

Unnamed List [2998Pts]

Crusade Force Organisation Chart [2998Pts] (LA - XVII: Word Bearers)

- Expanded Army List Profiles: Exemplary Units On, Legacy Units On
- Allegiance: Traitor
- XVII: Word Bearers

NAME	ROLE	PTS	OPTIONS
Rite of War	Rite of War		
Centurion	HQ	85	1x Legion Centurion: Bolt Pistol, Power Fist, Artificer Armour Centurion
High Chaplain Erebus	HQ	165	Warlord
Ruinstorm Daemon Sovereign (Lorgar/Erebus)	HQ	420	Immaterial Wings, The Unmaking, Warp-forged Flesh, Encroaching Ruin, Sovereign Armaments
Castra Ferrum Dreadnought Talon	Elites	155	1x Castra Ferrum Dreadnought: Warpfire Cannon, Gravis Power Fist with in-built ranged weapon, Heavy Flamer
(5) Terminator Tartaros Squad	Elites	605	1x Tartaros Sergeant w/Lightning Claws: Pair of Lightning Claws 1x Tartaros: Power Fist, Magna Combi-Weapon, Magna Combi-Weapon - Meltagun 1x Tartaros: Power Weapon, Power Sword, Minor Combi-Weapon, Minor Combi-Weapon - Flamer 1x Tartaros: Power Weapon, Power Axe, Magna Combi-Weapon, Magna Combi-Weapon - Plasma Gun 1x Tartaros w/Heavy Weapon: Heavy Flamer, Chainfist 1x Land Raider Spartan: Land Raider Spartan, Hull (Front) Mounted Twin-linked Heavy Flamer, 2x Lascannon Array, Multi-Melta, Hull (Front) Mounted Hunter-Killer Missile, Searchlights Legion Vexilla
Land Raider Spartan	Elites	380	Land Raider Spartan, Hull (Front) Mounted Twin-linked Heavy Flamer, 2x Lascannon Array, Multi-Melta, Hull (Front) Mounted Hunter-Killer Missile, Searchlights
(5) Veteran Squad	Elites	138	1x Veteran Sergeant: Bolter, Bolt Pistol, Power Fist 2x Veteran: Bolter, Bolt Pistol 1x Veteran: Bayonet, Bolter, Bolt Pistol 1x Veteran w/Heavy/Special Weapon (1 in 5): Flamer, Bolt Pistol
(10) Assault Squad	Troops	170	1x Legion Assault Sergeant: Warpfire Pistol, Power Weapon, Power Sword, Power Armour 9x Legionary: Bolt Pistol, Chainsword
(10) Despoiler Squad	Troops	160	1x Legion Despoiler Sergeant: Warpfire Pistol, Power Weapon, Power Maul, Power Armour 1x Despoiler w/ Options: Bolt Pistol, Chainsword, Legion

			Vexilla 8x Despoilers (collective): Bolt Pistol, Chainsword Dark Channeling
(5) Reconnaissance Squad	Troops	125	1x Legion Recon Sergeant: Nemesis Bolter, Bolt Pistol 1x Recon Legionary: Bolt Pistol, Nemesis Bolter, Nuncio-Vox 1x Recon Legionary: Bolt Pistol, Nemesis Bolter 2x Recon Legionary: Bolt Pistol, Astartes Shotgun
(10) Tactical Squad	Troops	160	1x Legion Tactical Sergeant: Chain Bayonet, Bolter, Warpfire Pistol, Power Fist, Power Armour 8x Legionary: Chain Bayonet, Bolt Pistol, Bolter 1x Legionary w/ Options: Chain Bayonet, Bolt Pistol, Bolter, Nuncio-Vox
(3) Outrider Squadron	Fast Attack	135	1x Legion Outrider Sergeant: Power Fist, Bolt Pistol, Power Armour 2x Legion Outriders: Chainsword, Bolt Pistol Twin-linked Plasma Gun
Spatha Attack Bike Squadron	Fast Attack	70	1x Legion Spatha Attack Bike Multi-Melta, Bolt Pistol
Land Raider Achilles Squadron	Heavy Support	300	1x Land Raider Achilles: 2x Sponson Mounted Gravis melta cannons
Predator Squadron	Heavy Support	165	1x Predator: Heavy Conversion Beam Cannon, 2x Heavy Bolters, Twin-linked Bolter, Dozer Blade, One Hull (Front) Mounted hunter-killer missile, Searchlights
Vindicator Squadron	Heavy Support	145	1x Vindicator: Centreline Mounted demolisher cannon, Pintle Mounted Havoc Launcher, Dozer Blade, Searchlights

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RITE OF WAR

Categories

Rite of War:

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CENTURION

Models		Options										
1x Legion Centurion		Frag Grenades, Krak Grenades, Refractor Field, Bolt Pistol, Power Fist, Artificer Armour										
Unit	Unit Type		Move	WS	BS	S	T	W	I	A	Ld	Save
Legion Centurion	Infantry (Character)		7	5	5	4	4	2	5	3	9	2+
Weapon	Range	Strength	AP	Type								
Bolt Pistol	12"	4	5	Pistol 1								
Power Fist	-	x2	2	Melee, Unwieldy, Specialist Weapon								
Wargear Item	Description											
Frag Grenades	A unit that includes at least one model with frag grenades makes attacks at its normal Initiative Step during an Assault after it has successfully Charged through Difficult Terrain or Dangerous Terrain, but still suffers any penalties to Charge rolls imposed by Difficult Terrain or Dangerous Terrain when resolving a Charge through Difficult Terrain or Dangerous Terrain.											
Krak Grenades	The controlling player may choose to have a model with krak grenades that is Engaged or otherwise in base contact during the Assault phase with a Building or Fortification, or a model with the Vehicle, Dreadnought or Automata Unit Type, inflict one automatic Str 6, AP 3 Hit on the target in Initiative Step 1 instead of attacking normally. Any model in a unit that is chosen to inflict Hits using krak grenades may not otherwise attack or make use of any other special rule or item of Wargear that inflicts Hits or Wounds on a model in the same Assault phase (but may participate in Sweeping Advances as normal).											
Refractor Field	A model with a refractor field gains a 5+ Invulnerable Save. Invulnerable Saves granted by a refractor field or iron halo do not stack with other Invulnerable Saves, but can benefit from rules (such as cyber-familiar) that specifically increase existing saves. If a model has another Invulnerable Save then the controlling player must choose which one to use.											
Artificer Armour	Artificer armour confers a 2+ Armour Save.											
Rules	Infantry, Relentless, Independent Character, Grenades, Unwieldy, Specialist Weapon, Legiones Consularis											
Categories	Character, Compulsory HQ:, HQ:, Independent Character, Infantry Unit Type, Legiones Astartes, Unit:											

Models		Options										
1x High Chaplain Erebus												
Unit	Unit Type	Move	WS	BS	S	T	W	I	A	Ld	Save	
High Chaplain Erebus	Infantry (Character, Psyker, Corrupted, Unique)	7"	5	5	4	4	3	5	4	10	2+	
Weapon	Range	Strength	AP	Type								
Crux Malifica	-	+3	2	Melee, Concussive (2), Unwieldy								
Plasma Pistol	12"	7	4	Pistol 1, Breaching (4+), Gets Hot								
Wargear Item	Description											
Artificer Armour	Artificer armour confers a 2+ Armour Save.											
Frag Grenades	A unit that includes at least one model with frag grenades makes attacks at its normal Initiative Step during an Assault after it has successfully Charged through Difficult Terrain or Dangerous Terrain, but still suffers any penalties to Charge rolls imposed by Difficult Terrain or Dangerous Terrain when resolving a Charge through Difficult Terrain or Dangerous Terrain.											
Iron Halo	A model with an iron halo gains a 4+ Invulnerable Save. Invulnerable Saves granted by a refractor field or iron halo do not stack with other Invulnerable Saves, but can benefit from rules (such as cyber-familiar) that specifically increase existing saves. If a model has another Invulnerable Save then the controlling player must choose which one to use.											
Krak Grenades	The controlling player may choose to have a model with krak grenades that is Engaged or otherwise in base contact during the Assault phase with a Building or Fortification, or a model with the Vehicle, Dreadnought or Automata Unit Type, inflict one automatic Str 6, AP 3 Hit on the target in Initiative Step 1 instead of attacking normally. Any model in a unit that is chosen to inflict Hits using krak grenades may not otherwise attack or make use of any other special rule or item of Wargear that inflicts Hits or Wounds on a model in the same Assault phase (but may participate in Sweeping Advances as normal).											
Psychic Weapon	Range	Strength	AP	Type								
Aetheric Lightning (x2)	18"	3	4	Assault 4, Force								
Psychic Power	Description											
Breach the Veil	<p>Instead of making a Shooting Attack, a Psyker with this Psychic Power may select a point within 12" and at least 3" away from any enemy model or Impassable Terrain – place a 3" Blast marker to represent the Warp Rift until this power is resolved.</p> <p>The controlling player may then choose to make a Psychic check for the Esoterist. If the Check is failed or not taken then the chosen point is scattered as per the normal rules for Scatter. If it scatters onto Impassable Terrain, within 3" of an enemy model, or off of the edge of the battlefield then the Esoterist suffers Perils of the Warp, and the chosen point is moved the minimum distance required in a direction of the controlling player's choice to place it clear of all Impassable Terrain, on the battlefield, and at least 3" away from any enemy model. If the Check is passed then the Warp Rift does not scatter.</p> <p>Once the final location of the chosen point is determined, the Esoterist's controlling player may choose to deploy up to one of the Ruinstorm Daemon units in Reserves onto the battlefield (that player may choose to place no units if they wish). That unit moves onto the battlefield from any point along the edge of the blast marker placed to represent the Warp Rift as if it was entering play from Reserves, treating the Warp Rift marker as though it was the controlling player's battlefield edge.</p> <p>Once all models in the unit have moved onto the battlefield, the Warp Rift marker is removed from play. The Daemon unit brought into play by use of this power may be targeted by the Interceptor Reaction and may act as normal in the Shooting phase in which it arrives and may declare a Charge in the Assault phase of the turn in which it enters play.</p>											
Warlord Trait	Text											

