

# THE HORUS HERESY



SURVIVAL



++Carta Galactica++

++887U-884V++

++Optio Tertius++

++Viewing++

+Classification Hades+

Display:

Primary Legiones  
Astartes Domains

Primary Mechanicum  
Domains

Primary Navigation  
Reference

Capital Worlds//

Segmentum Muster  
Zones//

++Status Belicosa ++

++Not Displayed:

231.234 Spheres

Imperial Majoris

[approx]

27.456 Spheres Militant

[approx]

323.990 Spheres Luminat

[approx]

12.666 Spheres

Perdita/Inconcessus

[see addendum additional  
categories 345/3445]

+Stand by+

The Inter-galactic Void



Veiled Region



## The Nebula War

*"War is an exercise in total engagement. A mere infantrymen, plucked from their previous lives and thrust into the wars of gods, make decisions just as life and death as those of Lord Marshals and Post-human Astartes Lords. That these life and death decisions affect many fewer individuals is irrelevant to the dead.*

*These individual decisions build, one on another, until the decisions of the many shake the councils of the few. All normal men can do in such a time is make the choices they can with the knowledge they have and trust that their actions in the day lead to the chance at tomorrow."*

*From the War of the Reach  
Memoirs of Lord Marshall Honil Eraïs*



## Preface

*Survival, day to day, is the most basic of needs: that which you require in order to move on to the next day. So it is in war. Once begun, even the greatest can not fully comprehend or contain it, for logic of war and actions within it can not be predicted, and so the great must lean on what is necessary for this moment. And necessity makes for unlikely bedfellows.*

*To attempt to comprehend the full picture of the events in that vast cataclysm is futile. The tide of blood and slaughter that overtook the Imperium can be mapped, itemised, logged, studied, analysed and perhaps even understood to a degree, but the categorisation of the war into theatres, and campaigns, is a fiction rather than dry fact. It is a the necessary elision of the storyteller. But this too, as the actions of the principal actors, all flow from what is necessary.*

*For those of the loyal Astartes that were betrayed by their own kin at Istvaan, necessity had already carried them so far from normality that their duty had become stretched beyond its limits. They would fight for retribution – for their brothers, lost to corruption or death – or for their desire to hold together a shattered empire – for their kinsman at their side, and no greater goal.*

*For many of those who fought had little, if any comprehension of the true stakes at hand. Many of the Mechanicum, who already held their biological partners in some contempt, an evolutionary rump, considered a civil war just that, and believed that once the winner emerged from a private struggle they would be able to resume their march towards knowledge, and cut off from the great directing intelligence born of unity of purpose, fell back on necessity.*

*It was necessity that linked them.*

*I saw, and this is my testament. I was there when the Graven Reach fell into apocalypse, when the Nebula burned brightly and the commanders wondered why.*

*I remember.*



# Through the Ashes

*'When the fire sweeps through the forest, and leaves ashen stumps, can we read the desperation of the forest creatures  
final moments in the swirls of the greying dust?'*

*attr to the Sepultarch Encarmine*

The Heresy affected the Galaxy at different times and with different results.

Horus' Dark Compliance presented the planets in his path with a stark choice – turn and be damned, or die. But even in this vast rebellion, many planets, systems and even segmenta were not subject to this direct ultimatum.

These areas continued functioning almost normally for months, even years, ignorant that their very functioning was now an irrelevance. They sleep-walked into the depths, as a forgotten servitor can sometimes clean it's master's chambers for months after all have left them, and all cleaning supplies have long since vanished, leaving the thrall scrubbing with a phantom cloth and miming sweeping even as the dust collects in drifts.

When the Warmaster turned his eyes towards Holy Terra, he bypassed great reaches of the galaxy, and backwaters were left alone, sometimes visited by emissaries but just as often forgotten until the logicsticians requirements drained the prosperous systems of the war dry.

The war came late to the Graven Reach. But when it came its savagery burned the Nebula to it's bedrock.



Many have tried to piece together the course of the Nebula War, but there have been few primary sources available and the debris of the fighting can only tell us so much.

Popular histories exist – but these are often of little value, being fanciful accounts, tales told as exemplums, admonitions and aspirations.

