invincible behemoth: Never 'Destroyed', 'Wrecked', or 'Explodes!' (uses 'Catastrophic Damage'), Armour Values cannot be permanently lowered (only affected by 'count as lower' weapons) (RB p.90)
- Move through cover: Roll extra D6 when moving through difficult terrain, not slowed when charging through same, automatically pass 'Dangerous Terrain' tests (RB p.168)
- Super-Heavy: Counts as stationary when firing, ignores 'Explodes!' (loses +D3 HPs), ignores 'Crew Shaken', 'Crew Stunned', 'Immobilised' or 'Weapon Destroyed' results, (still lose HPs), suffers 'Catastrophic Damage' when losing final HP (see Rulebook), gains 'Fear', 'Move through cover', 'Invincible behemoth' and 'Thunderblitz' special rules (RB pp.90-91)
- Thunderblitz: When undertaking 'Tank shock' or 'Ram' roll on table first (RB p.91)

Weapons:

- Destroyer Weapons: Use Destroyer table after 'To Hit' roll (RB p.163)
- Primary Weapon: Roll 2D6 for armour penetration and pick highest (RB, p.44)
- Twin-linked: Re-roll failed 'To hit' rolls, for 'Blast' weapons, reroll scatter dice and distance dice (RB p.175)

Vehicles:

- Armoured Ceramite: Ignores 'Melta' special rule (no extra D6) (HH1, p.238)
- Auxiliary drive: Ignores 'Immobilised' results on D6 roll of 4+ (HH1, p.238)
- Searchlight: Used during Night Fighting, after shooting, may illuminate an enemy unit, at cost of illuminating self (RB p.93)
- Smoke Launchers: Once per game, instead of shooting or moving Flat Out, gains 5+ cover save for duration of enemy's subsequent shooting phase (RB p.93)

**LEGIONES ASTARTES
(ALLIED DETACHMENT):
HAADLINGEN'S WARHOUND PENITENTS
'Age of Darkness' Army List**



ALLIED HQ (1 Max)

1. Legion Centurion – ‘Consul-Opsequiari Haadlingen’

Haadlingen, Consul-Opsequiari of the XIIIth Legiones Astartes, the *Warhounds*, commander of ‘Haadlingen’s Penitents’.

A Terran-born Warhound, Haadlingen was one of the notorious disciplinary officers employed by more belligerent legions, such as the XIIIth, to maintain order in their erstwhile ranks. As the Great Crusade wore on, however, the Warhound’s disciplinary corps often found themselves being assigned well away from the bulk of the renamed World Eaters and the infamous ‘Bloody 13th’ expeditionary fleet, their remit shifting to encouraging aggression rather than reining it in, increasingly handed the more honour-bound Terran elements which refused to partake in Angron’s culture of unremitting violence.

At Istvaan III the Legion’s few remaining disciplinary officers found themselves and their charges assigned to the first assault waves, mistakenly believing they were at last being given an opportunity to demonstrate their continued worth to their bellicose primarch. In the atrocity that followed, the heads of loyalist disciplinary officers were a particularly coveted prize for Angron’s butchers – Haadlingen himself was run to ground by an elite rampager unit, and despite a bitter last stand, suffered the brutal ignominy of being hacked to pieces and decapitated with his own axe, Skeggøx.

Statistics:

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Centurion	5	5	4	4	2	5	3 (4)	9	3+

	Range	S	AP	Type
Frag Grenade	8"	3	-	Assault 1, Blast
Krak Grenade	8"	6	4	Assault 1
Melta Bombs	-	8	1	Armourbane, Unwieldy
Bolt Pistol	12"	4	5	Pistol
Power Weapon (Axe)	-	+1	2	Melee, Unwieldy

Costs:

Centurion	50
Warmonger	45
Artificer Armour	10
Melta Bombs	5
Power Weapon (Axe)	15
Total	125

References:

Legion Centurion: Horus Heresy: Betrayal (pp.190-191) AND Legion Warmonger: Horus Heresy: Malevolence (p.290)

Saves:

Legion Centurion: Artificer Armour 2+ & Iron Halo 4+ Inv

Unit & Equipment:

- Deep Strike: May start game in reserve and deploy by deep strike (RB p.162)
- Heroic Morale: Courtesy of Ind. Character, Unit does not need double 1 to pass Morale checks when under 25% (RB p.166)
- Legiones Astartes: May always attempt to regroup (RB p.168)
- “Look out, sir!”: Characters get 4+ Save against unsaved wounds, at the cost of another unit member within 6" (2+ for Independent Characters, e.g., Praetor (RB p.166)) (RB p.94)
- Warmonger Consul: Confers ‘Deep Strike’ on any unit he joins (HH8 p.290)