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HIGH CHAPLAIN EREBUS

Shadow Behind the Throne	<p>When High Chaplain Erebus is the army's Warlord and is part of a unit composed entirely of models with any version of the Legiones Astartes special rule, no Wounds may be allocated to him, regardless of the attacking models rules or effects, as long as there is another model in the unit. If High Chaplain Erebus is engaged in a Challenge then this rule does not apply, however if High Chaplain Erebus' controlling player chooses to refuse a Challenge for a unit that includes High Chaplain Erebus then the opposing player loses the option to stop one model from participating in the combat. In addition, an army whose Warlord is High Chaplain Erebus may make an additional Reaction in any one Phase, chosen by the controlling player at the start of the turn, as long as High Chaplain Erebus has not been removed as a casualty.</p>
Rules	<p>Legiones Astartes (Word Bearers), Relentless, Hatred (Loyalists), Fearless, Infantry, Corrupted Sub-type, Fear (1), Concussive (X), Unwieldy, Grenades, Harbinger of Chaos, Independent Character, Master of the Legion, Breaching (4+), Gets Hot, Force</p>
Categories	<p>Character, Compulsory HQ:, Corrupted Sub-type, HQ:, Independent Character, Infantry Unit Type, Legiones Astartes, Psyker:, Unique Sub-type, Unit:</p>

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RUINSTORM DAEMON SOVEREIGN (LORGAR/EREBUS)

Models		Options										
1x Sovereign												
Unit	Unit Type	Move	WS	BS	S	T	W	I	A	Ld	Save	
Sovereign	Daemon (Character, Monstrous)	8	6	5	7	6	7	6	5	9	3+	
Weapon	Range	Strength	AP	Type								
The Unmaking	12"	8	1	Assault 2, Armourbane (Ranged)								
Sovereign Armaments	-	User	2	Melee, Brutal (2), Murderous Strike (5+), Immaterial Blades (AP1)								
Wargear Item	Description											
Immaterial Wings	<p>At the start of the controlling player's Movement phase, a model with immaterial wings may set its Move Characteristic to a value of 14 for the duration of the controlling player's turn (sometimes referred to as 'activating' the immaterial wings). This allows a model with immaterial wings to move up to 14", regardless of the Movement Characteristic shown on its profile and gain any other benefits of a Movement Characteristic of 14 (including the bonus to Charge distance). In addition, all models with immaterial wings that have been activated ignore terrain while Moving and Charging, but must take Dangerous Terrain tests as normal when beginning or ending their Movement in Dangerous Terrain.</p> <p>A model with activated immaterial wings treats all Difficult Terrain as Dangerous Terrain and may move over both friendly and enemy models or units without penalty – but must end its Movement at least 1" away from any model from another unit. A model with immaterial wings may still Run if it would normally be able to Run (this does not allow units that include any models with the Heavy Sub-type to Run). When making a Run move for a model with activated immaterial wings, add the Initiative Characteristic of that model to 14 to determine how far it may move – the model ignores terrain and models from other units while making a Run move with immaterial wings as previously noted, but may not make Shooting Attacks or declare a Charge in the same turn in which it has Run as per the normal rules for Running.</p> <p>Any model with immaterial wings also gains the Bulky (2) and Hammer of Wrath (1) – if it already has the Bulky (X) and/or Hammer of Wrath (X) special rule, it increases the value of X for the respective special rule by 1.</p> <p>During a Reaction made in any Phase, a player may not choose to activate a model's immaterial wings to gain any bonus to its Movement Characteristic. Any models with immaterial wings that arrive from reserve are considered to have activated their immaterial wings the turn that they enter play.</p>											
	Warp-forged Flesh	A model with this upgrade improves its Armour Save Characteristic by 1, to a maximum of 2+.										
	Rules	Traitor, It Will Not Die (5+), Hammer of Wrath (X), Empyrean Avatar, Bulky (7), Æthereal Invulnerability (4+), Daemon Unit-type, Fear (1), Monstrous Sub-type, Armourbane (Ranged), Encroaching Ruin, Move Through Cover, Brutal (2), Immaterial Blades (AP1), Murderous Strike (5+)										
Categories	Character, Daemon Unit Type, Encroaching Ruin, HQ:, Harbinger of Chaos Restriction, Monstrous Sub-type, Unit:											

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CASTRA FERRUM DREADNOUGHT TALON

Models		Options													
1x Castra Ferrum Dreadnought		Warpfire Cannon, Gravis Power Fist with in-built ranged weapon, Heavy Flamer													
Unit		Unit Type				Move	WS	BS	S	T	W	I	A	Ld	Save
Castra Ferrum Dreadnought		Dreadnought (Heavy)				6"	5	5	6	6	5	2	3	9	2+
Weapon		Range	Strength	AP	Type										
Warpfire Cannon		36"	6	4	Heavy 1, Blast (3"), Breaching (4+), Pinning										
Gravis Power Fist		-	9	2	Melee, Brutal (3)										
Heavy Flamer		Template	5	4	Assault 1										
Wargear Item		Description													
Ferromantic Deflector		A model with an ferromantic deflector gains a 5+ Invulnerable Save and any model with a ferromantic deflector and a Wounds Characteristic that suffers an unsaved Wound with the Instant Death special rule is not immediately removed as a casualty, but instead loses three Wounds instead of one for each unsaved Wound with the Instant Death special rule inflicted on it. In addition, when a model with a ferromantic deflector loses its last Wound or Hull Point, but before it is removed as a casualty or replaced with a Wreck, all models both friendly and enemy within D6" suffer an automatic Hit at Str 6, AP -.													
Rules	Dreadnought Talon, Heavy Sub-type, Dreadnought Unit-type, Fearless, Blast, Breaching (4+), Pinning, Brutal (3), Template Weapons														
Categories	Dreadnought Unit Type, Elites:, Heavy Sub-type, Legiones Astartes, Unit:														

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TERMINATOR TARTAROS SQUAD

Models		Options										
1x	Tartaros Sergeant w/Lightning Claws	Pair of Lightning Claws										
1x	Tartaros	Power Fist, Magna Combi-Weapon (Magna Combi-Weapon - Meltagun)										
1x	Tartaros	Power Weapon (Power Sword), Minor Combi-Weapon (Minor Combi-Weapon - Flamer)										
1x	Tartaros	Power Weapon (Power Axe), Magna Combi-Weapon (Magna Combi-Weapon - Plasma Gun)										
1x	Tartaros w/Heavy Weapon	Heavy Flamer, Chainfist										
Unit	Unit Type	Move	WS	BS	S	T	W	I	A	Ld	Save	
Tartaros Sergeant	Infantry (Character)	7	4	4	4	4	2	4	3	8	2+	
Tartaros (x4)	Infantry	7	4	4	4	4	2	4	2	7	2+	
Weapon	Range	Strength	AP	Type								
Lightning Claw	-	User	3	Melee, Shred, Rending (6+), Specialist Weapon								
Power Fist	-	x2	2	Melee, Unwieldy, Specialist Weapon								
Bolter (Primary) (x3)	24"	4	5	Rapid Fire								
Meltagun (Secondary)	12"	8	1	Assault 1, Armourbane (Melta), One Shot								
Power Sword	-	User	3	Melee, Rending (6+)								
Flamer (Secondary)	Template	4	5	Assault 1								
Power Axe	-	+1	2	Melee, Unwieldy								
Plasma Gun (Secondary)	24"	7	4	Rapid Fire, Breaching (4+), Gets Hot, One Shot								
Heavy Flamer	Template	5	4	Assault 1								
Chainfist	-	2x	2	Melee, Armourbane (Melee), Unwieldy								
Wargear Item	Description											
Tartaros Terminator Armour	Legion Tartaros Terminator armour confers a 2+ Armour Save and a 5+ Invulnerable Save.											
Legion Vexilla	A unit that includes at least one model with a Legion vexilla adds +1 to the Wounds score used to determine if they win a Combat in the Assault phase. In addition, a unit that includes at least one model with a Legion vexilla may, before any dice are rolled to determine Fall Back distance, choose to Fall Back only a distance equal to the roll of a D6 instead of 2D6 (or 3D6 if a Cavalry unit), and if forced to move off the edge of the battlefield will instead stop with each model 1" away from the edge of the battlefield.											
Units	1x Land Raider Spartan											
Rules	Bulky (2), Inexorable, Relentless, Infantry, Rending (6+), Shred, Specialist Weapon, Unwieldy, Armourbane (Melta), One Use/One Shot, Template Weapons, Breaching (4+), Gets Hot, Armourbane (Melee)											
Categories	Character, Elites:, Infantry Unit Type, Legiones Astartes, Reinforced Sub-type, Terminators:, Transport Sub-type, Unit:, Vehicle Unit:, Vehicle:											

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LAND RAIDER SPARTAN

Weapon		Range	Strength	AP	Type				
Twin-linked Heavy Flamer		Template	5	4	Assault 1, Twin-linked				
Lascannon Array		48"	9	2	Heavy 2, Twin-linked, Sunder				
Multi-Melta		24"	8	1	Heavy 1, Armourbane (Melta), Twin-linked				
Hunter-Killer Missile		48"	8	3	Heavy 1, One Shot				
Vehicle	Unit Type	Move	BS	Front	Side	Rear	HP	Transport Capacity	Access Points
Land Raider Spartan	Vehicle (Transport, Reinforced)	12	4	14	14	14	6	26	One Access Point on each side of the hull and one at the front
Wargear Item	Description								
Smoke Launchers	<p>The controlling player may choose to trigger smoke launchers once a model with them has completed its movement in the Movement phase, and may only choose to trigger them if the model has moved no faster than Combat Speed that turn. Once triggered, the model with smoke launchers counts as being more than 25% obscured, regardless of terrain, until the start of the controlling player's next turn and gains a 6+ Cover Save. A model whose smoke launchers have been triggered may not make any Shooting Attacks, except as part of a Reaction, in the same turn. Smoke launchers may only be used once per battle, and once triggered may not be further used – in addition, they do not count as a weapon and may not be targeted by Weapon Destroyed results on the Vehicle Damage table.</p>								
Searchlights	<p>A model with searchlights ignores the 24" limit to line of sight imposed by the Night Fighting rules when making Shooting Attacks, however enemy units also ignore that same restriction when making Shooting Attacks that target a model with searchlights.</p> <p>In addition, any unit that has been the target of a Shooting Attack made by a unit with searchlights (regardless of whether any Hits were inflicted or not) may be freely targeted for Shooting Attacks by any other unit, ignoring the 24" restriction to line of sight imposed by the Night Fighting rules. Searchlights do not count as weapons and may not be targeted by the Weapon Destroyed result on the Vehicle Damage table.</p>								
Rules	Reinforced Sub-type, Assault Vehicle, Power of the Machine Spirit, Legiones Astartes (Word Bearers), Twin-linked, Template Weapons, Sunder, Armourbane (Melta), One Use/One Shot								
Categories	Legiones Astartes, Reinforced Sub-type, Transport Sub-type, Vehicle Unit:, Vehicle:								

