

Space Wolves 1500 Heresy ((HH V2) Horus Heresy (2022)) [1,496Pts]

Crusade Force Organisation Chart (LA - VI: Space Wolves) [1,496Pts]

Expanded Army Lists

Expanded Army List Profiles:

Selections: Exemplary Units On, Legacy Units On

Categories: EXPANDED ARMY LISTS

Rules: *Expanded Army Lists*

Allegiance:

VI: Space Wolves

Categories: ALLEGIANCE:

Rules: *Legiones Consularis: Caster of Runes, Legiones Consularis: Speaker of the Dead, The Armoury of the Space Wolves*

Allegiance

Selections: Loyalist

Categories: ALLEGIANCE:

Rite of War:

Rite of War

Selections: The Bloodied Claw (SW)

Categories: RITE OF WAR:

Rules: *Fleet (2), Furious Charge (1), Stubborn, The Bloodied Claw*

HQ: [292Pts]

Centurion, Cataphractii [120Pts]

Categories: LEGIONES ASTARTES, HEAVY SUB-TYPE:, INFANTRY:, TERMINATORS:, INFANTRY ONLY, UNIT:, HQ:, COMPULSORY HQ:

Rules: *Heavy Sub-type*

Champion

Selections: Cataphractii Terminator Armour, Combi-Bolter, Legiones Astartes (X)

Categories: INDEPENDENT CHARACTER, CHARACTER, TERMINATORS:

Rules: *Bulky (2), Independent Character, Inexorable, Legiones Astartes (Space Wolves), Relentless, Twin-linked*

Unit: *Legion Cataphractii Centurion (Champion)*, **Wargear Item:** *Cataphractii Terminator Armour*, **Weapon:** *Combi-bolter*

Power Weapon

Selections: Power Sword

Rules: *Rending (6+)*

Weapon: *Power Sword*

Champion [35Pts]

Selections: Paragon Blade

Rules: *Fearless, Murderous Strike (6+), Never Back Down, Specialist Weapon*

Weapon: *Paragon Blade*

Unit	Unit Type	Move	WS	BS	S	T	W	I	A	Ld	Save	Ref
Legion Cataphractii Centurion (Champion)	Infantry (Heavy, Character)	6"	6	5	4	4	3	5	3	9	2+	

Wargear Item	Description	Ref
Cataphractii Terminator Armour	Legion Cataphractii Terminator armour confers a 2+ Armour Save and a 4+ Invulnerable Save. In addition, a unit that includes any models with Cataphractii Terminator armour may not make Sweeping Advances.	Both Astartes Army Books p147

Weapon	Range	Strength	AP	Type	Ref
Combi-bolter	24"	4	5	Rapid Fire, Twin-linked	Both Astartes Army Books p130
Paragon Blade	-	+1	2	Melee, Murderous Strike (6+), Specialist Weapon	Both Astartes Army Books p138
Power Sword	-	User	3	Melee, Rending (6+)	Both Astartes Army Books p137

Praetor [172Pts]

Selections: Crown Breaker, Warlord

Categories: LEGIONES ASTARTES, INDEPENDENT CHARACTER, HQ:, COMPULSORY HQ:, UNIT:, INFANTRY:

Rules: *Independent Character*

Warlord Trait: *Crown Breaker*

Jarl [172Pts]

Selections: Artificer Armour, Frag Grenades, Iron Halo, Jarl [10Pts], Krak Grenades, Master of the Legion, Master-craft one weapon [10Pts], Paragon Blade [30Pts], Volkite Serpenta [2Pts]

Categories: INDEPENDENT CHARACTER, CHARACTER

Rules: *Counter-Attack (2), Deflagrate, Grenades, Independent Character, Master of the Legion, Master-crafted, Murderous Strike (6+), Relentless, Specialist Weapon*

Unit: *Legion Praetor*, **Wargear Item:** *Artificer Armour, Frag Grenades, Iron Halo, Krak Grenades*, **Weapon:** *Paragon Blade, Volkite Serpenta*

Unit	Unit Type	Move	WS	BS	S	T	W	I	A	Ld	Save	Ref
Legion Praetor	Infantry (Character)	7	6	5	4	4	3	5	4	10	2+	

