

CONSOLIDATED FORGE WORLD FAQ & RULES CLARIFICATIONS – USING THE HORUS HERESY ARMY LISTS FOR WARHAMMER 40,000 7TH EDITION

With the release of Warhammer 40,000 7th edition, certain rules and models in the Horus Heresy army lists no longer work as previously intended. The following is a compilation of the more commonly asked questions we have received regarding these changes and also some clarifications to bring your Battles in the Age of Darkness games up to date with 7th edition. Some of these alterations refer to older editions of our books and have already been altered in more recent printings.

Which characters/units have been affected by the changes made to Precision Shots and Precision Strikes?

In 7th edition, characters and certain units no longer have these rules as standard. The following list updates the previously published entries in the Horus Heresy books:

Space Marine Legion Crusade units

- **All Primarchs:** Both Precision Strikes and Precision Shots.
- **The Vigilator and Saboteur Consuls, and Kaedes Nex:** Precision Shots.
- **The Legion Champion Consuls, Ezekyle Abaddon, Lord Commander Eidolon, Sigismund, Armillus Dynat and Khârn the Bloody:** Precision Strikes.
- **Sevatar and Night Lords Terror Squad:** Both Precision Strikes and Precision Shots.
- **Legion Seeker Squad and Alpha Legion Headhunter Kill Team:** Precision Shots.

Mechanicum units

- **Magos Prime/Archmagos, Inar Satarael and Draykavac:** Precision Shots.
- **Malagra:** Both Precision Strikes and Precision Shots.

Are Tactical Veterans with the Sniper special rule now restricted to wounding on a 4+ if they take a meltagun, instead of its usual 2+?

The wording of the Sniper special rule changed in 7th edition, and should be used as it is now shown in the 7th edition Warhammer 40,000 rulebook. However, if a model is making a shooting attack, if they would normally need less than a 4+ to wound thanks to their weapon's Strength, the better To Wound roll is still used in games played with the Horus Heresy army lists, and if the weapon they are using has a superior AP value, that AP value is still used.

In this example, a meltagun fired by a Tactical Veteran with the Sniper special rule still only needs a 2+ to wound against a target with Toughness 4, and uses its AP 1 regardless.

Other special rules for the weapon they are using remain unchanged.

How does the Implacable Advance special rule work in 7th Edition?

When using the Age of Darkness rules expansion for your Horus Heresy games, an alternative system of scoring units is used (see the forthcoming Age of Darkness rules download and our most recently published Horus Heresy books), in which case the rule is used as written. However, if you are using Forge World's Horus Heresy era army lists in non-Age of Darkness games using Battle-forged armies, count any unit listed as having Implacable Advance as having the Objective Secured special rule instead.

Can Horus' Serpent's Scales' ability to negate effects which modify his characteristics cancel out wounds he has taken?

No. The effect cancels out temporary modifiers such as those imposed by rad grenades in assault or the special abilities of certain characters, not actual damage. So, for example, effects such as wounds taken and permanent reductions to a characteristic like those imposed by a rad phage weapon are not affected by this ability.

Can Mechanicum Thallax, which are Jet Pack Infantry, be transported in vehicles?

Only with certain vehicles not available to the Space Marine Legions. Please refer to the updated rules found for the Thallax in the *Mechanicum Taghmata Army List* book for details.

Do all combi-weapons in the Space Marine Legion Army list follow the rules published in the new 40K rulebook?

Horus Heresy-era combi-weapons have their own range of secondary weapon options which differ from their 41st Millennium counterparts, as shown in the 7th edition rulebook. These are as follows:

- Flamer
- Meltagun
- Plasma gun
- Grenade launcher (frag or krak – choose which type when fired)
- Volkite charger

The bolter component of the weapon may be used any number of times in the game, the secondary weapon may only be used once.

Do Dreadnoughts equipped with a chainfist and a Dreadnought close combat weapon, or two chainfists gain an additional attack?

Yes. Assume that the chainfists used by Dreadnought classes specifically in the Legiones Astartes Crusade Army list to be customised variants with the following profile:

	Range	Str	AP	Type
Dreadnought chainfist	-	x2	2	Melee, Armourbane

Can Legion Command Squads bought for a Primarch or for a special character be upgraded to wear Terminator armour?