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VETERAN SQUAD

Models		Options										
1x Veteran Sergeant		Bolter, Bolt Pistol, Power Fist										
2x Veteran		Bolter, Bolt Pistol										
1x Veteran		Bayonet, Bolter, Bolt Pistol										
1x Veteran w/Heavy/Special Weapon (1 in 5)		Flamer, Bolt Pistol										
Unit	Unit Type	Move	WS	BS	S	T	W	I	A	Ld	Save	
Legion Veteran Sergeant	Infantry (Character)	7	5	4	4	4	2	4	3	8	3+	
Veteran (x4)	Infantry	7	5	4	4	4	2	4	2	8	3+	
Weapon	Range	Strength	AP	Type								
Bolter (x4)	24"	4	5	Rapid Fire								
Bolt Pistol (x5)	12"	4	5	Pistol 1								
Power Fist	-	x2	2	Melee, Unwieldy, Specialist Weapon								
Bayonet	-	+1	-	Melee, Two-handed								
Flamer	Template	4	5	Assault 1								
Wargear Item	Description											
Frag Grenades	A unit that includes at least one model with frag grenades makes attacks at its normal Initiative Step during an Assault after it has successfully Charged through Difficult Terrain or Dangerous Terrain, but still suffers any penalties to Charge rolls imposed by Difficult Terrain or Dangerous Terrain when resolving a Charge through Difficult Terrain or Dangerous Terrain.											
Krak Grenades	The controlling player may choose to have a model with krak grenades that is Engaged or otherwise in base contact during the Assault phase with a Building or Fortification, or a model with the Vehicle, Dreadnought or Automata Unit Type, inflict one automatic Str 6, AP 3 Hit on the target in Initiative Step 1 instead of attacking normally. Any model in a unit that is chosen to inflict Hits using krak grenades may not otherwise attack or make use of any other special rule or item of Wargear that inflicts Hits or Wounds on a model in the same Assault phase (but may participate in Sweeping Advances as normal).											
Power Armour	Power armour provides a 3+ Armour Save.											
Rules	Relentless, Chosen Warriors, Support Squad, Infantry, Grenades, Unwieldy, Specialist Weapon, Two-handed, Template Weapons											
Categories	Character, Compulsory Elite:, Elites:, Infantry Unit Type, Legiones Astartes, Unit:											

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ASSAULT SQUAD

Models		Options										
1x Legion Assault Sergeant		Warpfire Pistol, Power Weapon (Power Sword), Power Armour										
9x Legionary		Bolt Pistol, Chainsword										
Unit	Unit Type	Move	WS	BS	S	T	W	I	A	Ld	Save	
Legion Assault Sergeant	Infantry (Character, Line)	7	4	4	4	4	1	4	2	8	3+	
Legionary (x9)	Infantry (Line)	7	4	4	4	4	1	4	1	7	3+	
Weapon	Range	Strength	AP	Type								
Warpfire Pistol	12"	6	4	Pistol 1, Breaching (4+), Pinning								
Power Sword	-	User	3	Melee, Rending (6+)								
Bolt Pistol (x9)	12"	4	5	Pistol 1								
Chainsword (x9)	-	User	-	Melee, Shred								
Wargear Item	Description											
Frag Grenades	A unit that includes at least one model with frag grenades makes attacks at its normal Initiative Step during an Assault after it has successfully Charged through Difficult Terrain or Dangerous Terrain, but still suffers any penalties to Charge rolls imposed by Difficult Terrain or Dangerous Terrain when resolving a Charge through Difficult Terrain or Dangerous Terrain.											
Krak Grenades	The controlling player may choose to have a model with krak grenades that is Engaged or otherwise in base contact during the Assault phase with a Building or Fortification, or a model with the Vehicle, Dreadnought or Automata Unit Type, inflict one automatic Str 6, AP 3 Hit on the target in Initiative Step 1 instead of attacking normally. Any model in a unit that is chosen to inflict Hits using krak grenades may not otherwise attack or make use of any other special rule or item of Wargear that inflicts Hits or Wounds on a model in the same Assault phase (but may participate in Sweeping Advances as normal).											
Power Armour	Power armour provides a 3+ Armour Save.											
Warhawk Jump Pack	<p>At the start of the controlling player's Movement phase, a model with a Legion Warhawk jump pack may set its Move Characteristic to a value of 12 for the duration of the controlling player's turn (sometimes referred to as 'activating' the jump pack). This allows a model with a Warhawk jump pack to move up to 12", regardless of the Movement Characteristic shown on its profile and gain any other benefits of a Movement Characteristic of 12 (including the bonus to Charge distance). In addition, all models with a Warhawk jump pack that have been activated ignore terrain while Moving and Charging, but must take Dangerous Terrain tests as normal when beginning or ending their Movement in Dangerous Terrain. A model with an activated Legion Warhawk jump pack treats all Difficult Terrain as Dangerous Terrain and may move over both friendly and enemy models or units without penalty – but must end its Movement at least 1" away from any model from another unit.</p> <p>A model with a Legion Warhawk jump pack may still Run if it would normally be able to Run (this does not allow units that include any models with the Heavy Sub-type to Run). When making a Run move for a model with an activated Legion Warhawk jump pack, add the Initiative Characteristic of that model to 12 to determine how far it may move – the model ignores terrain and models from other units while making a Run move with a Legion Warhawk jump pack as previously noted, but may not make Shooting Attacks or declare a Charge in the same turn in which it has Run as per the normal rules for Running.</p> <p>Any model with a Legion Warhawk jump pack also gains the Bulky (2), Hammer of Wrath (1) and Deep Strike special rules – if it already has the Bulky (2) special rule, it gains the Bulky (3) special rule instead.</p> <p>During a Reaction made in any Phase, a player may not choose to activate a model's Legion Warhawk jump pack to gain any bonus to its Movement Characteristic.</p>											
Rules	Infantry, Jump Pack, Deep Strike, Bulky (2 or 3), Line Sub-type, Grenades, Breaching (4+), Pinning, Rending (6+), Bulky (2), Hammer of Wrath (1), Shred											
Categories	Character, Compulsory Troops:, Deep Strike:, Infantry Unit Type, Jump Infantry:, Legiones Astartes, Line Sub-type, Troops:, Unit:											

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DESPOILER SQUAD

Models		Options										
1x Legion Despoiler Sergeant	Warpfire Pistol, Power Weapon (Power Maul), Power Armour											
1x Despoiler w/ Options	Bolt Pistol, Chainsword, Legion Vexilla											
8x Despoilers (collective)	Bolt Pistol, Chainsword											
Unit	Unit Type	Move	WS	BS	S	T	W	I	A	Ld	Save	
Legion Despoiler Sergeant	Infantry (Character, Line) (Corrupted)	7	4	4	4	4	1	4	2	8	3+	
Despoiler (x9)	Infantry (Line) (Corrupted)	7	4	4	4	4	1	4	1	7	3+	
Weapon	Range	Strength	AP	Type								
Warpfire Pistol	12"	6	4	Pistol 1, Breaching (4+), Pinning								
Power Maul	-	+2	3	Melee								
Bolt Pistol (x9)	12"	4	5	Pistol 1								
Chainsword (x9)	-	User	-	Melee, Shred								
Wargear Item	Description											
Frag Grenades	A unit that includes at least one model with frag grenades makes attacks at its normal Initiative Step during an Assault after it has successfully Charged through Difficult Terrain or Dangerous Terrain, but still suffers any penalties to Charge rolls imposed by Difficult Terrain or Dangerous Terrain when resolving a Charge through Difficult Terrain or Dangerous Terrain.											
Krak Grenades	The controlling player may choose to have a model with krak grenades that is Engaged or otherwise in base contact during the Assault phase with a Building or Fortification, or a model with the Vehicle, Dreadnought or Automata Unit Type, inflict one automatic Str 6, AP 3 Hit on the target in Initiative Step 1 instead of attacking normally. Any model in a unit that is chosen to inflict Hits using krak grenades may not otherwise attack or make use of any other special rule or item of Wargear that inflicts Hits or Wounds on a model in the same Assault phase (but may participate in Sweeping Advances as normal).											
Power Armour	Power armour provides a 3+ Armour Save.											
Legion Vexilla	A unit that includes at least one model with a Legion vexilla adds +1 to the Wounds score used to determine if they win a Combat in the Assault phase. In addition, a unit that includes at least one model with a Legion vexilla may, before any dice are rolled to determine Fall Back distance, choose to Fall Back only a distance equal to the roll of a D6 instead of 2D6 (or 3D6 if a Cavalry unit), and if forced to move off the edge of the battlefield will instead stop with each model 1" away from the edge of the battlefield.											
Dark Channeling	All models in this unit gain the Corrupted Sub-type											
Rules	Spite of the Legion, Heart of the Legion, Infantry, Line Sub-type, Corrupted Sub-type, Fear (1), Grenades, Breaching (4+), Pinning, Shred											
Categories	Character, Compulsory Troops:, Corrupted Sub-type, Infantry Unit Type, Legiones Astartes, Line Sub-type, Troops:, Unit:											