Wargear Item	Description	Ref
Artificer Armour	Artificer armour confers a 2+ Armour Save.	Both Astartes Army Books p140
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.	Both Astartes Army Books p143
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.	Both Astartes Army Books p146
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).	Both Astartes Army Books p143

Warlord Trait	Text	Ref
Crown Breaker	The Warlord and all models in any unit he has joined gain the Preferred Enemy (Independent Characters) special rule. Those models also gain the Feel No Pain (5+) special rule when locked in combat with one or more enemy models with the Independent Character special rule. In addition, an army whose Warlord has this Trait may make an additional Reaction in the opposing player's Movement phase so long as the Warlord has not been removed as a casualty.	Liber Astartes – Loyalist Legiones Astartes Army Book p197

Weapon	Range	Strength	AP	Type	Ref
Paragon Blade	-	+1	2	Melee, Murderous Strike (6+), Specialist Weapon	Both Astartes Army Books p138
Volkite Serpenta	10"	5	5	Pistol 2, Deflagrate	Both Astartes Army Books p134

Elites: [805Pts]

Contemptor Dreadnought Talon [185Pts]

Categories: LEGIONES ASTARTES, DREADNOUGHT UNIT-TYPE:, UNIT:, ELITES:

Rules: *Dreadnought Unit-type, Fearless, Preferred Enemy (Independent Characters)*

Contemptor Dreadnought [185Pts]

Selections: Atomantic Deflector, Gravis Melta Cannon [5Pts], Gravis Power Fist with in-built ranged weapon, Heavy Flamer [5Pts]

Rules: *Armourbane (Melta), Brutal (3), Dreadnought Talon, Template Weapons, Twin-linked*

Unit: *Contemptor Dreadnought*, **Wargear Item:** *Atomantic Deflector*, **Weapon:** *Gravis Melta Cannon, Gravis Power Fist, Heavy Flamer*

Unit	Unit Type	Move	WS	BS	S	T	W	I	A	Ld	Save	Ref
Contemptor Dreadnought	Dreadnought	8	5	5	7	7	6	4	3	9	2+	

Wargear Item	Description	Ref
Atomantic Deflector	A model with an atomantic deflector gains a 5+ Invulnerable Save and any model with an atomantic 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 D3 Wounds instead of one for each unsaved Wound with the Instant Death special rule inflicted on it. In addition, when a model with an atomantic 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 8, AP -.	Both Astartes Army Books p140

Weapon	Range	Strength	AP	Type	Ref
Gravis Melta Cannon	24"	8	1	Heavy 2, Armourbane (Melta), Twin-linked	Both Astartes Army Books p133
Gravis Power Fist	-	9	2	Melee, Brutal (3)	Both Astartes Army Books p137
Heavy Flamer	Template	5	4	Assault 1	Both Astartes Army Books p132

Terminator Cataphractii Squad [620Pts]

Selections: Cataphractii Terminator Armour

Categories: LEGIONES ASTARTES, TERMINATORS:, INFANTRY:, HEAVY SUB-TYPE:, ELITES:, UNIT:

Rules: *Bulky (2), Heavy Sub-type, Inexorable, Relentless*

Wargear Item: *Cataphractii Terminator Armour*

Cataphractii Sergeant [10Pts]

Selections: Combi-Bolter, Power Fist [10Pts]

Categories: CHARACTER

Rules: *Specialist Weapon, Twin-linked, Unwieldy*

Unit: *Cataphractii Sergeant*, **Weapon:** *Combi-bolter, Power Fist*

Cataphractii [40Pts]

Selections: Combi-Bolter, Power Fist [10Pts]

Rules: *Specialist Weapon, Twin-linked, Unwieldy*

Unit: *Cataphractii*, **Weapon:** *Combi-bolter, Power Fist*

Cataphractii [40Pts]

Selections: Combi-Bolter, Power Fist [10Pts]

Rules: *Specialist Weapon, Twin-linked, Unwieldy*

Unit: *Cataphractii*, **Weapon:** *Combi-bolter*, *Power Fist*

Cataphractii [40Pts]