Weapons:

- Armourbane: Roll an extra D6 for armour penetration in close combat with vehicles (RB p.157)
- Assault: Can move and shoot AND can shoot and assault (RB p.43)
- Digital Lasers: +1 A in CC (HH1 p.235)
- Pistol: Counts as close combat weapon in assaults (RB p.43)
- Rapid Fire: May fire two shots at targets under half range (RB p.43)
- Unwieldy: Attacks at Initiative step 1 (RB p.175)

ALLIED ELITE (1 Max)

1. Legion Contemptor Dreadnought – “Skieringer”

Among one of very first Consul-Opsequiari in the XIIIth Legion, Skieringer was a brutally pragmatic taskmaster who brooked no lapses in battlefield discipline - What he could not halt with booming chastisement, he brought low with bolt revolver and bearded axe. Felled in battle during the early stages of the Nove Shendak Campaign, in honour of his unwavering service, Skieringer was interred in one of the new Contemptor-pattern dreadnoughts. Although his position as Consul-Opsequiari was taken by his protégé Haadlingen, he continued to serve as a bulwark of discipline, crushing dissent with heavy conversion beamer and dreadnought chainfist. Skieringer perished in glorious combat, nearly two decades before the legion was reunited with its primarch, his last words, spoken in High Gothic, reputed to be, ‘Moriore invictus, custos morum’: “I die unconquered, a guardian of morals”.

Statistics:

	WS	BS	S	Armour				I	A	HP
				Front	Side	Rear				
Legion Contemptor Dreadnought	5	5	7	13	12	10	4	2	3	

	Range	S	AP	Type
Dreadnought Chainfist	-	x2	2	Melee, Armourbane
Twin-linked Bolter	24"	4	5	Rapid Fire, Twin-linked
Heavy Conversion Beamer	Up to 18"	6	-	Heavy 1, Blast
	18" to 24"	8	4	Heavy 1, Blast
	42" to 72"	10	1	Heavy 1, Blast

Costs:

Legion Contemptor Dreadnought	175
Heavy Conversion Beamer	35
Chainfist with inbuilt twin-linked bolter	10
Extra Armour	10
Total	230

References:

Contemptor Dreadnought Talon: Horus Heresy: Betrayal (pp.200)

Saves:

Atomantic Shielding: 5+ Inv against shooting, 6+ Inv against close combat

Unit & Equipment:

- Atomantic Shielding: See Saves AND +1" to 'Vehicle Explodes' radius (HH1, p200)
- Extra Armour: Counts Crew Stunned results as Crew Shaken (RB p.93)
- Fleet: Can one-or-more dice when rolling Run moves and Charge ranges (RB p.164) – NB: Cannot do so with Praevian attached
- Hammer of Wrath: When charging, each model gains +1 Attack, which automatically hits at Initiative 10, user's Strength, AP- (RB p.165)

Weapons:

- Armourbane: Roll an extra D6 for armour penetration in close combat with vehicles (RB p.157)
- Heavy: If moving, can only fire Snap Shots (RB p.43)
- Twin-linked: Re-roll failed 'To hit' rolls (RB p.175)

Vehicles:

- Searchlight: Used during Night Fighting, after shooting, may illuminate an enemy unit, at cost of illuminating self (RB p.93)
- Smoke Launchers: Once per game, instead of shooting or moving Flat Out, gains 5+ cover save for duration of enemy's subsequent shooting phase (RB p.93)

ALLIED TROOPS (2 Max)

1. Legion (Penitent) Tactical Squad #1 (Sgt. Edekon)

The discipline corps operated outside of the usual command structure of the legions and legionaries assigned to their oversight were stripped of all rank, formed into new units, and led into battle by officers such as Edekon, holding notional ranks such as 'Sergeant'. Despite serving under Haadlingen's command during the heyday of the Great Crusade, Edekon would go on to be one of the many Warhounds who embraced the madness of Angron, submitting to the Butcher's Nails and ascension through the ranks by murderous force of arms. Where his former mentor drifted to the periphery of the renamed World Eaters, Edekon remained at the heart of the so-called 'Bloody 13th' expeditionary fleet. The two would meet again on the killing fields of Istvaan III, with Edekon falling to Haadlingen's axe, shortly before the old man himself perished in Angron's massacre of the loyalist survivors.