The account set out below is based on a fraction of millions of censored documents sealed within the great archives of Terra. Many of the documents used in the creation of this manuscript are unique, and archival records suggest that this may be the first time many have ever been read.

Some of the accounts include direct reports of actions and the situation within the Graven Reach, and while contemporaneous accounts have their flaws and biases, these uncovered documents give a far more detailed and textured account of events.

These accounts show some of the principal actors in the web of the Nebula War, who later went on to be figures of greater significance, in a different light, and may harm reputations. Their publishing here has been subject to Administratum oversight. Indeed some documents and accounts we discovered have been sequestered or redacted.

Nevertheless, we believe this is the fullest and most accurate account of the events of the Nebula War yet given.

# The Graven Reach

In the middle years of the Heresy the Pax Imperialis collapsed across many areas of the Imperium of Man as huge swathes of humanity were cut off from the centralised bureaucracy that dictated life across the galaxy. In this vacuum, where knowledge of the events of the Warlord's rebellion was scant, and even those with direct experience of betrayal and the civil war knew only a part of the whole story, life was rarely as simple as Loyalist and Warmaster aligned forces, as competing factions with incomplete and often erroneous information vied for influence and power.

Even at the height of the Great Crusade the Fleets, domains and systems were a broil of competing fiefdoms led by the ambitious, the arrogant and the ambivalent, held together by the massively superior power wielded by Terra. When the Ruinstorm hit and left local officials to their own devices, these powerful individuals forged their own paths, making decisions to the best of their abilities. That these decisions often involved accruing power to their own faction was mere coincidence – after all, they had been assigned these positions of power and influence for a reason, and in serving their own interests they could fairly claim to be advancing the progress of mankind.

The Galaxy is vast, and while the Warmaster and Loyalist forces were clashing in Titanic battles along the axis of advance towards Terra, much of the galaxy was left more or less to its own devices. In these areas, the struggle was just as bitter, just as deadly, but on a far smaller scale.

Such an area was the Eastern marches of the Graven Reach.

*"The Imperium was never more than a loose collection of baubles held together by the emperor's will, a child's string bag, ever on the verge of scattering over the floor. When the bag was immolated the fiction was exposed. Mankind was never meant to be united, for any reason. It is natural for us to fragment."*

*excerpted from the sayings  
of Magos Ma'Ta*

## The Graven Reach

The history of the Graven Reach is typical of many tributaries to the great Imperium. The Graven Reach is a polyglot of half worlds that contributed little to the main war effort. It featured huge dust clouds, the residue of ancient cataclysmic star collapse and subsequent Novas, as well as huge asteroid fields, stellar nurseries and the ruins of ancient and extinct civilisations. Planetary systems, while numerous, were not fertile, or particularly desirable for colonisation. The Imperial expeditions into this volume of space had found precious and rare mineral wealth, but also found this wealth was widely distributed and hard to extract, more suited to mobile refineries and long-term extraction teams than a massed operation. Alongside these were archaeological sites where from time to time priceless archeotech relics were found.

The Administratum declared the area Codicia Liberatas, opening it up for free exploration by interested parties (after paying the mandated licences as well as an Imperial tithe), offering the promise of long term profits at no risk to the Imperial body. In short order mining conglomerates staked claims and began to establish mining facilities. Some of these were automated, while others used indentured labour, criminal workgangs or volunteers from among the many desperate, and many Mechanicum Magos' explored the area further. These representatives of the Mechanicum forge worlds, though ambitious and powerful figures in their own right, were often exiled through poor political connections, questionable practises or simply their limitless and esoteric curiosity.

These facilities needed constant re-supply and replacements, in the form of machinery, automata and biological workers, and waystations for this re-supply sprang up. Within this area where often the miners and archeotechnologists scraped for a living, looking from expedition to expedition for the fabled big score, the suppliers became wealthy and powerful, the astute feeding off the desperate and the insane.

As the desperate enterprises failed, the riches offered by the supply stations stores became tempting targets for piracy, and several of these smaller stations were gutted and plundered. The Nova clouds, asteroid belts, largely deserted planets and dust zones were a very good environment for pirates to operate, with a practically infinite number of hiding places. The supply stations armoured their bases, established a convoy system, hired mercenary companies, up armed their own resources and even proactively hunted the pirates. Darker rumours even suggested that some of the supply bases would hire privateers to raid other bases to improve their own position. This meant even within the auspices of the imperial fold factional infighting was endemic, with convenient deaths and disappearances a part of daily life.