Selections: *Combi-Bolter*, *Power Fist* [10Pts]

Rules: *Specialist Weapon*, *Twin-linked*, *Unwieldy*

Unit: *Cataphractii*, **Weapon:** *Combi-bolter*, *Power Fist*

Cataphractii [40Pts]

Selections: *Combi-Bolter*, *Power Fist* [10Pts]

Rules: *Specialist Weapon*, *Twin-linked*, *Unwieldy*

Unit: *Cataphractii*, **Weapon:** *Combi-bolter*, *Power Fist*

Cataphractii w/Heavy Weapon (1 in 5) [45Pts]

Selections: *Reaper Autocannon* [15Pts]

Rules: *Rending (6+)*, *Twin-linked*

Unit: *Cataphractii*, **Weapon:** *Reaper Autocannon*

Power Weapon

Selections: *Power Sword*

Rules: *Rending (6+)*

Weapon: *Power Sword*

Land Raider Spartan [350Pts]

Categories: *LEGIONES ASTARTES*, *VEHICLE UNIT*:, *TRANSPORT SUB-TYPE*:, *REINFORCED SUB-TYPE*:

Rules: *Reinforced Sub-type*

Land Raider Spartan [350Pts]

Selections: *2x Lascannon Array*, *Hull (Front) Mounted Twin-linked Heavy Bolter*, *Legiones Astartes (X)*, *Smoke Launchers*

Categories: *VEHICLE*:

Rules: *Assault Vehicle*, *Legiones Astartes (Space Wolves)*, *Power of the Machine Spirit*, *Sunder*, *Twin-linked*

Vehicle: *Land Raider Spartan*, **Wargear Item:** *Smoke Launchers*, **Weapon:** *Lascannon Array*, *Twin-linked Heavy Bolter*

Unit	Unit Type	Move	WS	BS	S	T	W	I	A	Ld	Save	Ref
Cataphractii	Infantry (Heavy)	6	4	4	4	4	2	4	2	7	2+	
Cataphractii Sergeant	Infantry (Heavy, Character)	6	4	4	4	4	2	4	3	8	2+	

Vehicle	Unit Type	Move	BS	Front	Side	Rear	HP	Transport Capacity	Access Points	Ref
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	Both Astartes Army Books p79

Wargear Item	Description	Ref
Cataphractii Terminator Armour	Legion Cataphractii Terminator armour confers a 2+ Armour Save and a 4+ Invulnerable Save. In addition, a unit that includes any models with Cataphractii Terminator armour may not make Sweeping Advances.	Both Astartes Army Books p147
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.	Both Astartes Army Books p147

Weapon	Range	Strength	AP	Type	Ref
Combi-bolter	24"	4	5	Rapid Fire, Twin-linked	Both Astartes Army Books p130
Lascannon Array	48"	9	2	Heavy 2, Twin-linked, Sunder	Both Astartes Army Books p132
Power Fist	-	x2	2	Melee, Unwieldy, Specialist Weapon	Both Astartes Army Books p137
Power Sword	-	User	3	Melee, Rending (6+)	Both Astartes Army Books p137
Reaper Autocannon	36"	7	4	Heavy 2, Rending (6+), Twin-linked	Both Astartes Army Books p128
Twin-linked Heavy Bolter	36"	5	4	Heavy 4, Twin-linked	Both Astartes Army Books p130

Troops: [399Pts]

Grey Stalker Pack [217Pts]

Selections: Frag Grenades, Krak Grenades, Power Armour

Categories: INFANTRY:, LEGIONES ASTARTES, SKIRMISH SUB-TYPE:, LINE SUB-TYPE:, TROOPS:, UNIT:, COMPULSORY TROOPS:

Rules: *Counter-Attack (1), Grenades, Heart of the Legion, Line Sub-type, Relentless, Skirmish Sub-type*

Wargear Item: *Frag Grenades, Krak Grenades, Power Armour*

Huscarl [30Pts]

Selections: Bolt Pistol, Meltabombs [10Pts], Power Armour, Power Fist [20Pts]