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RECONNAISSANCE SQUAD

Models		Options										
1x Legion Recon Sergeant		Nemesis Bolter, Bolt Pistol										
1x Recon Legionary		Bolt Pistol, Nemesis Bolter, Nuncio-Vox										
1x Recon Legionary		Bolt Pistol, Nemesis Bolter										
2x Recon Legionary		Bolt Pistol, Astartes Shotgun										
Unit	Unit Type	Move	WS	BS	S	T	W	I	A	Ld	Save	
Legion Recon Sergeant	Infantry (Character, Skirmish, Line)	7	4	4	4	4	1	4	2	8	3+	
Recon Legionary (x4)	Infantry (Skirmish, Line)	7	4	4	4	4	1	4	1	7	3+	
Weapon	Range	Strength	AP	Type								
Nemesis Bolter (x3)	72"	5	5	Heavy 1, Rending (5+), Sniper, Pinning								
Bolt Pistol (x5)	12"	4	5	Pistol 1								
Astartes Shotgun (x2)	12"	4	-	Assault 2, Concussive (1)								
Wargear Item	Description											
Frag Grenades	A unit that includes at least one model with frag grenades makes attacks at its normal Initiative Step during an Assault after it has successfully Charged through Difficult Terrain or Dangerous Terrain, but still suffers any penalties to Charge rolls imposed by Difficult Terrain or Dangerous Terrain when resolving a Charge through Difficult Terrain or Dangerous Terrain.											
Krak Grenades	The controlling player may choose to have a model with krak grenades that is Engaged or otherwise in base contact during the Assault phase with a Building or Fortification, or a model with the Vehicle, Dreadnought or Automata Unit Type, inflict one automatic Str 6, AP 3 Hit on the target in Initiative Step 1 instead of attacking normally. Any model in a unit that is chosen to inflict Hits using krak grenades may not otherwise attack or make use of any other special rule or item of Wargear that inflicts Hits or Wounds on a model in the same Assault phase (but may participate in Sweeping Advances as normal).											
Power Armour	Power armour provides a 3+ Armour Save.											
Nuncio-Vox	While at least one model with a nuncio-vox is present on the battlefield and not Embarked in a Vehicle or Building, the controlling player may re-roll any Scatter rolls made (whether as part of a weapon attack or the deployment of a model or unit), as long as the model with the nuncio-vox has line of sight to the unit targeted by the attack or the point chosen as the target of the deployment. In addition, a unit that includes at least one model with a nuncio-vox ignores the -1 penalty to Leadership imposed by the Night Fighting rules.											
Shroud Bombs	Whenever targeted by a Shooting Attack, the range between an attacking unit and a unit that includes at least one model with shroud bombs is considered to be 6" further than the actual range between the two units – enemy models with the Night Vision special rule and models with the Primarch Unit Type ignore this effect. In addition, when attacked by a weapon with the Barrage special rule, a unit that includes at least one model with shroud bombs is always treated as though it was out of line of sight when scattering any attacks.											
Rules	Support Squad, Infiltrate, Scout, Infantry, Line Sub-type, Skirmish Sub-type, Grenades, Rending (5+), Sniper, Pinning, Concussive (1)											
Categories	Character, Infantry Unit Type, Legiones Astartes, Line Sub-type, Skirmish Sub-type, Troops:, Unit:											

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TACTICAL SQUAD

Models		Options										
1x Legion Tactical Sergeant		Chain Bayonet, Bolter, Warfire Pistol, Power Fist, Power Armour										
8x Legionary		Chain Bayonet, Bolt Pistol, Bolter										
1x Legionary w/ Options		Chain Bayonet, Bolt Pistol, Bolter, Nuncio-Vox										
Unit	Unit Type	Move	WS	BS	S	T	W	I	A	Ld	Save	
Legion Tactical Sergeant	Infantry (Character, Line)	7	4	4	4	4	1	4	2	8	3+	
Legionary (x9)	Infantry (Line)	7	4	4	4	4	1	4	1	7	3+	
Weapon	Range	Strength	AP	Type								
Chain Bayonet (x10)	-	+1	-	Melee, Two-handed, Shred								
Bolter (x10)	24"	4	5	Rapid Fire								
Warfire Pistol	12"	6	4	Pistol 1, Breaching (4+), Pinning								
Power Fist	-	x2	2	Melee, Unwieldy, Specialist Weapon								
Bolt Pistol (x9)	12"	4	5	Pistol 1								
Wargear Item	Description											
Frag Grenades	A unit that includes at least one model with frag grenades makes attacks at its normal Initiative Step during an Assault after it has successfully Charged through Difficult Terrain or Dangerous Terrain, but still suffers any penalties to Charge rolls imposed by Difficult Terrain or Dangerous Terrain when resolving a Charge through Difficult Terrain or Dangerous Terrain.											
Krak Grenades	The controlling player may choose to have a model with krak grenades that is Engaged or otherwise in base contact during the Assault phase with a Building or Fortification, or a model with the Vehicle, Dreadnought or Automata Unit Type, inflict one automatic Str 6, AP 3 Hit on the target in Initiative Step 1 instead of attacking normally. Any model in a unit that is chosen to inflict Hits using krak grenades may not otherwise attack or make use of any other special rule or item of Wargear that inflicts Hits or Wounds on a model in the same Assault phase (but may participate in Sweeping Advances as normal).											
Power Armour	Power armour provides a 3+ Armour Save.											
Nuncio-Vox	While at least one model with a nuncio-vox is present on the battlefield and not Embarked in a Vehicle or Building, the controlling player may re-roll any Scatter rolls made (whether as part of a weapon attack or the deployment of a model or unit), as long as the model with the nuncio-vox has line of sight to the unit targeted by the attack or the point chosen as the target of the deployment. In addition, a unit that includes at least one model with a nuncio-vox ignores the -1 penalty to Leadership imposed by the Night Fighting rules.											
Rules	Fury of the Legion, Heart of the Legion, Infantry, Line Sub-type, Grenades, Two-handed, Shred, Breaching (4+), Pinning, Unwieldy, Specialist Weapon											
Categories	Character, Compulsory Troops:, Infantry Unit Type, Legiones Astartes, Line Sub-type, Troops:, Unit:											

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OUTRIDER SQUADRON

Models		Options										
1x Legion Outrider Sergeant		Power Fist, Bolt Pistol, Power Armour										
2x Legion Outriders		Chainsword, Bolt Pistol										
Unit	Unit Type	Move	WS	BS	S	T	W	I	A	Ld	Save	
Legion Outrider Sergeant	Cavalry (Skirmish, Character)	14	4	4	4	4	1	4	2	8	3+	
Legion Outriders (x2)	Cavalry (Skirmish)	14	4	4	4	4	1	4	1	7	3+	
Weapon	Range	Strength	AP	Type								
Power Fist	-	x2	2	Melee, Unwieldy, Specialist Weapon								
Bolt Pistol (x3)	12"	4	5	Pistol 1								
Chainsword (x2)	-	User	-	Melee, Shred								
Twin-linked Bolter	24"	4	5	Rapid-fire, Twin-linked								
Twin-linked Plasma Gun	24"	7	4	Rapid Fire, Breaching (4+), Gets Hot, Twin-linked								
Wargear Item	Description											
Power Armour	Power armour provides a 3+ Armour Save.											
Spatha Combat Bike	A model with a Legion Spatha combat bike that chooses to Run gains the Shrouded (5+) special rule until the start of the controlling player's next turn.											
Rules	Scout, Hit & Run, Relentless, Skirmish Sub-type, Cavalry Sub-type, Unwieldy, Specialist Weapon, Shred, Firing Protocols (2), Shrouded 5{+}, Hammer of Wrath (1), Twin-linked, Breaching (4+), Gets Hot											
Categories	Cavalry Unit Type, Character, Fast Attack:, Legiones Astartes, Skirmish Sub-type, Unit:											

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SPATHA ATTACK BIKE SQUADRON

Models		Options										
1x Legion Spatha Attack Bike												
Unit	Unit Type	Move	WS	BS	S	T	W	I	A	Ld	Save	
Legion Spatha Attack Bike	Cavalry (Skirmish)	14	4	4	4	4	2	4	2	7	3+	
Weapon	Range	Strength	AP	Type								
Twin-linked Bolter	24"	4	5	Rapid-fire, Twin-linked								
Multi-Melta	24"	8	1	Heavy 1, Armourbane (Melta), Twin-linked								
Bolt Pistol	12"	4	5	Pistol 1								
Wargear Item	Description											
Spatha Attack Bike	A Legion Spatha attack bike that chooses to Run gains the Shrouded (5+) special rule until the start of the controlling player's next turn.											
Power Armour	Power armour provides a 3+ Armour Save.											
Rules	Hammer of Wrath (1), Firing Protocols (2), Relentless, Skirmish Sub-type, Cavalry Sub-type, Shrouded 5{+), Twin-linked, Armourbane (Melta)											
Categories	Cavalry Unit Type, Fast Attack:, Legiones Astartes, Skirmish Sub-type, Unit:											

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LAND RAIDER ACHILLES SQUADRON

Models		Options									
1x Land Raider Achilles		Hull (Front) Mounted Achillus Quad Launcher, Smoke Launchers, 2x Sponson Mounted Gravis melta cannons									
Weapon		Range	Strength	AP	Type						
Achillus Quad Launcher (Strike)		24"	8	4	Heavy 4, Sunder						
Achillus Quad Launcher (Shard)		24"	5	5	Heavy 1, Large Blast (5"), Shred						
Gravis Melta Cannon		24"	8	1	Heavy 2, Armourbane (Melta), Twin-linked						
Vehicle	Unit Type	Move	BS	Front	Side	Rear	HP	Transport Capacity	Access Points		
Land Raider Achilles	Vehicle (Transport, Reinforced)	12	4	14	14	14	5	6	One on each side of the hull.		
Wargear Item		Description									
Galvanic Traction Drive		A model with this special rule must re-roll failed Dangerous Terrain tests.									
Ferromantic Invulnerability		The effects of any variant of the Armourbane special rule or the Lance special rule are ignored when resolving attacks made against a model with this special rule.									
Smoke Launchers		The controlling player may choose to trigger smoke launchers once a model with them has completed its movement in the Movement phase, and may only choose to trigger them if the model has moved no faster than Combat Speed that turn. Once triggered, the model with smoke launchers counts as being more than 25% obscured, regardless of terrain, until the start of the controlling player's next turn and gains a 6+ Cover Save. A model whose smoke launchers have been triggered may not make any Shooting Attacks, except as part of a Reaction, in the same turn. Smoke launchers may only be used once per battle, and once triggered may not be further used – in addition, they do not count as a weapon and may not be targeted by Weapon Destroyed results on the Vehicle Damage table.									
Rules	Power of the Machine Spirit, Reinforced Sub-type, Shred, Blast, Sunder, Armourbane (Melta), Twin-linked										
Categories	Heavy Support:, Legiones Astartes, Reinforced Sub-type, Transport Sub-type, Unit:, Vehicle Unit:, Vehicle:										

