

The following army list entry is presented as a special preview of *The Horus Heresy Book Six – Retribution*, and allows you to field this mighty hero of the Imperium in your Loyalist Legiones Astartes army.

## NATHANIEL GARRO

175 POINTS

KNIGHT-ERRANT, FORMER BATTLE-CAPTAIN OF THE DEATH GUARD 7<sup>TH</sup> BATTLE COMPANY, THE AGENTIA PRIMUS, HAND OF THE SIGILLITE

	WS	BS	S	T	W	I	A	Ld	Sv
Nathaniel Garro	5	5	4	4	3	5	4	10	2+

### Unit Composition

- 1 (Unique)

### Unit Type

- Infantry (Character)

### Wargear

- Paragon bolter
- *Libertas*
- Master-crafted bolt pistol
- The Aquila Imperator
- Artificer armour
- Frag and Krak grenades

### Special Rules

- Legiones Astartes
- Preferred Enemy (Traitor Space Marines)
- Eternal Warrior
- Oath of Moment
- Independent Character
- Precision Shot
- Precision Strike
- Implacable Advance
- By Falsehood Cloaked
- The Emperor Protects

### Libertas

It is said that this masterfully wrought broadsword was constructed from remnants of a far older device, a weapon so ancient it predates the fall of Mankind and the coming of Old Night. Whatever the truth, Garro wielded it against countless xenos foes throughout his service in the Great Crusade and, tragically, must now use it to spill the blood of his erstwhile brother Legiones Astartes.

Weapon	Range	Str	AP	Type
<i>Libertas</i>	-	+1	3	Melee, Rending, Two-handed, Edge of Truth

**Edge of Truth:** When fighting in a Challenge, every wound that Garro causes on his foe is counted as two for calculating Combat Resolution.

### Paragon Bolter

The Knights-Errant have been outfitted with the finest crafted panoply of arms and armour that the Sigillite's household can procure, the plain grey heraldry belying the peerless quality of the underlying workmanship.

Weapon	Range	Str	AP	Type
Paragon bolter	24"	4	5	Assault 3, Rending, Master-crafted

### The Aquila Imperator

This grants Garro a 4+ invulnerable save, increased to 3+ when Garro is fighting in a Challenge.

### The Emperor Protects

Though he dares not reveal it even to his closest brothers, Nathaniel Garro holds within him the seed of a secret faith, having heard and heeded the words of the Lectitio Divinitatus. The central credo of this nascent faith is that the Emperor has the power to watch over those who ask for His protection, a belief that has proven true on more occasions than can be accounted for by mere happenstance.

The first time Garro loses his last wound, make a Leadership test. If the test is passed, he remains in play with a single wound remaining.

### By Falsehood Cloaked

The Knights-Errant were gifted by the highest offices of the Mechanicum with many technological artifices, one of the most wondrous and guileful of which was known simply as 'Falsehood'. Such devices took many different forms and had varying effects, but that used by the Knights-Errant in open battle projected a psycho-luminal sphere about them that distorted their appearance, allowing them to infiltrate the battlefield unseen and, even once detected, made it all but impossible for a foe to draw a bead upon them.

Garro may deploy via Deep Strike, and when doing so does not roll to scatter. On the controlling player's turn that he deploys, and throughout the opposing player's following player turn, any shots made against Garro having deployed in this manner are made as Snap Shots. In addition, any charges made against Garro during this time count as Disordered.

### OATH OF MOMENT

Nathaniel Garro has a vital role to play in the Sigillite's far-reaching and secret 'silent war', and is fated to perform deeds that will echo down the ages.

Fielding Nathaniel Garro dramatically alters the victory conditions for the side that includes the model, for the presence of such a fated individual is a sure indication that the mission is of dire import indeed. At the beginning of the game, at the same time that Warlord Traits and psychic powers are determined, an Oath of Moment must be secretly noted down for Garro. The note is revealed at the end of the game when Victory points are being tallied. Each Oath of Moment represents an objective that Garro must achieve, chosen from the list below.

Each of the secret objectives has an associated Victory points score – if the objective is achieved, Garro's side earns the indicated number of bonus Victory points in addition to any claimed as part of the mission. If the secret objective is not achieved, Garro's side may not claim a victory in the battle, regardless of any other factors.

**Crusader (1 Victory point):** Garro must end the game within the enemy's deployment zone in order to earn the Oath of Moment Victory points.

**Protector (2 Victory points):** Note the identity of another Independent Character in the army. This model must survive the game to earn the Oath of Moment Victory points.

**Hand of the Sigillite (2/3 Victory points):** If objective markers are in play, Garro must control one of the objective markers at the end of the game to earn the Oath of Moment Victory points. If the marker is in the enemy deployment zone, this Oath of Moment is worth 3 Victory points instead.

**Headsman (3 Victory points):** Garro must slay the enemy Warlord in a Challenge in order to earn the Oath of Moment Victory points.

**King Slayer (3 Victory points):** If the opposing army includes a Primarch, this model must be slain for Garro to earn the Oath of Moment Victory points.

### AGENT OF THE EMPEROR

When using the Age of Darkness Allies matrix, Nathaniel Garro is counted as an Agent of the Emperor and may be taken as a non-Compulsory HQ choice in any Loyalist army. He may, however, never be the army's Warlord.