Categories: CHARACTER

Rules: *Armourbane (Melta), Detonation, Instant Death, Specialist Weapon, Unwieldy*

Unit: *Huscarl*, **Wargear Item:** *Power Armour*, **Weapon:** *Bolt Pistol, Meltabombs, Power Fist*

7x Grey Stalker w/ Chainsword [84Pts]

Selections: 7x Chainsword

Rules: *Shred*

Unit: *Grey Stalker*, **Weapon:** *Chainsword*

Grey Stalker w/ Fenrisian Axe [14Pts]

Selections: Fenrisian Axe
Rules: *Reaping Blow (1)*
Unit: *Grey Stalker*, **Weapon:** *Fenrisian Axe*

Grey Stalker w/ Power Sword [17Pts]

Selections: Power Sword [5Pts]
Rules: *Rending (6+)*
Unit: *Grey Stalker*, **Weapon:** *Power Sword*

Rhino Transport [35Pts]

Selections: Smoke Launchers, Twin-linked Bolter
Categories: LEGIONES ASTARTES, VEHICLE:, TRANSPORT SUB-TYPE:
Rules: *Infantry Transport, Repair, Twin-linked*
Vehicle: *Legion Rhino Transport*, **Wargear Item:** *Smoke Launchers*, **Weapon:** *Twin-linked Bolter*

Unit	Unit Type	Move	WS	BS	S	T	W	I	A	Ld	Save	Ref
Grey Stalker	Infantry (Skirmish, Line)	7"	4	4	4	4	1	4	1	7	3+	
Huscarl	Infantry (Character, Skirmish, Line)	7"	4	4	4	4	1	4	2	8	3+	

Vehicle	Unit Type	Move	BS	Front	Side	Rear	HP	Transport Capacity	Access Points	Ref
Legion Rhino Transport	Vehicle (Transport)	14"	4	11	11	10	3	12	A Legion Rhino Transport has one Access Point on each side of the hull and one at the rear.	

Wargear Item	Description	Ref
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.	Both Astartes Army Books p143
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).	Both Astartes Army Books p143
Power Armour	Power armour provides a 3+ Armour Save.	Both Astartes Army Books p146
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.	Both Astartes Army Books p147

Weapon	Range	Strength	AP	Type	Ref
Bolt Pistol	12"	4	5	Pistol 1	Both Astartes Army Books p130
Chainsword	-	User	-	Melee, Shred	
Fenrisian Axe	-	+1	-	Melee, Reaping Blow (1)	
Meltabombs	-	8	1	Melee, Detonation, Unwieldy, Armourbane (Melee), Instant Death	Both Astartes Army Books p138
Power Fist	-	x2	2	Melee, Unwieldy, Specialist Weapon	Both Astartes Army Books p137
Power Sword	-	User	3	Melee, Rending (6+)	Both Astartes Army Books p137
Twin-linked Bolter	24"	4	5	Rapid-fire, Twin-linked	Both Astartes Army Books p130

Grey Stalker Pack [182Pts]

Selections: Frag Grenades, Krak Grenades, Power Armour

Categories: INFANTRY:, LEGIONES ASTARTES, SKIRMISH SUB-TYPE:, LINE SUB-TYPE:, TROOPS:, UNIT:, COMPULSORY TROOPS:

Rules: *Counter-Attack (1), Grenades, Heart of the Legion, Line Sub-type, Relentless, Skirmish Sub-type*

Wargear Item: *Frag Grenades, Krak Grenades, Power Armour*

Huscarl [30Pts]

Selections: Bolt Pistol, Meltabombs [10Pts], Power Armour, Power Fist [20Pts]

Categories: CHARACTER

Rules: *Armourbane (Melta), Detonation, Instant Death, Specialist Weapon, Unwieldy*

Unit: *Huscarl*, **Wargear Item:** *Power Armour*, **Weapon:** *Bolt Pistol, Meltabombs, Power Fist*

7x Grey Stalker w/ Chainsword [84Pts]

Selections: 7x Chainsword

Rules: *Shred*

Unit: *Grey Stalker*, **Weapon:** *Chainsword*

Grey Stalker w/ Fenrisian Axe [14Pts]