Yes, always in the case of a Primarch. In the case of special characters, only if the special character wears Terminator armour of some type can the command squad be so upgraded.

When do I need to declare that my Dreadnought is using its helical targeting array, and does it remain active for the rest of the game from then onwards?

The use of these is entirely optional and should be declared by the controlling player at the beginning of each of their player turns, with the caveat that the Dreadnought must remain stationary. When the helical targeting array is not used on any given turn, the Dreadnought may fire its weapons normally at ground targets.

Does Erebus count as a Chaplain for the purposes of fulfilling the mandatory additional Chaplain HQ requirement for Word Bearers? Also, does he count as a Diabolist for the purposes of fulfilling the Word Bearers Rite of War requirement?

Yes, Erebus counts as both a Diabolist and a Chaplain for the purposes of the Legion's special rules and Rites of War. Similarly, the Kor Phaeron special character counts as a Diabolist only.

Is it possible to field multiple HQs with a provision that they 'must be' the army's Warlord? If so, which is the Warlord?

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

Do you need to have a model with the Master of the Legion special rule to have Rites of War for your army? And do they have to be your Warlord?

In order for a Space Marine detachment to have access to Rites of War, it must have as part of that detachment a model with the Master of the Legion special rule. A Space Marine Legion army may only include a single model with this rule as part of their HQ choices per 1,000 points in the force. This will most commonly mean that your army will include either a Legion Praetor or a Primarch to allow access to Rites of War, and this model is also likely to be your army's Warlord as a result.

If your army's Warlord also has the Master of the Legion special rule then you may also roll twice on your chosen Warlord Traits chart and select which of the two you wish to use.

Only one Rite of War may be chosen for the army, regardless of whether multiple characters with this rule are included, and the Rites of War chosen only affect the force's Primary Detachment. The only exception to this is that it is possible to have a Rite of War for an Allied Detachment of a large army (as the one model with Master of the Legion per 1,000 points still applies and fulfilling the terms of many Rites of War may not be possible using the allied Force Organisation chart), but this will require a model with the Master of the Legion as the HQ choice for that Allied Detachment. Effects of a Rite of War do not carry over to Allied Detachments from the Primary Detachment and vice versa.

Can I take an Allied Detachment from the same Legion as my main detachment?

No.

Can I take multiple Age of Darkness Detachments in a single army?

Each Age of Darkness army is composed of a single Primary Detachment, and may also contain a number of optional (secondary) detachments as shown on the relevant Force Organisation chart. Only Force Organisation charts found in Forge World Horus Heresy products may be used.

PSYCHIC SPECIAL CHARACTERS

Is there a limit to how many Warp Charges Sevatar can expend when using his Repressed Psyker ability during a game?

Sevatar may not use more than 2 Warp Charges from the player's pool in order to use his Repressed Psyker ability, and his modified Leadership value of 7 is used should he become subject to Perils of the Warp.

Psykers now need to roll a 4+ to harness Warp Charge in 7th ed. Given the uniqueness of his psychic abilities, does Lorgar need 4+s as well to manifest his powers?

To cover Lorgar's psychic abilities, use the following when playing him in Heresy games using the 7th edition Warhammer 40,000 rules:

Erratic Psychic Power: Replace the sentence referring to 3D6 in this special rule's description with the following:

When wishing to manifest his powers, Lorgar successfully harnesses Warp Charge on rolls of 5+ rather than 4+ as would normally be the case.

Lorgar Transfigured: Replace the last sentence which appears in the middle paragraph referring to 3D6 in this special rule's description with the following:

When wishing to manifest his powers, Lorgar successfully harnesses Warp Charge on rolls of 3+ rather than 4+ as would normally be the case.

FURTHER UPDATES & ERRATA

To update other units/characters to 7th edition Warhammer 40,000, the following amendments have been provided. If you regularly field models which make use of the rules we have updated, we suggest letting your opponent know that they have changed.

In all cases refer to the most recently printed version of a particular rule or army list as your source for any particular rules query.