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PREDATOR SQUADRON

Models	Options									
1x Predator	Smoke Launchers, Heavy Conversion Beam Cannon, 2x Heavy Bolters, Twin-linked Bolter, Dozer Blade, One Hull (Front) Mounted hunter-killer missile, Searchlights									
Weapon	Range			Strength	AP	Type				
Heavy Conversion Beam Cannon (1)	Up to 18"			7	-	Heavy 1, Large Blast (5"), Blind				
Heavy Conversion Beam Cannon (2)	More than 18"-42"			9	4	Heavy 1, Large Blast (5"), Blind				
Heavy Conversion Beam Cannon (3)	More than 42"-72"			12	1	Heavy 1, Large Blast (5"), Blind				
Heavy Bolter	36"			5	4	Heavy 4				
Twin-linked Bolter	24"			4	5	Rapid-fire, Twin-linked				
Hunter-Killer Missile	48"			8	3	Heavy 1, One Shot				
Vehicle	Unit Type	Move	BS	Front	Side	Rear	HP	Transport Capacity		Access Points
Predator	Vehicle	14	4	13	12	10	3	-		-
Wargear Item	Description									
Smoke Launchers	<p>The controlling player may choose to trigger smoke launchers once a model with them has completed its movement in the Movement phase, and may only choose to trigger them if the model has moved no faster than Combat Speed that turn. Once triggered, the model with smoke launchers counts as being more than 25% obscured, regardless of terrain, until the start of the controlling player's next turn and gains a 6+ Cover Save. A model whose smoke launchers have been triggered may not make any Shooting Attacks, except as part of a Reaction, in the same turn. Smoke launchers may only be used once per battle, and once triggered may not be further used – in addition, they do not count as a weapon and may not be targeted by Weapon Destroyed results on the Vehicle Damage table.</p>									
Dozer Blade	<p>A model with a dozer blade may re-roll all failed Dangerous Terrain tests made for it.</p>									
Searchlights	<p>A model with searchlights ignores the 24" limit to line of sight imposed by the Night Fighting rules when making Shooting Attacks, however enemy units also ignore that same restriction when making Shooting Attacks that target a model with searchlights.</p> <p>In addition, any unit that has been the target of a Shooting Attack made by a unit with searchlights (regardless of whether any Hits were inflicted or not) may be freely targeted for Shooting Attacks by any other unit, ignoring the 24" restriction to line of sight imposed by the Night Fighting rules. Searchlights do not count as weapons and may not be targeted by the Weapon Destroyed result on the Vehicle Damage table.</p>									
Rules	Blind, Blast, Twin-linked									
Categories	Heavy Support:, Legiones Astartes, Unit:, Vehicle Unit:, Vehicle:									

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Models		Options									
1x Vindicator	Combi-Bolter, Smoke Launchers, Centreline Mounted demolisher cannon, Pintle Mounted Havoc Launcher, Dozer Blade, Searchlights										
Weapon		Range	Strength	AP	Type						
Combi-bolter		24"	4	5	Rapid Fire, Twin-linked						
Demolisher Cannon		24"	12	3	Ordnance 1, Blast (3"), Sunder, Rending (6+), Brutal (3)						
Havoc Launcher		48"	5	5	Heavy 1, Blast (3"), Twin-linked						
Vehicle	Unit Type	Move	BS	Front	Side	Rear	HP	Transport Capacity	Access Points		
Vindicator	Vehicle (Reinforced)	12	4	13	13	10	4	-			
Wargear Item		Description									
Smoke Launchers		The controlling player may choose to trigger smoke launchers once a model with them has completed its movement in the Movement phase, and may only choose to trigger them if the model has moved no faster than Combat Speed that turn. Once triggered, the model with smoke launchers counts as being more than 25% obscured, regardless of terrain, until the start of the controlling player's next turn and gains a 6+ Cover Save. A model whose smoke launchers have been triggered may not make any Shooting Attacks, except as part of a Reaction, in the same turn. Smoke launchers may only be used once per battle, and once triggered may not be further used – in addition, they do not count as a weapon and may not be targeted by Weapon Destroyed results on the Vehicle Damage table.									
Dozer Blade		A model with a dozer blade may re-roll all failed Dangerous Terrain tests made for it.									
Searchlights		A model with searchlights ignores the 24" limit to line of sight imposed by the Night Fighting rules when making Shooting Attacks, however enemy units also ignore that same restriction when making Shooting Attacks that target a model with searchlights. In addition, any unit that has been the target of a Shooting Attack made by a unit with searchlights (regardless of whether any Hits were inflicted or not) may be freely targeted for Shooting Attacks by any other unit, ignoring the 24" restriction to line of sight imposed by the Night Fighting rules. Searchlights do not count as weapons and may not be targeted by the Weapon Destroyed result on the Vehicle Damage table.									
Rules	Reinforced Sub-type, Twin-linked, Sunder, Rending (6+), Brutal (3), Blast										
Categories	Heavy Support:, Legiones Astartes, Reinforced Sub-type, Unit:, Vehicle Unit:, Vehicle:										

Force Rules

Crusade Force Organisation Chart (LA - XVII: Word Bearers)

Fast Vehicles

When a Fast Vehicle moves, other than to pivot in place, it is always considered to have moved at Combat Speed regardless of how many inches it moves, unless it chooses to move Flat-out.

In addition, when a Fast Vehicle moves, it may choose to move at Flat-out:

Selection Rules

Æthereal Invulnerability (4+):

A model with this special rule gains an Invulnerable Save equal to the value listed in brackets. This Invulnerable Save cannot be taken against attacks made with weapons with the Force special rule.

Armourbane (Melee) / Armourbane (Melta) / Armourbane (Ranged):

If a model or weapon has this special rule, it rolls an additional D6 for armour penetration when targeting a Vehicle model, or, when targeting a model with the Automata or Dreadnought Unit Type, re-rolls all failed rolls To Wound instead. These effects apply to both Shooting Attacks and close combat attacks.

Some instances of the Armourbane special rule may include a qualifier after the rule in brackets, for example Armourbane (Melta) or Armourbane (Melee). These variant rules are described below:

Armourbane (Melta): A model or weapon with this Armourbane special rule only gains the benefits of the Armourbane special rule when at half range or less. If the attack is more than half its Maximum Range away, it rolls to penetrate as normal. If a weapon with this version of Armourbane also has the Blast special rule (see page 234), measure the distance to the centre of the Blast marker after it has scattered. If this is half the weapon's range or less, then all Hits are counted as having the Armourbane special rule, otherwise the Hits are resolved as if they did not have the Armourbane special rule.

Armourbane (Melee): A weapon or model with this version of the Armourbane special rule only gains the benefits of the Armourbane special rule when attacking in close combat.

Armourbane (Ranged): A weapon or model with this version of the Armourbane special rule only gains the benefits of the Armourbane special rule when making Shooting Attacks.

Assault Vehicle:

Passengers Disembarking from Access Points on a Vehicle with this special rule can Charge on the turn they do so (including when forced to make an Emergency Disembarkation) unless the Vehicle arrived from Reserves that turn.

Blast:

When firing a Blast weapon, models do not roll To Hit. Instead, pick one enemy model visible to the firer and place the Blast (3") marker with its hole entirely over the base of the target model, or its hull if the target is a Vehicle. The hole at the centre of the marker must be within the weapon's Maximum Range. You cannot place the Blast marker so that the base or hull of any friendly model is even partially under it.

The large area affected by the blast means it is going to be very hard to miss completely. Nonetheless, the shot might not land exactly where intended. Roll for the Blast marker to scatter and subtract the firer's Ballistic Skill from the distance (if any) that it scatters, to a minimum of 0". Note that it is possible, and absolutely fine, for a shot to scatter beyond the weapon's Maximum or Minimum Range and line of sight. This represents the chance of ricochets, the missile blasting through cover and other random events. In these cases, Hits are worked out as normal and can hit and Wound units out of range and line of sight (or even your own units, or models locked in combat). If the shot scatters so that the hole in the centre of the marker is beyond the battlefield's edge, the shot is a complete miss and is discarded.

Once the final position of the Blast marker has been determined, take a good look at it from above – each unit suffers one Hit for each of the models included in that unit that is fully or partially beneath the Blast marker, even if those models are not within the firer's line of sight.

Once the number of Hits inflicted on the unit has been worked out, roll To Wound and Save as normal. Note that, unlike other attacks, Wounds inflicted by an attack with the Blast special rule can be allocated to any models in the target unit, even if they are out of sight of any models from the attacking unit.

Multiple Blasts

If a unit is firing more than one shot with the Blast special rule, scatter each shot, one at a time, as described above and determine how many Hits are scored with each individual Blast marker. After the last shot, add up the total number of Hits scored and roll all of the To Wound rolls as normal.

Blast Weapons and Re-rolls

If a model has the ability to re-roll its rolls To Hit and chooses to do so after firing a Blast weapon, the player must re-roll both the Scatter dice and the 2D6. Note that this applies only to models able to fully re-roll a To Hit roll, not to models that may re-roll To Hit rolls of a specific value – for example, models that can re-roll To Hit rolls of a '1' cannot re-roll either the Scatter dice or 2D6 unless another rule allows them to do so.

Blast Weapons and Snap Shots

Blast weapons cannot be fired as Snap Shots.

Large Blast

Large Blast weapons use the 5" Blast marker, but otherwise obey all the rules for Blast weapons.

Massive Blast

Massive Blast weapons use the 7" Blast marker, but otherwise obey all the rules for Blast weapons.

Apocalyptic Blast

Apocalyptic Blast weapons use the 10" Blast marker, but otherwise obey all the rules for Blast weapons.

Apocalyptic Mega-blast (5"/7"/10")

Apocalyptic Mega-blast weapons use the Apocalyptic Blast marker. They obey the rules for Blast weapons, with the following exceptions:

Apocalyptic Mega-blast weapons have three Strength values and three AP values. Correspondingly, the Apocalyptic Blast marker is divided into three zones, as shown in the diagram on the next page, one for each Strength and AP value.

The Strength and AP of any Hits depends on the zone in which the target model is located. The first Strength and AP value are used for the inner zone, the second Strength and AP value are used for the middle zone, and the third Strength and AP value are used for the outer zone. Always use the best Strength and AP if a model straddles two or more zones. If a unit has models in several zones, work out the Hits inflicted for each zone separately. Note that there will be a different Wound Pool for each zone.

To determine whether a unit wounded by an Apocalyptic Mega-blast weapon is allowed a Cover Save, and when determining Wound allocation, always assume the shot is coming from the centre of the Apocalyptic Blast marker, instead of from the firing model.

Hits from Apocalyptic Mega-blast weapons made against Vehicles are always resolved against their Side Armour Value.

Blind:

Any unit hit by one or more models or weapons with this special rule must take an Initiative test at the end of the current Phase. If the Test is passed, there is no further effect. If the Initiative test is failed, all models in the unit are reduced to Weapon Skill 1 and Ballistic Skill 1 until the end of their next turn. Should the attacking unit hit themselves, they automatically pass the Test. Any model that does not have an Initiative Characteristic (for example, Vehicles, Buildings, etc) is unaffected by this special rule.