Selections: Fenrisian Axe

Rules: *Reaping Blow (1)*

Unit: *Grey Stalker*, **Weapon:** *Fenrisian Axe*

Grey Stalker w/ Power Sword [17Pts]

Selections: Power Sword [5Pts]

Rules: *Rending (6+)*

Unit: *Grey Stalker*, **Weapon:** *Power Sword*

Unit	Unit Type	Move	WS	BS	S	T	W	I	A	Ld	Save	Ref
Grey Stalker	Infantry (Skirmish, Line)	7"	4	4	4	4	1	4	1	7	3+	
Huscarl	Infantry (Character, Skirmish, Line)	7"	4	4	4	4	1	4	2	8	3+	

Wargear Item	Description	Ref
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.	Both Astartes Army Books p143
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).	Both Astartes Army Books p143
Power Armour	Power armour provides a 3+ Armour Save.	Both Astartes Army Books p146

Weapon	Range	Strength	AP	Type	Ref
Bolt Pistol	12"	4	5	Pistol 1	Both Astartes Army Books p130
Chainsword	-	User	-	Melee, Shred	
Fenrisian Axe	-	+1	-	Melee, Reaping Blow (1)	
Meltabombs	-	8	1	Melee, Detonation, Unwieldy, Armourbane (Melee), Instant Death	Both Astartes Army Books p138
Power Fist	-	x2	2	Melee, Unwieldy, Specialist Weapon	Both Astartes Army Books p137
Power Sword	-	User	3	Melee, Rending (6+)	Both Astartes Army Books p137

Selection Rules

Armourbane (Melta): 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. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p231)

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. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p231)

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. (Both Astartes Army Books p117)

Bulky (2): 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 outnumbers 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. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p236)

Counter-Attack (1): If a unit contains at least one model with this special rule, and that unit is Charged, every model with the Counterattack special rule gains a number of additional Attacks equal to the value in brackets listed as part of this special rule. If no value is listed then the unit gains +1 Attack. If, when Charged, the unit was already locked in combat or has made the Hold the Line Reaction, the Counterattack special rule has no effect. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p236)

Counter-Attack (2): If a unit contains at least one model with this special rule, and that unit is Charged, every model with the Counterattack special rule gains a number of additional Attacks equal to the value in brackets listed as part of this special rule. If no value is listed then the unit gains +1 Attack. If, when Charged, the unit was already locked in combat or has made the Hold the Line Reaction, the Counterattack special rule has no effect. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p236)

Deflagrate: After normal attacks by this weapon have been resolved, count the number of unsaved Wounds caused on the target unit. Immediately resolve a number of additional automatic Hits on the same unit using the weapon's profile equal to the number of unsaved Wounds – these can then be saved normally. Models in the targeted unit must still be in range in order for these additional Hits to take effect. These additional Hits do not themselves inflict more Hits and do not benefit from any other special rules possessed by the attacking model, such as Preferred Enemy (X) or Precision Strikes (X). (Warhammer: The Horus Heresy - Age of Darkness Rulebook p237)

Detonation: A weapon with this special rule may only be used to attack models of the Vehicle, Dreadnought or Automata Unit Types, any model with a Movement Characteristic of 0 or '-', or Buildings or Fortifications. Furthermore, a model that is chosen to attack with a weapon with this special rule during the Assault phase may only make a single attack in the Fight sub-phase, regardless of its Attacks Characteristic and any bonus attacks from Charging or other special rules. (Both Astartes Army Books p118)

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. (Both Astartes Army Books p118)

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. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p195)

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. ()

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. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p238)

Fleet (2): A unit composed entirely of models with this special rule gains a bonus to all Run moves, any distance moved as part of a Reaction and as a modifier to all rolls made to determine Charge Distances equal to the value in brackets listed after the special rule. For example, a unit composed entirely of models with the Fleet (2) special rule would add +2 to all Run moves it makes, +2 to all distances moved as part of a Reaction and add a +2 modifier to any Charge Moves made.