Book Key

- **CAL** – The Horus Heresy Legiones Astartes Crusade Army List
- **ICL** – The Horus Heresy Legiones Astartes Istvan Campaign Legions
- **MT** – The Mechanicum Taghmata Army List
- **HH1** – The Horus Heresy Book One – Betrayal
- **HH2** – The Horus Heresy Book Two – Massacre
- **HH3** – The Horus Heresy Book Three – Extermination
- **HH4** – The Horus Heresy Book Four – Conquest
- **HH5** – The Horus Heresy Book Five – Tempest

TERMINATOR ARMOUR

(Great Crusade & Horus Heresy Era, Updated Rules) – CAL page 91

The rules text for this entry is replaced with the following update:

Terminator armour features a powerful support exoskeleton and internal energy supply, but pays for its unparalleled protection with bulk. A model in Terminator armour has the Relentless and Bulky special rules, and is not able to make Sweeping Advance moves unless otherwise specified. They also may not be transported in Rhino APCs. Terminator armour affords a 2+ armour save and a 5+ invulnerable save. Depending on its particular pattern, Terminator armour may also confer additional rules and abilities to its wearer.

If a unit has the option of taking Terminator armour but does not specify a particular pattern, such as the Legion Terminator Squad entry, its pattern is that represented on the physical models used, and only a single type of Terminator armour may be chosen for the unit when included in your army.

Cataphractii Pattern Terminator Armour: *One of the first issued Tactical Dreadnought armour patterns, the Cataphractii suits were even more heavily protected than their contemporaries, with slab-like ceramite pauldrons housing additional shield generators. This design has the unfortunate side effect of overstraining the armour's exoskeleton and slowing the wearer dangerously, however. This difference led to the pattern's declining use with some Legions at the outbreak of the Horus Heresy.*

In addition to the effects and rules listed previously for Terminator armour, models in Cataphractii pattern armour cannot make Run moves or Overwatch attacks. In addition, their invulnerable save is increased to 4+. Models which join a unit in Cataphractii armour may themselves not make Run moves or Sweeping Advances while with the unit, but may make Overwatch attacks as normal for them. If a unit is joined by a model in Cataphractii armour, the unit is prevented from making Run moves or Sweeping Advances while the model is with them.

Tartarus Pattern Terminator Armour: *This was an advanced pattern of Terminator armour developed late on during the Great Crusade in parallel with the Maximus pattern power armour, and was considered a technological masterwork. Tartarus armour is more streamlined and power efficient than its predecessors, making it more agile and providing short bursts of additional speed when needed, but was also more difficult and resource intensive to manufacture. Regardless of this, it had become one of the most widely circulated patterns issued in the decades before the outbreak of the Horus Heresy.*

In addition to the effects and rules listed previously for Terminator armour, models in Tartarus pattern armour may make Sweeping Advances in combat unlike other patterns of Terminator armour. If a model with Tartarus pattern armour is joined by a character equipped with a different pattern of Terminator armour or vice versa, this ability is lost.

A note on unique and variant Terminator armour: *If a unit is described as being equipped with a particular additional variant of Terminator armour, such as the Gorgon Terminators of the Iron Hands, or as wearing a personalised and unique suit, such as the armour worn by the Primarch Horus, the rules for this armour will be provided in the unit's description and should not be inferred from elsewhere.*

ADDITIONAL CONSUL SPECIAL RULES

Legion Support Officer (CAL – page 17)

A Consul of this type may not be used as a compulsory HQ choice for the army unless specifically exempted by a particular Legiones Astartes special rule or Rite of War.

This special rule is added to the **Master of Signal**, **Librarian** and **Primus Medicae** Consul types.

Chain Fire (HH1 – page 191: Moritat; CAL – page 17: Moritat)

Add the following clause to the Chain Fire special rule:

Chain Fire Overheat!: If one or more weapons with the Gets Hot special rule is used to make a Chain Fire attack, the extra stress on the weapon can prove perilous. When used for a Chain Fire attack, such weapons overheat on rolls of a 1 or 2, inflicting a wound on the firing model. Should any overheat occur, the Chain Fire attack immediately ends without further re-rolls for hits.