Breaching (4+):

When rolling To Wound for a model that has the Breaching (X) special rule, or is attacking with a weapon that has the Breaching (X) special rule, for each To Wound roll equal to or higher than the value listed in brackets, the controlling player must resolve these wounds at AP 2 instead of the weapon's normal AP value. This rule has no effect on models that do not have Wounds, such as models with the Vehicle Unit Type.

For example, a model with the Breaching (5+) special rule that rolls To Wound and rolls a result of '5' or higher, the Wound inflicted gains an AP of '2' regardless of the AP value listed on the weapon's profile. Note that a weapon that has both the Breaching (X) and the Gets Hot special rules always uses the base AP of the weapon when rolls of '1' To Hit inflict Wounds on the attacking model.

Brutal (2) / Brutal (3):

When a model is allocated a Wound inflicted by a weapon with this special rule, it does not suffer only one Wound but instead a number of Wounds equal to the number in brackets associated with the specific variant of this special rule, with all of the Wounds inflicted using the same AP and special rules as that of the initial Wound. Roll to save against each Wound inflicted separately, but note that Wounds do not spill over to other models and are lost. This special rule has no effect on models that do not have a Toughness value.

Bulky (2 or 3) / Bulky (2) / Bulky (7):

Bulky models count as a number of models equal to the value X in brackets after the rule's name for the purposes of Transport Capacity and whether a given unit outnumbered another in combat.

For example, a unit comprised of five models all of which have the Bulky (3) special rule, would count as 15 models when attempting to Embark on a Transport Vehicle or when deciding if they outnumber an enemy unit.

Cavalry Sub-type:

- Cavalry models cannot be Pinned.
- Cavalry models are not slowed down by Difficult Terrain, even when Charging. However, Cavalry models treat all Difficult Terrain as Dangerous Terrain instead.
- Cavalry models move 3D6" when Falling Back, rather than 2D6".
- No model that is not also of the Cavalry Unit Type may join a unit that includes a Cavalry model.

Chosen Warriors:

A model with this special rule may issue and accept Challenges as if it had the Character type. Note that this does not allow a model with this special rule to use any other special rules associated with the Character type.

Concussive (1) / Concussive (X):

A unit that suffers one or more Wounds, regardless of whether those Wounds are Saved or otherwise discounted, from a weapon with this special rule must take a Leadership test at the end of the Shooting phase (if the attacks were inflicted as part of a Shooting Attack), or the current combat (if the attacks were inflicted as part of a Melee attack). If the test is failed then that unit's WS is reduced by the value in brackets listed as part of the special rule until the end of the following Assault phase (if no value is listed then reduce the target unit's WS by -1).

No matter how many times a unit has taken saved or unsaved Wounds from an attack with the Concussive special rule, it may only be forced to take one Leadership test because of it. If a single unit has been the target of several Concussive attacks with different values and fails the Leadership test, then it suffers the effects of the highest single modifier among those attacks – the effects do not stack or otherwise become cumulative.

Corrupted Sub-type:

- Models with the Corrupted Unit Sub-type gain the Fear (1) special rule.
- Any Hits inflicted on a model with the Corrupted Unit sub-type by a weapon with the Force or Psychic Focus special rules gain the Instant Death special rule.
- Any unit composed entirely of models with the Corrupted Unit Sub-type is immune to the effects of the Fear (X) special rule. When a unit composed entirely of models with the Corrupted Unit Sub-type fails a Morale check it does not Fall Back as per the standard rules, but instead suffers D3 automatic wounds with no saves or Damage Mitigation rolls of any kind allowed.
- No model that does not also have the Corrupted Unit Sub-type or the Daemon Unit Type may join a unit that includes one or more models with the Corrupted Unit Sub-type

Daemon Unit-type:

- All Daemon models have their Strength and Toughness modified by a value determined by the current Game Turn: +1 on Game Turns 1 & 2, +/-0 on Game Turns 3 & 4, -1 on Game Turns 5 & 6, and -2 on Game Turns 7+.
- All Daemon models have the Fear (1) special rule.
- Any Hits inflicted on a model of the Daemon Unit Type by a weapon with the Force special rule gain the Instant Death special rule as well.
- All Daemon models are immune to the effects of the Fear special rule, automatically pass Pinning and Regroup tests and cannot choose to fail a Morale check due to the Our Weapons Are Useless special rule. When a Daemon unit fails a Morale check it does not Fall Back as per the standard rules, but instead suffers D3 automatic Wounds with no Saves of any kind allowed.
- No model that is not also of the Daemon Unit Type may join a unit that includes a Daemon model.

Deep Strike:

A unit made up entirely of models with this special rule may perform a Deep Strike Assault as described on page 310. Certain Faction or unit special rules may present other options for the deployment of units with the Deep Strike special rule.

Dreadnought Talon:

When deployed onto the battlefield (either at the start of the battle or when arriving from Reserves), all models with this special rule in a unit must be placed within unit coherency, but afterwards operate independently and are not treated as a unit.

Dreadnought Unit-type:

- Successful Wounds scored by attacks with the Poisoned or Fleshbane special rules must be re-rolled against models of the Dreadnought Unit Type.
- All Dreadnought models have the Fearless special rule.
- A model with the Dreadnought Unit Type may fire all weapons they are equipped with in each Shooting Attack they make, including as part of a Reaction.
- A model of the Dreadnought type may fire Heavy and Ordnance weapons and counts as Stationary even if it moved in the preceding Movement phase, and may declare Charges as normal regardless of any Shooting Attacks made in the same turn.
- No model that is not also of the Dreadnought Unit Type may join a unit that includes a Dreadnought model.

Empyrean Avatar:

When a model with this special rule suffers an unsaved Wound with the Instant Death special rule, it is not immediately removed as a casualty, but instead loses D3 Wounds instead of one for each unsaved Wound with the Instant Death special rule inflicted on it.

Encroaching Ruin:

When a unit entirely composed of models with this special rule and the Daemon Unit Type fails a Morale check, it only suffers 1 automatic Wound with no Saves of any kind allowed instead of D3 Wounds as specified in the Daemon Unit Type. In addition, models with this special rule gain the Move Through Cover special rule.

Expanded Army Lists:

Some events/group choose not to allow official rules in "Legacies of The Age of Darkness" download pdf (which are not playtest). This option is included to make it easier for users for those events/groups.

Fear (1):

All enemy models within 12" of a model with this special rule must reduce their Leadership by the value in brackets after the special rule when taking any Morale checks. Regroup or Pinning tests. For example, a unit with the special rule Fear (2) would reduce the Leadership of all enemy models within 12" by 2

Enemy units that are locked in combat are only affected by this modifier if they are locked in combat with the unit that causes Fear. This modifier is not cumulative, and any given unit can only be affected by a single instance of the Fear special rule at a time. This will always be the highest single modifier among those applicable.

A model that causes Fear is not itself immune to Fear and will still suffer a penalty to its Leadership if within range of an enemy unit that has the Fear special rule.

Fearless:

Units with one or more models with the Fearless special rule automatically pass Pinning tests. Regroup tests and Morale checks. In addition, models with the Fearless special rule ignore the effects of the Fear special rule.

However, units containing one or more models with the Fearless special rule cannot use any Reactions that grant a Cover Save, Armour Save or Invulnerable Save, and cannot choose to fail a Morale check due to the Our Weapons Are Useless special rule (see page 188). If a unit has become Pinned and then gains the Fearless special rule all the effects of being Pinned are immediately cancelled.

Firing Protocols (2):

When making a Shooting Attack, a model with this special rule may attack with a number of different weapons equal to the value of this special rule. This rule does not allow a single weapon to be attacked with more than once, and only applies if the model is equipped with more than one weapon. For example, as part of a single Shooting Attack, a model with the Firing Protocols (2) special rule may attack with up to two different weapons.

Force:

Any Psyker with a weapon or ability with this special rule may choose to make a Psychic check before making any attacks with that weapon or resolving the ability. If the Check is successful then the Strength value of any attacks made is doubled. If the Check is failed then Perils of the Warp is resolved targeting the unit containing the model that failed its Check. If the Psyker survives Perils of the Warp then it may attack as normal.

Fury of the Legion:

If a model with this special rule has not moved or Run during the Movement phase of its controlling player's turn then that model may add one to the number of shots fired when making a Shooting Attack with a bolter (this does not include combi-bolters, bolt pistols or other bolt weapons).

Gets Hot:

When firing a weapon that Gets Hot, roll To Hit as normal. For each unmodified To Hit roll of 1, the firing model immediately suffers a single Wound with an AP value equal to that of the weapon that was used to attack (Armour Saves, Invulnerable Saves and Feel No Pain rolls can be taken, but not Cover Saves or Shrouded rolls) - this Wound cannot be allocated to any other model in the unit. A Vehicle instead rolls a D6 for each roll of a 1 To Hit. If this roll results in a 1 or 2, the Vehicle suffers a Glancing Hit.

Gets Hot and Weapons that do not Roll To Hit

Weapons that do not roll To Hit (such as Blast weapons) must roll a D6 for each shot immediately before firing. On a 2+, the shot is resolved as normal. For each roll of a 1, the weapon Gets Hot; that shot is not fired and the firing model immediately suffers a single Wound with an AP value equal to that of the weapon that was used to attack (Armour Saves, Invulnerable Saves and Feel No Pain rolls can be taken, but not Cover Saves or Shrouded rolls) - this Wound cannot be allocated to any other model in the unit. A Vehicle instead rolls a D6 for each roll of a 1 to Hit. If this roll results in a 1 or 2, the Vehicle suffers a Glancing Hit.

Gets Hot and Re-rolls

If a model has the ability to re-roll its rolls To Hit (including because of BS 6+ or the Twin-linked special rule), a Wound is only suffered if the To Hit re-roll is a 1; it may also re-roll Gets Hot results of 1 for weapons that do not roll To Hit.

Grenades:

Grenades are represented in battle as Wargear items with a specific effect rather than as weapons. Using grenades does not count as a Shooting Attack and their effects are entirely covered by the rules presented here. Note that grenade launchers do not use these rules and are Shooting Weapons governed by the standard Shooting rules.

Hammer of Wrath (1) / Hammer of Wrath (X):

If a model with this special rule ends its Charge Move in base or hull contact with an enemy model, it makes a number of additional attacks equal to the value in brackets listed as part of this special rule. These attacks hit automatically and are resolved at the models unmodified Strength with AP-. These attacks do not benefit from any of the model's special rules (such as Furious Charge, Rending, etc.). These attacks are resolved during the Fight sub-phase at Initiative step 10 but do not grant the model an additional Pile-in Move.