At various points Naval assets, Solar Auxila and even small Astartes contingents swept the area, but the supply of desperate men and Magos' never dried up, and even the humblest of asteroid bases featured armed contingents that could be explained as a defence force, but might just as easily operate as privateers.

### **The Heresy**

Most of the Graven Reach remained unaware of the existence of the cataclysmic civil war for many months, even years. The main reason for this was a strange one – Loyalist forces raiding the traitors supply lines used several abandoned facilities in the area as temporary bases, and these forces tended to avoid contact with the local miners so that their position was not compromised. Rumours of the appearance of these forces abounded, but most right-thinking workers dismissed them.

These forces, while large enough to be an annoyance to the traitor supply lines, were not on a scale or of sufficient frequency to require a full-scale expedition to suppress, so for the most part the logisticians merely diverted what convoys they could around the area and accepted a certain mega-tonnage of loss that they would put down to the cost of doing business, or wastage. So, the area became a de-facto de-militarised zone, under a fragile umbrella of loyalist forces.

One of the larger groups of loyalist raiders was the Neikea, a Salamanders fragment that used a small fleet of strike cruisers and smaller craft to conduct an effective campaign of harassment, and

occasional larger expeditions such as their appearance at the Assault on Kortus VII. These successes began to consolidate some of the smaller shattered legion forces as a co-alition under the leadership of Deu K'Lian, the Salamander leader.

Eventually the scale of this force began to upset the algorithms and equations of the Magos logistica and a formal request was submitted to the Warmaster for resources to reduce and attrite them. The job of achieving such a task fell quite naturally to the Alpha Legion and the Legion commanders dispatched agents to reconnoitre the area, followed up with a Force of Legionnaires led by Vigilitor Argus, an effective operator who was known to work at his best when not over-supervised, with instructions to use whatever means necessary to deny the use of the area to the Shattered Legion.

### **Asphodel Station**

The largest and most powerful supply base in the area stood at the most convenient warp route to the greater imperium. It had a Central Mechanicum council, nominally representing the interests of the Mechanicum at large, but in practice at the service of the dominant faction within the growing manufactorum/warehouse base. The council functioned, barely, but as long as the rule of the Imperium continued, the continued functioning of the base was assured.

The events of the Heresy were to provide another set of tensions into this fragile and unstable area, and provided opportunities to those bold enough to seize the moment. A few individuals, knowing of the events outside and aware of the advantage this gave them, acted swiftly and decisively.

Magos Ma'Ta, exiled once by his own forgeworld, was a relatively insignificant member of the central council, and after his manoeuvrings to gain more influence were re-buffed, he was forced into a second exile. In the early days of his exile he learned of the events of the Heresy and swiftly laid plans to return. He used every remaining asset he had to hire a mercenary company of significant size and power, and hijacked an inbound freighter. Ma'Ta knew the council. He knew that they were focused on operating and profit, and that although the region was cut-throat and unsafe, no one had the resources or the desire to take on the might of the Imperium. Only Ma'Ta was aware that the power of the Imperium that propped up Asphodel Station had been removed.

## Forces of the Graven Reach

The war in the Graven Reach was a sprawling and messy affair, with dozens of small forces clashing in deadly encounters, many of which were never recorded, and even the available records may merely tell us what the victors wanted us to hear. With such incomplete records it is impossible to give a complete picture of the forces across the great nebula, but we do know some of the more significant leaders and their forces.

### The Dune Lions

After the shrieving of Parnassus, a loyalist victory gained at the cost of the entire planetary population, the Solar Auxilia Dune Lions withdrew to the Graven Reach cluster. During the campaign in Parnassus they obtained the services of a powerful astropath and established a widespread communications and intelligence gathering operation – trying to avoid direct conflict and protecting the Graven Reach by deflecting traitor forces away. The memoirs of Honil Eras suggest that he was traumatised by the war of the Gods (as he referred to it), and regarded his role as preserving the Imperium of mankind rather than seeking out and destroying the traitors, making his legacy somewhat controversial, despite his otherwise impressive war record.