ADDITIONAL CONSUL TYPES

LEGION PRAEVIAN

+35 POINTS

A Legion Centurion may be upgraded to a Legion Praevian in the same way as any other type of Consul, and has the following additional rules and provisions:

Special Rules: Support Officer, Master of Cybernetica, Legion Inductees

Wargear: The Legion Praevian has a cortex controller and cortex designator.

Restrictions: May not take a jetpack, Jetbike, Bike or Terminator armour.

LEGION PRAEVIAN SPECIAL RULES

Support Officer: A Legion Praevian may not fulfil a Compulsory HQ choice.

Master of Cybernetica: A single unit of either Castellax or Vorax class Battle-automata (see the *Mechanicum Taghmata Army List* book for current profiles) must be selected as part of the Legion Praevian unit (note that Battle-automata units selected in this fashion may not select the Paragon of Metal upgrade). This unit does not use up an additional Force Organisation choice and the Legion Praevian must be included as part of the unit even if it includes models of the Monstrous Creature type (while it is part of a unit of Monstrous Creatures, the Legion Praevian may not Go to Ground, voluntarily or otherwise). The Legion Praevian may not leave this unit.

Cortex Designator: When a model with a cortex designator makes a successful shooting attack against an enemy unit (whether or not the attack inflicts an unsaved wound), any automata in the same unit gain the Preferred Enemy special rule when targeting that enemy unit until the end of the controlling player's current turn.

Legion Inductees: The unit of Battle-automata to which the Legion Praevian is attached gains the Legiones Astartes special rule possessed by the Legion Praevian or one of the following special rules: Furious Charge, Tank Hunters or Scout (when the Scout special rule is selected, it also applies to the Legion Praevian). These special rules are selected at no additional points cost. In addition, when utilising units of Battle-automata with the Legiones Astartes special rule, the following exceptions and additions apply:

- **Sons of Horus:** When using the Merciless Fighters special rule, each Battle-automata counts as three models. For an additional +15 points per model, a Castellax Battle-automata with the Legiones Astartes (Sons of Horus) special rule may take banestrike bolter rounds for any boltguns they have.
- **Emperor's Children:** For +15 points, all Battle-automata in the unit gain sonic shriekers.
- **Death Guard:** Battle-automata with the Legiones Astartes (Death Guard) special rule may upgrade flamers to use the Chem-Munitions special rule.
- **Night Lords:** For the purposes of the Nostraman Blood special rule, each Battle-automata counts as three models. For an additional +10 points per model, a Battle-automata unit with the Legiones Astartes (Night Lords) special rule may take Trophies of Judgement.
- **Word Bearers:** If the army includes a Diabolist, a Battle-automata unit with the Legiones Astartes (Word Bearers) special rule may purchase the Dark Channelling upgrade.
- **Alpha Legion:** For an additional +15 points per model, a Castellax Battle-automata with the Legiones Astartes (Alpha Legion) special rule may take banestrike bolter rounds for any boltguns they have.
- **Raven Guard:** The By Wing & Talon special rule grants Battle-automata models the Infiltrate and Fleet special rules.
- **Dark Angels:** For an additional +15 points per model, Castellax Battle-automata with the Legiones Astartes (Dark Angels) special rule may re-roll failed To Wound rolls against Monstrous Creatures and Flying Monstrous Creatures.

ADDITIONAL CONSUL TYPES

LEGION DELEGATUS

+15 POINTS

A Legion Centurion may be upgraded to a Legion Delegatus in the same way as any other type of Consul, and has the following additional rules and provisions:

Special Rules: Rite of Command

Wargear: One of the Legion Delegatus' weapons may be Master-crafted for Free.

Restrictions: A Legion Praetor or Lords of War choice may not be taken in a Primary Detachment with a Legion Delegatus as its Warlord.

LEGION DELEGATUS SPECIAL RULES

Rite of Command: This Consul has the Master of the Legion special rule (see the Legion Praetor entry in the Legiones Astartes Crusade Army list) and may take a Legion Command Squad. In addition, the Consul must always be the army's Warlord, unless their Legion's Primarch is also taken. A Legion Delegatus may be taken in armies below the normal 1,000 points threshold for taking models with the Master of the Legion special rule.