If a model with this special rule Charges a Vehicle of any kind or a Building, the hits are resolved against the Armour Value of the Facing the charging model is touching. If the model is in contact with two or more Facings, the player controlling the target model chooses a Facing upon which the attacks are resolved. If a model with this special rule Charges a Building or Vehicle that is a Transport, the hits are resolved against the Building or Vehicle, not the unit Embarked within the Building or Vehicle.

Harbinger of Chaos:

A Detachment that includes High Chaplain Erebus may select up to three non-compulsory Elites or HQ choices from the Ruinstorm Daemon army list - these choices are paid for in points and occupy slots on the Force Organisation chart as normal, but must begin the game in Reserve and may only enter play by means of the Breach the Veil Psychic power detailed below.

Hatred (Loyalists):

This rule is presented as Hatred (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then the unit has Hatred against everyone. This can refer to a Faction or a specific unit. For example, Hatred (Mechanicum) means any model of the Mechanicum Faction, whilst Hatred (Thallax) means only Thallax. A model striking a Hated foe in close combat re-rolls all failed To Hit rolls during the first round of each close combat. The effects of this special rule only apply when a unit that has it begins an Assault phase not locked in combat and then either Charges or is Charged by an enemy unit. If an enemy unit Charges this unit when it is already locked in combat then that does count as a new 'first' turn of combat for the effects of Hatred.

Heart of the Legion:

When a unit that includes at least one model with this special rule has at least half of its models within 6" of an Objective then all models in the unit gain the Feel No Pain (6+) and Stubborn special rules. If any model in the unit already has a variant of the Feel No Pain special rule then instead increase the value in brackets of one of those rules by +1 while the unit has at least half of its models within 6" of an Objective (for example, a model that already had Feel No Pain (5+) could choose to increase this to Feel No Pain (4+) while it fulfils the conditions of this special rule).

Heavy Sub-type:

- A unit that includes only models with the Heavy subtype may re-roll failed Armour Saves against Template and Blast weapons.
- A unit that includes any models with the Heavy subtype may not Run and when making a Movement during a Reaction based on its Initiative Characteristic, reduces the distance moved by -1.

Hit & Run:

A unit that contains at least one model with this special rule that is locked in combat can choose to leave close combat at the end of any Assault phase. If the unit wishes to do so, it must take an Initiative test.

If the Test is failed, nothing happens and the models remain locked in the fight.

If the Test is passed, choose a direction – then roll 2D6 and add the unit's Movement Characteristic to the result. As long as the distance rolled, in inches, is sufficient to allow the entire unit to move over 1" away from all of the enemy units they are locked in combat with, the unit breaks away from combat and must immediately move a number of inches in the chosen direction equal to the 2D6 + Movement result, ignoring the models they were locked in combat with. No Sweeping Advance rolls are made. Enemy units that are no longer locked in combat immediately Consolidate a number of inches equal to their Initiative.

A Hit & Run Move is not slowed by Difficult Terrain, but does trigger Dangerous Terrain tests as normal. It may not be used to move into base or hull contact with enemy units, and models instead stop 1" away. If there are units with this rule on both sides who wish to disengage, roll off to determine who goes first and then alternate disengaging them. If the last of these ends up no longer in combat, it Consolidates instead.

Immaterial Blades (AP1):

When rolling To Wound for a model that has the Immaterial Blades (X) special rule, or is attacking with a weapon that has the Immaterial Blades (X) special rule, for each To Wound roll or Armour Penetration roll of 6 or higher, the controlling player resolves these Wounds or any Penetrating Hits at the AP value listed in brackets, instead of the weapon's normal AP value.

Independent Character:

Independent Characters can join other units. They cannot, however, join units that contain Vehicles, Dreadnoughts, Automata or any model with the Monstrous sub-type (unless the Independent Character also has that Unit Type or sub-type). They can join other Independent Characters though to form a powerful multicharacter unit.

Joining and Leaving a Unit

An Independent Character can begin the game already with a unit, either by being deployed in unit coherency with it or, if the unit is in Reserve, by you informing your opponent which unit it has joined.

In order to join a unit, an Independent Character simply has to move so that they are within unit coherency distance of a friendly unit at the end of their Movement phase. If the Independent Character is within unit coherency of more than one unit at the end of its Movement phase, the player must declare which unit it is joining. If an Independent Character does not intend to, or cannot, join a unit, it must, where possible, remain outside of unit coherency with that unit at the end of the Movement phase. This is to make clear whether they have joined a unit or not. Note that after an Independent Character joins a unit, that unit can Move no further than that Movement phase.

An Independent Character can leave a unit during the Movement phase by moving out of unit coherency with it. They cannot join or leave during any other Phase – once shots are fired or Charges are declared.

An Independent Character cannot leave a unit while either they or the unit are in Reserve, locked in combat, Falling Back or have been Pinned. They cannot join a unit that is in Reserve, locked in combat or Falling Back. If an Independent Character joins a unit, and all other models in that unit are killed, they again become a unit of one model at the start of the following Phase. While an Independent Character is part of a unit, they count as part of the unit for all rules purposes, though they still follow the rules for Characters.

Special Rules

When an Independent Character joins a unit, it might have different special rules from those of the unit. Unless specified in the rule itself (as in the Stubborn special rule), the unit's special rules are not conferred upon the Independent Character, and the Independent Character's special rules are not conferred upon the unit. Special rules that are conferred to the unit only apply for as long as the Independent Character is with them.

Independent Characters and Infiltrate

An Independent Character without the Infiltrate special rule cannot join a unit of Infiltrators during deployment, and vice versa.

Independent Characters and Ongoing Effects

Sometimes, a unit that an Independent Character has joined will be the target of a beneficial or harmful effect, such as those bestowed by the Blind special rule, for example. If the Independent Character leaves the unit, both the Independent Character and the unit continue to be affected by the effect, so you'll need to mark the Independent Character accordingly.

Conversely, if an Independent Character joins a unit after that unit has been the target of an ongoing effect (or joins a unit after they themselves have been the target of an ongoing effect), benefits and penalties from that effect are not shared.

Inexorable:

A unit that contains only models with this special rule ignores modifiers to Leadership when making a Morale check or Pinning test - except those caused by the Fear (X) special rule or the Corrupted and Anathema Sub-types. If a unit has both the Fearless and Inexorable special rules, it uses the rules for Fearless instead of Inexorable.

Infantry:

An Infantry unit may only include or be joined by models of the Infantry or Primarch Unit Type, unless a special rule states otherwise.

Infiltrate:

You may choose to deploy units that contain at least one model with this special rule last, after all other units (friend and foe) have been deployed. If both players have such units and choose to do so, the players roll off and the winner decides who goes first, then alternate deploying these units.

Units that Infiltrate in this way can be set up anywhere on the battlefield that is more than 9" from any enemy unit, as long as no deployed enemy unit can draw line of sight to them. This includes in a Building (see page 224), as long as the Building is more than 9" from any enemy unit. Alternatively, they can be set up anywhere on the battlefield more than 12" from any enemy unit, even in plain sight.

If a unit with Infiltrate deploys inside a Dedicated Transport, the same rules apply when deploying their Transport. A unit that deploys using these rules cannot Charge in their first turn.

Having Infiltrate also confers the Outflank special rule to units of Infiltrators that are kept as Reserves (see page 309).

Infiltrate and Scout

If a unit has both the Infiltrate and Scout special rule, that unit can deploy as per the Infiltrate special rule and then redeploy as per the Scout special rule.

Independent Characters and Infiltrate

An Independent Character without the Infiltrate special rule cannot join a unit of Infiltrators during deployment, and vice versa.

It Will Not Die (5+):

At the end of each of your turns, roll a D6 for each of your models with this special rule that has less than its starting number of Wounds or Hull Points, but that has not been removed as a casualty or destroyed. On a roll equal to or greater than the number in brackets associated with the special rule, that model regains a Wound, or Hull Point, lost earlier in the game. For example, a model with It Will Not Die (5+) would regain a lost Wound on the roll of a 5 or more.

Jump Pack:

A unit composed entirely of models with Jump Packs may set its Movement Characteristic to a value of 12 for the duration of the controlling player's turn. This allows the unit to move up to 12", regardless of the Movement Characteristic shown on its profile, and gain any other benefits of a Movement Characteristic of 12 (including the bonus to Charge Distance, see page 181). In addition, if the controlling player chooses to set the unit's Movement to 12", the unit ignores terrain while Moving and Charging, and may move over friendly and enemy models/units. A unit that ends or begins its Movement or a Charge in Dangerous Terrain will still need to take Dangerous Terrain tests as normal, even when employing Jump Packs, and treats all Difficult Terrain as Dangerous Terrain.

Any model equipped with a Jump Pack also gains the Bulky (2) and Deep Strike special rules, or if it already has the Bulky (2) special rule it gains the Bulky (3) special rule instead. A unit equipped with Jump Packs may not Run.

During Reactions made in any Phase, a unit equipped with Jump Packs may not activate them to gain any bonuses to their Movement Characteristics.

Legiones Astartes (Word Bearers):

True Believers: A model with this special rule may never have a Leadership Characteristic modified below a value of 6. Furthermore if one or more models with this special rule are part of a combat that results in a draw, then the side that includes one or more models at the end of the fight sub-phase with this special rule is counted as having won the combat by 1 point. If both sides include models with this special rule then the combat remains a draw.

Legiones Consularis:

Any Legion Centurion, Legion Cataphractii Centurion or Legion Tartaros Centurion may select a single Consul upgrade; no model may take more than one such upgrade (note that some upgrades are not available to Legion Cataphractii Centurions or Legion Tartaros Centurions, or Legion Centurions that have selected certain upgrades).

Line Sub-type:

- A unit that includes at least one model with the Line sub-type counts as both a Scoring and Denial unit.

Master of the Legion:

The Master of the Legion special rule grants the following benefits:

- Rites of War: If a Detachment with the Legiones Astartes Faction includes at least one model with the Master of the Legion special rule then that Detachment may select a single Rite of War. Rites of War are presented in the Appendix: Legiones Astartes Rites of War, found on page 96.
- The Few and the Proud: An army may only include a maximum of one model with this special rule per 1,000 points. This counts across all Detachments of an army. Thus, an army that totals at least 1,000 points may include only a single model with the Master of the Legion special rule, and an army that includes at least 2,000 points may include up to two models with the Master of the Legion special rule, etc.
- Retinue: A model with this special rule may also include a Legion Command Squad, Legion Cataphractii Command Squad or Legion Tartaros Command Squad as part of the same Force Organisation slot as the model with the Master of the Legion special rule. The full rules for doing so can be found in the Appendix: Legiones Astartes Special Rules on page 124.