If a unit is composed entirely of models with this special rule, but the models have different versions of this special rule, then the unit must use the lowest Fleet value included in the unit (for example, a unit of ten models in which nine models have Fleet (2) and one model has Fleet (4) would use the Fleet (2) special rule). (Warhammer: The Horus Heresy - Age of Darkness Rulebook p238)

Furious Charge (1): In a turn in which a model with this special rule Charges into combat, it adds a bonus to its Strength Characteristic until the end of the Assault phase. The bonus added to the model's Strength is equal to the value in brackets after the special rule, for example a model with Furious Charge (2) adds a bonus of +2 to its Strength.

A model that has made a Disordered Charge that turn receives no benefit from Furious Charge (see page 182). (Warhammer: The Horus Heresy - Age of Darkness Rulebook p239)

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. (Both Astartes Army Books p142)

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). (Both Astartes Army Books p119)

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. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p197)

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 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. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p241)

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. (Both Astartes Army Books p121)

Infantry Transport: No model with any versions of the Bulky special rule may Embark on a model that has this special rule. (Both Astartes Army Books p121)

Instant Death: If a model suffers an unsaved Wound from an attack with this special rule, it is reduced to 0 Wounds and is removed as a casualty. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p242)

Legiones Astartes (Space Wolves): Bestial Savagery: A unit made up entirely of models with the Infantry Unit Type and the Legiones Astartes (Space Wolves) special rule that chooses to Run in the Movement phase may still make a Shooting Attack in the Shooting phase, and declare a Charge in the Assault phase of the same turn – but any Shooting Attacks made in the same turn as that in which a unit with this special rule has Run are made as Snap Shots. Units that cannot Run (such as Legion Cataphractii Terminators) or models that do not have the Vehicle or Infantry Unit Type instead gain +1 WS on any turn in which they successfully Charge, even if that Charge is considered Disordered. Models with the Vehicle Unit Type and this special rule that make Ram Attacks increase the Strength of any Hits inflicted as part of that attack by +1, to a maximum of 10.

Any Legion Centurions, Legion Cataphractii Centurions and Legion Tartaros Centurions with this special rule may not select the Chaplain, Librarian or Primus Medicae Consul Upgrades. Instead these models gain access to the Pack Thegn, Speaker of the Dead and Caster of Runes Upgrades. (Liber Astartes – Loyalist Legiones Astartes Army Book p196)

Legiones Consularis: Caster of Runes: A Legion Centurion, Legion Tartaros Centurion or Legion Cataphractii Centurion with the Legiones Astartes (Space Wolves) special rule may be upgraded to a Caster of Runes instead of selecting any of the Standard Consul upgrades, gaining the following benefits:

- A Caster of Runes gains the Psyker Sub-type and must select one of the following Psychic Disciplines: Winds of Fenris, Divination, Telekinesis or Biomancy. A Caster of Runes may not select any other Discipline. In addition, a Caster of Runes gains the Adamantium Will (4+) special rule.

- A Caster of Runes may replace a power weapon, bolt pistol or combi-bolter with a Force Weapon at no additional points cost. In addition, a Caster of Runes may select a Psychic Hood for +15 points. ()

Legiones Consularis: Speaker of the Dead: A Legion Centurion, Legion Tartaros Centurion or Legion Cataphractii Centurion with the Legiones Astartes (Space Wolves) special rule may be upgraded to a Speaker of the Dead Consul instead of selecting any of the Standard Consul upgrades, gaining the following benefits:

- A Speaker of the Dead must increase his Leadership to 10, and the Speaker of the Dead and all models with the Legiones Astartes (Space Wolves) special rule in a unit they join gains the Stubborn and Hatred (Everything) special rules.

- A Speaker of the Dead gains a Narthecium and a Master-crafted Power Maul for no additional points cost.