New Rite Of War: Chosen Duty

The following Rite of War can be used by a Legion Delegatus being fielded as the army's Warlord. It represents the officer selecting a small but potent strike force of chosen warriors for the prosecution of a specific objective. It can be used in any mission, but is particularly appropriate for use in smaller scale games, such as the Zone Mortalis missions provided in *The Horus Heresy Book One – Betrayal* and *The Horus Heresy Book Three – Extermination*, and the Strategic Raids missions in *The Horus Heresy Book Four – Conquest*.

Effects

Legion Veteran squads are Troops choices in this army, and at least two must be taken.

If a Legion Delegatus who is a Warlord survives the mission, their side gains an additional Victory point where these are in use. If the Legion Delegatus Warlord is slain, the enemy gains an additional Victory point (over and above any they would earn from the Slay the Warlord Secondary Objective).

Legion Veteran Tactical Squad (HH1 – page 194; CAL – page 20)

The list of special weapons that one in five squad members can exchange their bolters for should also have the following entries added:

- Flamer +10 points
- Heavy chainsword.....+5 points
- Single lightning claw..... +15 points
- A pair of lightning claws..... +20 points*

*This option also replaces their bolt pistol and combat blade.

Legion Veteran Tactical squads should also have the Implacable Advance special rule as standard, making them a scoring unit.

Legion Seeker Squad (HH1 – page 210; CAL – page 38), Alpha Legion Headhunter Kill Team (HH3 – page 260; ICL – page 90) and Mor Deythan Strike Squad (HH3 – page 276; ICL – page 106)

These units gain the Implacable Advance special rule as standard, making them a scoring unit.

Legion Caestus Assault Ram (HH1 – page 223; CAL – page 59)

The Legion Caestus Assault Ram conducts all of its ramming attacks at Strength 10, in addition to its other rules.

Rad Missiles (CAL – page 85)

The following rule explanation is added to later printings for those without access to other Horus Heresy books:

Rad-phage: A model which loses one or more wounds to an attack with this special rule and survives has its Toughness value reduced by -1 for the rest of the battle.

Mechanicum Land Raider (HH1)

If you have access to the *Mechanicum Taghmata Army List* book, this profile has been replaced with a general class of vehicles called the Macrocarid Explorator on page 55 of the Mechanicum Taghmata book.

Legion Drop Pod (CAL – page 36)

Add the following line to the end of the Drop Pod Assault special rule:

“Once a Drop Pod lands, all passengers must disembark and no models can embark for the rest of the game.”

Note that this addition does not apply to other listed Drop Pod types, which have their own variants of this special rule and are costed appropriately to reflect this.

Deathstorm Drop Pod (HH2 – page 201; CAL – page 49)

Add the following special rule to the Deathstorm Drop Pod entry:

Automated Weapons: When a Deathstorm Drop Pod lands, it opens fire indiscriminately in its first Shooting phase. Each unit (enemy or friendly) within 12" of the model's weapon mounts comes under attack. Each target unit with one or more models in range suffers D3 full shooting attacks using the profile listed for the Deathstorm's armament instead of the Deathstorm Drop Pod's normal attack this turn, resolved at BS 2. In subsequent turns, the Deathstorm may continue to fire normally.

Command Tank (CAL – page 81)

The general version of the Command Tank special rule should be as follows:

If the vehicle is upgraded to a command tank, then all models in the same army within 24" may re-roll failed Morale checks.

UPDATED DREADNOUGHT RULES

The following are updated Dreadnought profiles, replacing those found in the current Crusade Army list. Note that these are intentionally not the same as their Warhammer 40,000 counterparts.