Monstrous Sub-type:

- A unit that includes any models with the Monstrous sub-type cannot be Pinned.
- A model with the Monstrous sub-type may fire all weapons they are equipped with in each Shooting Attack they make, including as part of a Reaction.
- A model with the Monstrous sub-type may fire Heavy and Ordnance weapons and counts as Stationary even if it moved in the preceding Movement phase, and may declare Charges as normal regardless of any Shooting Attacks made in the same turn.
- No model that is not also Monstrous may join a unit that includes a Monstrous model.

Move Through Cover:

A unit that contains only models with this special rule suffers no penalty for moving or charging through Difficult Terrain.

Murderous Strike (5+):

Attacks with this special rule cause Instant Death on a To Wound roll equal to the number in brackets associated with the specific rule. Roll any viable Saves against this Instant Death-causing Wound separately and before any other Wounds the attack inflicts.

One Use/One Shot:

A weapon or ability with this special rule can only be used once during the course of a battle. Once a weapon with the One Use or One Shot special rule has been used to attack, it is no longer counted as a weapon and may not be destroyed (for example, by rolls on the Vehicle Damage table) or repaired by any other rule or effect.

Pinning:

If a non-Vehicle unit suffers one or more unsaved Wounds from a weapon with the Pinning special rule, it must take a Leadership test once the firing unit has finished its Shooting Attacks for that Phase. This is called a Pinning test. If the unit fails the Test, it is Pinned. As long as the Test is passed, a unit can be called upon to take multiple Pinning tests in a single turn, but only once for each unit shooting at them.

A unit that is affected by any of the following conditions does not take Pinning tests, and if called upon to do so is considered to automatically pass them:

- The unit is locked in combat.
- The unit is already Pinned (the unit remains Pinned, but takes no further Tests).
- The unit is composed entirely of Vehicle models.
- The unit is Embarked on a Transport Vehicle.
- The target unit is affected by the Fearless special rule.

A unit that has become Pinned cannot Move, Run or Charge. It can only fire Snap Shots if it attacks during the Shooting phase and cannot make Reactions in any Phase. At the end of its following turn, the unit returns to normal and the unit is free to act as normal from then on. Whilst it is Pinned, a unit is affected normally by enemy actions (for example, it takes Morale checks as normal). If the unit is forced to move, for example if it has to Fall Back, it returns to normal immediately. If assaulted, the unit will fight as usual, but because they are not set to receive the Charge, enemy units do not receive the Initiative penalty for assaulting a unit in Difficult Terrain (see page 222), even if the unit is in Difficult Terrain. If a unit becomes Pinned during a Charge, then that Charge automatically fails. Units that are locked in combat cannot be Pinned and do not take Pinning tests.

Power of the Machine Spirit:

A Vehicle with this special rule may attack different targets with each Ranged weapon it is permitted to fire during any Shooting Attack.

Reinforced Sub-type:

- A model with the Reinforced Sub-type ignores the effects of any Crew Shaken result on the Vehicle Damage table
- A model with the Reinforced Sub-type does not have to make Snap Shots due to the effects of the Crew Stunned result on the Vehicle Damage table (but still cannot move or pivot until the end of its next turn).

Relentless:

Relentless models can shoot with Heavy or Ordnance weapons, counting as Stationary, even if they moved in the previous Movement phase. They are also allowed to Charge in the same turn they fire Heavy, Ordnance, or Rapid Fire weapons.

Rending (5+) / Rending (6+):

If a model has the Rending special rule, or is attacking with a Melee weapon that has the Rending special rule, there is a chance that their close combat attacks will strike a critical blow. For each To Wound roll equal to or higher than the value listed, the target automatically suffers a Wound, regardless of its Toughness. The controlling player may choose to resolve these Wounds at AP 2 instead of the weapon's normal AP value.

Similarly, if a model makes a Shooting Attack with a weapon that has the Rending special rule, a To Wound roll of equal to or greater than the listed value wounds automatically, regardless of Toughness, and is resolved at AP 2. In either case, against Vehicles each Armour Penetration roll of equal to or greater than the listed value allows a further D3 to be rolled, with the result added to the total Strength of the attack. These Hits are not resolved at AP 2, but are instead resolved using the weapon's AP value.

For example, a model with the Rending (5+) special rule that rolls To Wound against a non-Vehicle model will wound automatically on the roll of a 5+, and the attacking player has the choice of using an AP value of 2 instead of the AP value of their weapon.

Scout:

After both sides have deployed (including Infiltrators), but before the first player begins their first turn, a unit containing at least one model with this special rule can choose to redeploy. If the unit is Infantry, Artillery, Dreadnought or Automata, each model can redeploy anywhere entirely within 6" of its current position. If it is any other Unit Type, each model can instead redeploy anywhere entirely within 12" of its current position. During this redeployment, Scouts can move outside the owning player's Deployment Zone, but must remain more than 9" away from any enemy unit. A unit that makes a Scout redeployment cannot Charge in the first Game Turn. A unit cannot Embark or Disembark as part of a Scout redeployment.

If both sides have Scouts, roll off; the winner decides who redeploys first. Then alternate redeploying Scout units one at a time. If a unit with this special rule is deployed inside a Dedicated Transport, it confers the Scout special rule to the Transport (though a Disembarkation cannot be performed as part of the redeployment). Note that a Transport with this special rule does not lose it if a unit without this special rule is Embarked upon it. Having Scout also confers the Outflank special rule to units of Scouts that are kept as Reserves (see page 309).

Infiltrate and Scout

If a unit has both the Infiltrate and Scout special rules, that unit can deploy as per the Infiltrate special rule and then redeploy as per the Scout special rule.

Shred:

If a model has the Shred special rule, or is attacking with a Melee weapon that has the Shred rule, it re-rolls failed To Wound rolls in close combat.

Similarly, if a model makes a Shooting Attack with a weapon that has the Shred rule, it re-rolls its failed To Wound rolls.

Shrouded 5{+):

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

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

If on any unit this rule is presented simply as Shrouded, without a value in brackets, then count it as Shrouded (6+) This is a Damage Mitigation roll - any model may make only a single Damage Mitigation roll of any type for any given Wound, Glancing Hit or Penetrating Hit (see page 174).

Skirmish Sub-type:

- A unit that includes only models with the Skirmish Sub-type has a unit coherency range of 3" rather than 2"
- A unit that includes only models with the Skirmish Sub-type increases all Cover Saves granted by terrain by one (i.e, from 6+ to 5+). This only increase existing Cover Saves and does not grant one when in terrain that does not normally grant Cover Saves. This rule cannot increase a Cover Save to better than 2+.

Sniper:

If a weapon has the Sniper special rule, or is fired by a model with the Sniper special rule, all Wounds inflicted by its attacks are 'Precision Shots'. Wounds from Precision Shots are allocated against a model (or models) of the attacking player's choice in the target unit, as long as it is in range and line of sight of the firer, rather than following the normal rules for Wound allocation. Note that Snap Shots can never be Precision Shots and attacks with the Blast or Template rules may never benefit from the effects of the Sniper special rule.

Specialist Weapon:

A model fighting with this weapon does not receive +1 Attack for fighting with two weapons unless it is armed with two or more Melee weapons with the Specialist Weapon rule. The additional weapon does not have to be the same weapon as the one used to attack, but it must have the Specialist Weapon rule in order to grant an additional Attack for fighting with two weapons.

Spite of the Legion:

If a Charge is declared for a unit that includes at least one model with this special rule, targeting an enemy unit that is Pinned, Falling Back, or includes no models with the Character Sub-type or the Chosen Warriors special rule, then all models in the Charging unit gain a bonus of +1 Attacks for the duration of the Assault phase in which the Charge is declared.

Sunder:

Attacks with this special rule may re-roll failed Armour Penetration rolls against Vehicles and Buildings (both with Shooting Attacks and in close combat) and re-roll Glancing Hits, in an attempt to instead get a Penetrating Hit, but the second result must be kept.

Support Squad:

A unit with this special rule may not be chosen as a compulsory choice for the army as part of the Force Organisation chart.

Template Weapons:

Template weapons are indicated by having the word 'Template' for their range instead of a number. Instead of rolling To Hit, simply place the template so that its narrow end is touching the base of the firing model, or the end of the firing weapon's barrel for Vehicle models without bases, and the rest of the template covers as many models in the target unit as possible, without touching any other friendly models (including other models from the firing model's unit). Any models fully or partially under the template are hit. Against Vehicles, the template must be placed to cover as much of the Vehicle as possible without touching a friendly model. The position of the firer is used to determine which armour Facing is hit (see page 207). A Template weapon never hits the model firing it.

Template weapons have the Ignores Cover and Wall of Death special rules. Wounds inflicted by Template weapons are allocated following the normal rules.

Multiple Templates

If a unit is firing more than one shot with the Template type, resolve each shot, one at a time, as described above, determining and recording how many Hits are scored by each template. Once the number of Hits from all templates has been determined, roll To Wound as normal.

Wall of Death

Template weapons can fire Snap Shots at any non-Flyer target. If a Template weapon fires as a Snap Shot, it automatically inflicts D3 Hits on the target unit, resolved at its normal Strength and AP value, as long as the target unit either has at least one model within 8" or if the target unit is resolving a Charge against the unit making the Shooting Attack. If the weapon is also a Hellstorm weapon then it instead inflicts D6 Hits.

Hellstorm Weapons

Hellstorm weapons have the word 'Hellstorm' instead of a range on their weapon profile. Hellstorm weapons use the Hellstorm template (see page 152), but otherwise obey the rules for other Template weapons.

Traitor:

A model with this special rule may only be included in an army that has the Traitor Allegiance.

Twin-linked:

When attacking with a weapon that has this special rule, the controlling player may re-roll all failed To Hit rolls.

Twin-linked Blast Weapons

If the Scatter dice does not roll a Hit, you can choose to re-roll the dice when making a Shooting Attack with a Twin-linked Blast weapon. If you choose to do so, you must re-roll both the 2D6 and the Scatter dice.

Twin-linked Template Weapons

Twin-linked Template weapons are fired just like a single weapon, but must re-roll failed To Wound rolls and Armour Penetration rolls.

Two-handed:

A model attacking with this weapon never receives +1 Attack for fighting with two Melee weapons (see page 177).

Unwieldy:

A model attacking with this weapon Piles-in and fights at Initiative step 1, unless it has the Dreadnought Unit Type or Monstrous sub-type.