However, when they received intelligence that Alpha Legion operatives were in the region and got word of the impending coup at Asphodel, Eras realised he needed to be proactive, mobilised his forces and called on such Legion allies as he could.

### The First and Last

The Dune Lions sent word to Lev Goshen and the Outcast Sons fleet, requesting aid. Lev Goshen, a line captain of the Sons of Horus, had worked with the Dune Lions on several occasions during the Parnassus campaign, but his mixed force of Luna Wolves and Emperors Children had found many bases blocked to them on suspicion, and although they had fought on the loyalist side they were untrusted, and had even been fired on by other loyalist forces on occasion.

The Dune Lions offer (though even this offer was hardly a full alliance) represented a chance at revenge and redemption. The highly mobile force of marines from the two traitor legions would boost the loyalist forces ability to project power through their small fleet.

### The Vengeance of the Twelfth

Vehemantus Wrathborn and his small force of gladiatorial brutes, once World Eaters Legionnaires but by this point clearly not under Angron's direct command, were something of a wildcard in the War around the Graven Reach, acting with unclear motivations. Their actions do not form a coherent picture supporting an overriding purpose, but actions featuring the Vengeance of the Twelfth certainly indicate that their actions were not random, or solely for the purposes of bloodshed.

Some records from the time seem to suggest they were a mercenary band, but as these records do not call Vehemantus by name, instead referring to titles such as 'Lord of the Lost' and 'The Bloody Hand of Ruin', we can not be sure this is the case.

### The Severed

Unusually for Alpha Legion Units during the Heresy we can track the movements of The Severed. Few Alpha Legion warbands operated in this area during the Heresy, and Argus, the leader of the Severed, occupied a well defined role in the Legion. These two factors allow us to show a number of engagements, pacifications and subornments that we can use to show his distinct fingerprint of operations. In as far as we can ever be certain about the Alpha Legion operators, he appears to have been a trusted figure given independent missions and broad latitude in how he achieved this objective. In counterpoint to this trust, it is also true that the Severed were often isolated from the Warmaster's command, and we can surmise that at least some of the commanders of the Heresy held him in much lower regard.

Astropathic intercepts from the era – that prompted the Blood Angels to send a force into the Graven Reach – show that the Severed were given a broad mission to 'pacify' that region of space. The orders reference supply losses and raids on a number of the surrounding systems, which suggests The actions of the Neikea could have been contributory. Whether the Severed were aware of the coup at Asphodel or not, they wasted no time in using the situation to their advantage.

### The 16<sup>th</sup> Company of the Angelic Host

Vitus Salicar and his Blood Angel forces fought several running battles over the course of the Nebula War, before a withdrawal to their final mission at Molech. Mechanicum transmissions from Asphodel Station specifically mention the Blood Angels and requested their aid, citing an old debt of honour.

One of the few units in the area clearly still operating within a Legion's aegis, many see their intervention as being a direct response to the encroachment into the area by Death Guard and Alpha Legion forces, but the relatively small size of the force demonstrates just how stretched the loyalist command was during this period.

### The Mercenaries of Ma'Ta

The mercenary company that seized Asphodel Station, and thus one of the most important actors in the events that were to follow, are of unknown origin. There is no conclusive evidence as to their origin, or indeed their final fate.

There is good evidence as to the origin of at least some of the group, via corpses recovered from the void around Asphodel Station during the Scourging, and at least some of their equipment comes from regular Imperial Army formations. However, this means little – mankind has always had groups of ex-soldiers willing to hire themselves to the highest bidder. There were many contemporary rumours that swept the Graven Reach through space ports and bars – they were to acquire a fearsome reputation.

It is also unclear as to the nature of their hire. After his second exile Magos Ma'Ta would have had little of value, and certainly would not have had the currency reserves to hire such a large body of armed and capable soldiery.

Complicating this picture further is that after Ma'Ta's coup, this mercenary core became the officer corps and training force for a huge number of 'liberated' workers from the mines and manufactorums across the sector.