Statistics:

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Tactical Sergeant	4	4	4	4	1	4	2	9	3+
Legion Tactical Space Marine	4	4	4	4	1	4	1	8	3+

	Range	S	AP	Type
Bolt Pistol	12"	4	5	Pistol
Bolter	24"	4	5	Rapid Fire
Frag Grenade	8"	3	-	Assault 1, Blast
Krak Grenade	8"	6	4	Assault 1
Melta Bombs	-	8	1	Armourbane, Unwieldy
Power Weapon (Axe)	-	+1	2	Melee, Unwieldy

Costs:

Legion Tactical Squad (10)	150
Legion Space Marines (x10)	100
Legion Vexilla	10
Nuncio Vox	10
Sergeant	
Artificer Armour	10
Melta Bombs	5
Power Weapon (Axe)	10
Total	295

References:

Legion Tactical Squad: Horus Heresy: Betrayal (p.202)

Saves:

Legion Tactical Space Marines: Power Armour: 3+

Legion Tactical Sergeant: Artificer Armour: 2+

Unit & Equipment:

- Fury of the Legion: If they have not moved, arrived by Deep Strike, or disembarked, can fire Bolters twice with penalties for following turn (no Overwatch, cannot Shoot next turn (HH1 p.202)
- Legiones Astartes: May always attempt to regroup (RB p.168)
- Legion Vexilla: Squad may re-roll failed Morale Tests (HH1 p.236)
- "Look out, sir!": Characters get 4+ Save against unsaved wounds, at the cost of another unit member (RB p.94)
- Nuncio Vox: Units may Deep Strike within 6", Barrage Weapons may use model's LOS (HH1 p.236)

Weapons:

- Armourbane: Roll an extra D6 for armour penetration in close combat with vehicles (RB p.157)
- Assault: Can move and shoot AND can shoot and assault (RB p.43)
- Pistol: Counts as close combat weapon in assaults (RB p.43)
- Rapid Fire: May fire two shots at targets under half range (RB p.43)
- Unwieldy: Attacks at Initiative step 1 (RB p.175)

2. Legion (Penitent) Tactical Support Squad #1 (Sgt. Athanaric)

Despite their proficiency in a range of arms, the Warhounds quickly developed a notoriety for shock assaults and close quarters battle. It comes as no surprise then, that the disciplinary corps often formed its most impetuous charges into tactical support squads, reasoning that wielding heavier and ranged weapons would instil a more methodical approach to waging war. Sergeant Athanaric's weapon of choice, the Rotor Cannon, was still suitably devastating against dense infantry formations however, and wielded to great effect throughout his years of service. Suffering the same slow erosion of standing and prestige as his mentor, Consul-Opsequiari Haadlingen, Athanaric none-the-less remained true to his master until the end, perishing during the virus bombing of Istvaan III, sealing the door to the bunker that spared his mentor the ravages of the contagion unleashed by the Warmaster's treachery.

Statistics:

	WS	BS	S	T	W	I	A	Ld	Sv
Legion Sergeant	4	4	4	4	1	4	2	9	2+
Legion Space Marine	4	4	4	4	1	4	1	8	3+

	Range	S	AP	Type
Bolt Pistol	12"	4	5	Pistol
Frag Grenade	8"	3	-	Assault 1, Blast
Krak Grenade	8"	6	4	Assault 1
Melta Bombs	-	8	1	Armourbane, Unwieldy
Rotor Cannon	30"	3	6	Salvo 3/4

Costs:

Legion Tactical Support Squad (5)	100
Legion Space Marines (x5)	75
Rotor Cannon (x10)	50
Sergeant	
Artificer Armour	10
Augury Scanner	5
Melta Bombs	5
Total	245

References:

Legion Tactical Support Squad: Horus Heresy: Betrayal (p.205)

Saves:

Legion Space Marines: Power Armour: 3+

Legion Sergeant: Artificer Armour: 2+

Unit & Equipment:

- Augury Scanner: 'Infiltrators' cannot deploy within 18", 'Deep Striking' units can be shot at using 'Interceptor' special rule (HH1, p.236)
- Legiones Astartes: May always attempt to regroup (RB p.168)
- "Look out, sir!": Characters get 4+ Save against unsaved wounds, at the cost of another unit member (RB p.94)

Weapons:

- Armourbane: Roll an extra D6 for armour penetration in close combat with vehicles (RB p.157)
- Assault: Can move and shoot AND can shoot and assault (RB p.43)
- Pistol: Counts as close combat weapon in assaults (RB p.43)
- Salvo: 1st Value = Move + Half Range, 2nd Value = Stationary, Maximum Range (RB p.43)
- Unwieldy: Attacks at Initiative step 1 (RB p.175)