LEGION DREADNOUGHT TALON (CAL – PAGE 25)

The base profile for a Legion Dreadnought should be altered to read as follows:

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Legion Dreadnought	5	4	6	12	12	10	4	3	3

CONTEMPTOR DREADNOUGHT TALON (CAL – PAGE 26)

The base profile for a Legion Contemptor Dreadnought should be altered to read as follows:

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

In addition, all models in a Contemptor Dreadnought Talon gain the following options:

- Any Legion Contemptor Dreadnought in the Talon may replace their twin-linked heavy bolter with:
 - Twin-linked volkite culverin.....+15 points
- Any Legion Contemptor Dreadnought may replace its Dreadnought close combat weapon and bolter with one of the following:
 - Twin-linked volkite culverin.....+15 points

LEGION MORTIS DREADNOUGHT TALON (CAL – PAGE 28)

The base profile for a Legion Mortis Dreadnought should be altered to read as follows:

	WS	BS	S	Armour			I	A	HP
				Front	Side	Rear			
Legion Mortis Dreadnought	4	5	6	12	12	10	4	3	3

CONTEMPTOR-MORTIS DREADNOUGHT (CAL – PAGE 29)

The base profile for a Legion Contemptor-Mortis Dreadnought should be altered to read as follows:

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

LEGION VINDICATOR (CAL – PAGE 57)

The following rules are added to the Legion Vindicator entry:

Any Legion Vindicator that has its Demolisher cannon upgraded to a laser destroyer array gains the following special rule for no additional cost:

Power Capacitor

The vehicle's internal volume, which is normally taken up with a munitions store for the more common Vindicator's demolisher cannon, is instead occupied by a bulky reactor-charged power capacitor whose energy stores can be used to greatly increase the laser destroyer's rate of fire. Stability is required for this overcharged firing however, and it is possible for the capacitor to overload the vehicle's energy grid with disastrous consequences.

Capacitor Fire: If the Vindicator Tank Destroyer has not moved this turn, the laser destroyer array becomes an Ordnance 2, Twin-linked weapon.

Overcharged Fire: The owning player may declare an overcharged volley if the vehicle has not moved this turn, in which case the laser destroyer array becomes Ordnance 3, Twin-linked. However, after the weapon is fired in this mode, roll a D6. On a roll of a 1, the Vindicator suffers a single Hull Point of damage.

LEGION CASTELLAX CLASS BATTLE-AUTOMATA MANIPLE (CAL – PAGE 79)

The following updated entry which matches that found in the Mechanicum Taghmata Army List book replaces the entry found in the Legiones Astartes Crusade Army list and Solar Auxilia Crusade Army list.

LEGION CASTELLAX CLASS BATTLE-AUTOMATA

105 POINTS

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

Unit Composition

- 1 Castellax Battle-automata

Unit Type

- Monstrous Creature

Wargear

- Mauler pattern bolt cannon
- Two boltguns
- Shock chargers
- Atomantic shielding

Special Rules

- Cybernetica Cortex
- Reactor Blast
- Rage
- Support Unit

Options

- The Maniple may include:
 - Up to four additional Castellax class Battle-automata +105 points each
- Any Battle-automata Maniple may be given any of the following options – all Battle automata in the unit must have the same upgrades:
 - Searchlight..... +1 point per model
 - Infravisor..... +5 points per model
 - Frag grenades +5 points per model
 - Enhanced targeting array +15 points per model
- Any Castellax class Battle-automata may exchange its mauler pattern bolt cannon for one of the following:
 - Darkfire cannon+20 points
 - Multi-melta..... Free
- Any Castellax class Battle-automata may exchange one or both of its bolters for:
 - Flamers..... +5 points each
- Any Castellax class Battle-automata may exchange its shock chargers for one of the following options:
 - Two Battle-automata power blades* +10 points per model
 - Siege Wrecker†..... +20 points per model
- A single Maniple comprised solely of a single Battle-automata in the detachment may take:
 - The Paragon of Metal special rule.....+35 points

*Note that this increases the model's Attacks score by +1.

†Note that a model equipped with a Siege Wrecker loses one of its boltguns.

Optional Heavy Support: If one or more cortex controllers are present in the detachment, then the following Battle-automata units become available for the army: Thallax Cohort (see page 39 of the Mechanicum Taghmata Army List book), or the Castellax Battle-automata Maniple presented here.

SPECIAL RULES

Shock Chargers

- A model equipped with shock chargers gains the Concussive special rule added to all of their close combat attacks regardless of type (including Hammer of Wrath, Smash, etc).
- Shock chargers are not a weapon as such in themselves and so do not have a profile of their own, nor do they add additional attacks in conjunction with other weapons.