*"This is the war for humanity. Not humans. There are trillions of humans in our galaxy – when millions die it is an irrelevance. When billions die it is a statistical blip. What matters is that we deny utility to the warmaster and fight him at every turn."*

*Forge Lord Atrax of the Xth.*

### Magos Tyrell

A typical example of one of the Mechanicum fragmentary forces in the Graven Reach, Magos Tyrell commanded the fragment of one of the Mechanicum explorer fleets that originally surveyed the area. His force was diverse, featuring indentured levies, automata and forces tentatively identified as Blackshield Legionnaires, probably an offshoot of the IVth or VIIIth legions. Based on an explorer arc, this immediately made this Mechanicum force a powerful force wherever they appeared, as their firepower of the arc ship and its accompanying exploratory, patrol, combat and transport ships outmatched many of the outlying mining stations and rivalled any of the cruisers and destroyers that formed most of the ships operating in the Nebula.

### The Neikea

The reputation of this force is sterling. In the popular history the 'Angels of the Reach' have an unmatched position as the lord protectors and warriors for the humans of the region. The truth is much more complicated. By the beginning of the Nebula War the Neikea had a firm grip of many of the routes in and out of the area, that much is true, but the warband aggressively insulated themselves from civilian and even other Imperial Forces. Even the Dune Lions, whom they had conducted joint operations during Parnassus, did not have lines of communication with the Neikea, and it seems likely that the majority of the Magos of the area were unaware of the Neikea's presence, and would have known almost nothing of their operations.

The Warband used their fleet elements to raid supply convoys and traitor aligned wars, ranging deep into surrounding space, but always returned to the Graven Reach. The question is how much of an irritant this was – did their predations cause the Warmaster's forces to commit resources to pacifying the nebula, or were they simply in the area?

It is true that many of the Warmaster's forces avoid the area. However, the Alpha Legion expedition into the Nebula zone was most likely a direct attempt to make the area unwelcoming for the Salamanders warband, so it might be argued that the Salamanders fought in this campaign only as an act of self-preservation, and even that they held the ultimate responsibility for the subsequent devastation.

## Ruleset:

### Game types:

All games to be run using the 8<sup>th</sup> edition Heresy Project Rules. As a fan dex we should constantly assess and discuss an issues arising.

Narrative and Open play, power level recommended. Ideally the players involved will discuss the mission beforehand and if the forces should be unbalanced play them that way – use ruses and stratagems to balance rather than simply points.

### Missions:

Custom missions are recommended, but we will try to have the AoD, Strategic Raid and ZM missions available for use.

### Army Selection:

For most missions we will use a mixture of AoD, Strategic Raid and ZM for Org charts, but for narrative missions please alter these at will – it should be perfectly permissible to run a non-battleforged army wherever the narrative suggests.

Each army should only benefit from one Rite of War, Muster of Worlds, Provenance or Mechanicum Protectiva.

In general I tend towards PL for these types of games, but as some prefer points please discuss beforehand.

### Command Points and Stratagems:

Command points are detailed in the 8<sup>th</sup> ed ruleset

#### *Stratagems.*

Along with the 3 stratagems from the core rules, each army will be able to add a deck of stratagems for use, 3 for the first 40 PL/800pts, one additional for each 20PL/400pts thereafter. The deck must include any unique stratagems associated with characters in the army.

#### *Reserves:*

Reserves are rolled for on a 3+, as in the narrative section of the rules. These reserves begin on turn 2 and reserves automatically appear in turn 4.

### Specific Rules:

#### *Overwatch:*

All weapons are allowed to overwatch even if not normally in range.

#### *Volkite:*

Deflagrate applies as in 7<sup>th</sup> edition rules. Ie. An unsaved wound immediately makes another to wound roll.

For Serpenta & Charger. 1 damage retained.

For Caliver & Culverin base damage is 2

#### *Auxilia:*

Leman Russ gains the Grinding Advance Rule

Chimera models run as Rhino ruleset.

All models lose combat knife extra attacks except for Veletaris Storm Squads.



# Character Development

Each battle you have the opportunity to gain a single advance point for one of your characters. There are exceptions to this, but they will be specified in the mission packs.

If more than one character is involved in the battle, the advancement point should be given to a survivor before a casualty.

If a player is removed from the battlefield there may be consequences to this – whether this is by a morale sweep or being removed as a casualty.