- A Speaker of the Dead may not select two lightning claws, or a boarding shield. ()

Line Sub-type: • A unit that includes at least one model with the Line sub-type counts as both a Scoring and Denial unit. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p196)

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. (Both Astartes Army Books p19 and 123)

Master-crafted: Weapons with the Master-crafted special rule allow the bearer to re-roll one failed roll To Hit per turn with that weapon. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p243)

Murderous Strike (6+): 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. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p243)

Never Back Down: If possible, a unit that includes a model with this special rule must issue a Challenge when Engaged in combat, and if an enemy player issues a Challenge to a unit including one or more models with special rule then a model with this special rule must accept. In addition, during any Assault phase where this model begins the Fight sub-phase Engaged in a Challenge, or enters into a Challenge with an enemy model, this model and all friendly models in the same combat gain the Fearless special rule until the end of that Assault phase. ()

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. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p244)

Preferred Enemy (Independent Characters): This rule is presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies both to Shooting Attacks and close combat attacks.

If a model with this rule makes an attack against a mixed unit which has one or more models to which their Preferred Enemy rule pertains, but is not entirely composed of such models, it may still benefit from the effects of Preferred Enemy for all attacks made against that unit. For example, a model with Preferred Enemy (Independent Characters) may re-roll failed To Hit and To Wound rolls of 1 against all of the models in a unit which has been joined by an Independent Character. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p245)

Reaping Blow (1): If a model is in base contact with more than one enemy model in the Initiative step in which they fight, they gain a number of Attacks equal to the value of X as noted in the variant of the special rule (if no value of X is included then count the value of X as 1). (Both Astartes Army Books p124)

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). (Liber Astartes – Loyalist Legiones Astartes Army Book p95)

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. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p245)

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. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p246)

Repair: In any of the controlling player's Shooting phases, instead of making any Shooting Attacks with a model with this special rule, the controlling player may instead roll a D6. On the roll of a '4' or more, a damage result of Immobilised that has been inflicted on this model may be removed but no Hull Points are returned. (Both Astartes Army Books p124)

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. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p246)

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+. (Liber Astartes – Loyalist Legiones Astartes Army Book p95)

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. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p247)

Stubborn: When a unit that contains at least one model with this special rule takes Morale checks or Pinning tests, the unit ignore any negative Leadership modifiers. If a unit is both Fearless and Stubborn, the unit uses the rules for Fearless instead. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p248)

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. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p247)

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. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p248)

The Armoury of the Space Wolves: • Any model with the Legiones Astartes (Space Wolves) special rule

may exchange a Chainsword for a Fenrisian Axe for +2 points each.

- Any model with both the Legiones Astartes (Space Wolves) and Independent Character special rules may exchange a Power Weapon for a Frost Blade (Frost Sword, Frost Axe or Frost Claw) for +5 points each. Any model with both the Legiones Astartes (Space Wolves) and Independent Character Special Rules may exchange a Power Weapon for a Great Frost Blade for +10 points.

- Any model with both the Legiones Astartes (Space Wolves) and Independent Character Special Rules that does not have the Unique Unit Sub-type may exchange artificer armour for Aether-rune Armour for +25 points each.

- The Space Wolves gain access to three Legion-Specific Legion Consularis Upgrades in the "Caster of Runes", "Speaker of the Dead" and "Pack Thegn" ()

The Bloodied Claw: Effects

- Once per battle, at the start of their player turn, a player whose army includes a Detachment using this Rite of War may declare a Bloody Claw. Once the Bloody Claw is declared and until the start of the controlling player's next turn, all models with the Legiones Astartes (Space Wolves) special rule in the Detachment with this Rite of War gain the following benefits:

- Add +1 to the score used to determine the winner of any Assault (this is not cumulative, and no individual combat may have it applied more than once).

- Gain the Fleet (2) and Furious Charge (1) special rules. - Gain the Stubborn special rule, or if they already had the Stubborn special rule or another special rule that allows them to ignore modifiers to Leadership, gains the Fearless special rule instead.

Limitations

- During the turn in which the controlling player has declared the Bloody Claw, all units that include one or more models with the Legiones Astartes (Space Wolves) special rule in this Detachment capable of Charging must always attempt to Charge an enemy unit in the Assault phase if there are any eligible targets in range and line of sight. If multiple eligible targets are available, the controlling player may choose which to declare a Charge against. (Liber Astartes – Loyalist Legiones Astartes Army Book p199)

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. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p249)

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. (Warhammer: The Horus Heresy - Age of Darkness Rulebook p249)

Created with [BattleScribe](https://battlescribe.com/)