Reactor Blast

When a Battle-automata loses its last wound, roll a D6. On a 6, it explodes, inflicting a Str 4 AP- hit on all models within D6".

Paragon of Metal

- A Paragon of Metal is not subject to the Programmed Behaviour special rule and has the It Will Not Die and Rampage special rules.
- A Paragon of Metal may never count as a scoring unit regardless of the mission being played.
- In the case of a failed Cybertheurgy attempt (see the Mechanicum Taghmata Army List book), always apply Malifica on the Cybertheurgy Mishap table, rather than rolling randomly.

Castellax Weaponry

	Range	Str	AP	Type
Mauler bolt cannon	24"	6	3	Heavy 3, Pinning
Darkfire cannon	60"	7	2	Heavy 2, Lance, Blind, Gets Hot
Power blades	-	User	2	Melee, Rending, Paired Weapons

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

ADDITIONS TO THE QUESTORIS KNIGHT CRUSADE ARMY LIST (HH4)

The Questoris Knight Paladin (page 301) and Questoris Knight Errant (page 302) gain the following additional option:

- May take one of the following carapace weapons:
 - Ironstorm missile pod+30 points
 - Twin Icarus autocannon+35 points
 - Stormspear rocket pod+40 points

Weapon	Range	Str	AP	Type
Ironstorm missile pod	72"	5	4	Heavy 1, Large Blast (5"), Barrage
Twin Icarus autocannon	48"	7	4	Heavy 2, Interceptor, Skyfire, Twin-linked
Stormspear rocket pod	48"	8	3	Heavy 3

Additional Knight Types

The following additional Knight Types: Knight Warden, Knight Gallant and Knight Crusader from *Codex: Imperial Knights* are also available in the army list in the same manner as the Questoris Knight Errant and Paladin as Questoris variants. These variants gain the Household Rank special rule in addition to those already in their profile, and are able to take the following additional upgrades:

- Bio-corrosive rounds for their heavy stubbers+5 points
- Occular augmetics +10 points

OTHER UPDATES AND ERRATA

Thanatar Class Siege-automata Maniple (HH3 – page 227)

A single Helix pattern plasma mortar should be listed in the model's Wargear list as standard.

Lord Commander Eidolon (HH2 – page 221; ICL – page 34)

The reference to 'Cumbersome' in Eidolon's Thunderous Charge special rule should be replaced with 'Unwieldy'.

Kyr Vhalen (HH3 – page 255; ICL – page 85)

This model's profile should be listed as being equipped with a paragon blade, not a relic blade.

Cyclone Missile Launcher - Tyrant Siege Terminator Squad (HH3 – page 252; ICL – page 82)

As the profile for the cyclone missile launcher is no longer included in the *Warhammer 40,000* rulebook, use the profile presented here:

Weapon	Range	Str	AP	Type
Cyclone missile launcher				
(Frag)	48"	4	6	Heavy 2, Blast (3")
(Krak)	48"	8	3	Heavy 2

Terminators armed with cyclone missile launchers may fire their combi-bolters in addition to their cyclone launchers in the Shooting phase.

Night Lords Unique Rite of War: Terror Assault (HH2 – page 239; ICL – page 57)

Change the following effect:

Cover of Darkness: The force may impose Night Fighting for the duration of the first game turn of any mission on a D6 roll of 2+. Night Fighting imposed in this way carries on to the second game turn on a roll of 4+, and on to the third turn on a roll of a 6. While this special Night Fighting condition is in effect, all models with the Legiones Astartes (Night Lords) special rule gain +1 Initiative and +1" to their Run distances.

Rogue Psyker Points Cost (HH5 – page 191)

The base cost for the Rogue Psykers was omitted from the book in error; it should be listed as 35 points.

Legio Titanicus Mars Warlord Battle Titan (HH5 – page 262; Mechanicum: Taghmata Army List – page 92)

A Legio Titanicus Mars Warlord Battle Titan may upgrade any Arioch Titan Power Claw it possesses to be fitted with an integral Vulcan Mega-bolter for +75 points each.

RELIQS OF THE DARK AGE OF TECHNOLOGY CLARIFICATION (HH4 – PAGE 222)

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