The areas of development are set as:

- Characteristic Increase
- Command Advances
- Morale Advances
- Melee Advances
- Movement Advances

The category and ideally the result the character uses to advance should be by player discussion based on the game narrative. For example in a game where a character did very little actual fighting but won the battle, a Command Advance should be assigned. At this point you may decide between you, or alternatively roll a D6 and apply the result to the character. These advances are cumulative and may result in an increase in the points/Power level of the character. If the result is totally nonsensical (eg. An army that contains no deep striking units receiving an upgrade to do with deep-striking) then, with player agreement you may re-roll this result.

## Characteristics increase chart

D6	Advance
1-3	roll d6 - 1-2 improve WS by 1 - 3-4 improve BS by 1 - 5-6 +1 A
4-5	roll d6 - 1-2 +1 Ld - 3-4 +1" M - 5-6 +1 W
6	roll d6 - 1-3 +1T - 4-6 +1 S

## Command advance

- | D6 | Result  |
|----|---|
| 1. | <b>Flank march:</b> any model within 9" of character and the character may add an additional 2" to movement if they arrived from reserve.                     |
| 2. | <b>Rapid Assault:</b> may re-roll their seize the initiative roll or roll to retake initiative if you lose it.  |
| 3. | <b>Coordinated Reserves:</b> if more than 1 units come in from reserve within 9" of character then on turn they arrive they gain +1 to their BS.              |
| 4. | <b>Night-stalker:</b> During turn 1 of any battle this character is warlord, all infantry units gain the benefit of cover, even if the units are in the open. |
| 5. | <b>Ever Onwards!:</b> If the character makes an advance move roll 3D6. Pick a single result and this can apply to all units advancing this game turn.         |
| 6. | <b>Coordinated strike:</b> any deep striking units that come in within 9" of character can deep strike up to 7" from an enemy instead of 9".                  |

### Morale advance

D6	Result
----	--------

- |    |   |
|----|---|
| 1. | <b>Rallying Cry:</b> once per game the character can use this ability to automatically pass one morale check (used exactly as if is the stratagem)  |
| 2. | <b>Overrun:</b> the character and any unit within 6" in combat if they win increase combat resolution by +1   |
| 3. | <b>Leap back:</b> character and any unit within 6" in combat may fall back out of combat at the end of the enemy turn and then <i>either</i> shoot (at -1 BS) <i>or</i> charge as normal. |
| 4. | <b>Hungry for victory:</b> any units within 6" of the character and the character can move 2D6" consolidation   |
| 5. | <b>Here I stand:</b> if the character is within their own deployment zone all friendly units and the character within the deployment zone gain +1 to their Ld                             |
| 6. | <b>Enemy Ground:</b> if the character is within the enemy deployment zone they and all friendly units gain +1 to their Ld   |

### Melee advance

D6	Result
----	--------

- |    |   |
|----|---|
| 1. | <b>Ferocious Escalade:</b> The character makes a successful charge, immediately roll a D6, adding each unit's leadership. If the charged unit wins or the result is tied there is no effect. If the charging unit wins then the defender goes to WS6+ for the combat round. |
| 2. | <b>Master of blades:</b> the character and friendly units within 6" improves their WS by 1 on the charge (ie. WS3+ becomes WS2+)  |
| 3. | <b>Furious Charge:</b> the character and any friendly units within 6" that charge gain an additional +1 to their Strength characteristic on the charge.   |
| 4. | <b>Killing Blow:</b> On a single nominated melee weapon, any to wound rolls of 6 cause a single mortal wound in addition to its normal damage.  |
| 5. | <b>Heroic sacrifice:</b> if the character is in combat with an enemy, all of the opponents attacks must be directed at this hero, and there can be no wounds spilled over.  |
| 6. | <b>Preternatural reactions:</b> the character and any friendly unit within 6" gain +1 to shooting in overwatch if the character is not in combat  |

### Movement advance

D6	Result
----	--------

- |    |  |
|----|--|
| 1. | <b>Ruin strider:</b> the character and any unit within 6" gain +1" to their move and advance   |
| 2. | <b>Ruin shield:</b> the character and any unit within 6" when in cover gain +1 to their saving throw. This is cumulative.                  |
| 3. | <b>Glade strider:</b> the character and any unit within 6" when gain +1" to their advance and charge.                                      |
| 4. | <b>Glade shield:</b> the character and any unit within 6" gain a +1 to their save when in the open even if gone to ground and is stackable |
| 5. | <b>War shield:</b> the character and any unit within 6" gain a +1 to their save when targeted by automatically hit weapons                 |
| 6. | <b>Field shield :</b> the character and any unit within 6" that are charged gain a +1 to save on the first round of combat                 |



## The Consequences of Failure

If the character is removed from the battle field they must roll on the Consequences of Failure Table and may have suffered damage - either to their reputation or their physical state

After the battle a roll is made to determine the fate of the character

This roll is modified according to the nature of the characters demise, the modifiers are cumulative:

- 1 if the character fell back off the table
- 1 if the character was removed via a morale check
- 1 if killed by a vehicle attack
- 2 If the mission was a win
- 1 if the character is a Perpetual\*
- +1 if the character was killed by a weapon causing multiple wounds
- +1 if the character was killed by *Mortal Wounds*

### Consequences of Failure

Modified D6	Result
1-2	<b>Survived:</b> The character survives unscathed and is free to play as normal
3	<b>Shaken:</b> The character suffers wound, and due to the pain of their injuries are -1 Ld for the following game they feature in.
4	<b>Wounded:</b> Medicae manage to patch this character's wounds, but they are obviously in significant pain. In the next game they feature in they are at -1W and -1 Ld
5	<b>Medevac:</b> The character is unable to do their job and must spend some time recuperating from their injury. They must miss a battle, and when they return they are at -1W and -1 Ld for the next battle
6	<b>Permanent Scarring:</b> The character is unable to do their job and must spend some time recuperating from their injury. They must miss a battle, and when they return they are at -1W and -1 Ld for the next battle. In addition, roll a D6, and consult the permanent Scarring table.
7+	<b>At Death's Door:</b> All consequences of failure apply to this character from the Permanent Scarring result, but they must miss D3 battles.

### Permanent Scarring Table

D6	Result
1	-1" is applied to the characters Movement Characteristic
2	-1 is applied to the characters Weapon Skill Characteristic
3	-1 is applied to the characters Ballistic Skill Characteristic
4	-1 is applied to the characters Strength Characteristic
5	-1 is applied to the characters Toughness Characteristic
6	-1 is applied to the characters Attacks Characteristic

# Characters & Units of the Graven Reach



## TROOPS

During the War in the Graven Reach, Mechanicum and Militia forces alike used imperial citizens, miners and workers as indentured soldiery.

These pressed troops were held on the hellish battelfields by ruthless use of explosive discipline collars.

The only escape from the battlefield lay in volunteering as a Human Bomb. A certain percentage of these bombs were rigged not to explode, and should a human bomb survive the battle they were given their freedom.

Such was the necessities of war in the bitter and remorseless wastes of the Graven Reach.

## Penal Legion

+1 Power Level

Penal Legion

M	WS	BS	S	T	W	A	Ld	Sv
6"	5+	5+	3	3	1	1	5	6+

Each Penal Legion Squad is equipped with sub flak armour, an explosive collar and a lasgun.

	Range	Type	S	AP	D	Abilities
Lasgun	24"	Rapid 1	3	-	1	

### Abilities:

**Alchemical Pain Suppressors:** When this model suffers an unsaved wound, roll a D6, on a 6+ this wound is ignored.

**Human Bomb:** When entering combat with another unit, this weapon inflicts D6-1 Mortal Wounds on its target (this dice may not be re-rolled). After all hits have been resolved this inflicts 1 mortal wound on the firing unit.

**Explosive collar:** In the morale phase, instead of taking a morale test, you may decide to activate explosive collars. The unit automatically passes the morale test but suffers D3 mortal wounds.

### Unit Composition

- ◆ 15 Penal Legion

### Faction Keyword

- ◆ Alignment
- ◆ Mechanicum
- ◆ Forge World
- ◆ Militia

### Keywords

- ◆ Infantry
- ◆ Penal Legion

### Unique Stratagem

#### Frenzon

When Penal Legion units are about to charge into close combat it is common to release combat stim chemicals into their bloodstream.

Play this card before you make a charge. For the first round of combat the unit gains +1 to their Strength and attack characteristic.

1CP



TROOPS

The retinue of the Knight House include highly trained and augmented troops in the form of the Hoplite Phalanx, a defensive force which is trained and equipped to resist infantry assault and defy the odds on the most violent and hazardous of battlefields.

The house retainers of knight house imitated and mimicked their God-machines way of war.

These troops were a common sight on battlefields and foundries of the area.

Secutarii Hoplite Phalanx

7 Power Level

	M	WS	BS	S	T	W	A	Ld	Sv
Secutarii Hoplite	5"	4+	3+	3	3	1	1	7	4+/5++
Secutarii Alpha	5"	4+	3+	3	3	1	2	8	4+/5++

Each model is equipped with Secutarii War-plate, a Mag-inverter Shield, Kyropatris field generator, and an Arc Lance.

The unit may include 10 extra Hoplites (+7 PL)

	Range	Type	S	AP	D	Abilities
Arc Lance - Melee	Melee	Melee	+1	-1	2	
Ranged	12"	Assault1	5	-	2	
Arc Pistol	12"					
Arc Maul	Melee	Melee	+2	-1	2	
Radium Pistol	12"	Pistol1	*	-	-	Any Infantry or Biker unit hit by this weapon suffers -1 to their T until the end of the phase

Abilities:

**Mag-Inverter Shield:** Grants an invulnerable save of 5+, and models may re-roll saves of 1.

**Kyropratic Shield Generator:** Each time the unit suffers an unsaved wound, roll a D6. On the roll of a 6+ this wound is ignored.

**Ominspex:** When taking saves against this units shooting, targeted units do not gain the benefit of cover.

The Hoplite Alpha may exchange their Arc Lance for an Arc Maul or power weapon. They may also be equipped with a radium pistol, Arc Pistol or volkite Serpenta.

Unit Composition

- ◆ 1 Hoplite Alpha
- ◆ 9 Secutarii Hoplits

Faction Keyword

- ◆ Loyalist
- ◆ Mechanicum
- ◆ Forge World

Keywords

- ◆ Infantry

Unique Stratagem

Shield Wall

When charged, as long as all the unit is in base to base contact, they may form a shield wall.

For the duration of this combat round enemy combatants suffer a -1 penalty to hit this unit in close combat.

1CP



## HQ

Tithed as a child from one of Medusa's tributary planets, Atrax quickly showed an aptitude with machines that went over even the normal standards of the Iron Hands.

He was marked for training on Red Mars from early as a novitiate, and completed his training there before joining Clan Kaarguul as a Techmarine during the Great Crusade. Even then he was accompanied by a gift from the Martian techpriests, and the hulking Castellax Holconia is everpresent in his story.

Rising to the position of Forgelord within the Iron Hands, his bonds of loyalty to the Mechanicum meant that shortly before Istvaan he was seconded to the Mechanicum of Asphodel to aid in their suppression of the pirates of the Nebula. He missed the atrocity, and his twinned senses of duty and guilt have left him withdrawn and vicious in his actions, a figure of fear to the humans of the Graven Reach and an increasingly blunt ally for the Magos of Asphodel.

## Atrax Kaarguul

Forgelord, Arcanist Superior of Clan Kaarguul

7 Power Level

	M	WS	BS	S	T	W	A	Ld	Sv
Atrax Kaarguul	4"	3+	3+	4	4	5	4*	8	2+/4++

### Wargear and Special Rules

Atrax is a single model. He is equipped with Ametata, Cataphractii Armour, Graviton Gun, a master crafted Chainfist, Ametata, Cortex Controller, Rad Grenades

	Range	Type	S	AP	D	Abilities
Graviton Gun	18"	Assault 2	5	-3	1	If the target has a Save characteristic of 3+, damage becomes D3.
Chainfist	Melee	Melee	X2	-4	3	When attacking with this weapon, subtract 1 from the to hit roll.
Rad Grenades	6"	Grenade D3	-	-	-	This weapon does not inflict any damage. Infantry or biker units must subtract 1 from their T until the end of the turn.

#### Abilities:

**Ametata:** Cyber familiar – When Atrax is in close combat his cyber familiar, Ametata, leaps and attacks the enemy. Subtract 1 from any to hit roll made by enemies in melee with Atrax.

**Holconia Unbound:** Atrax is accompanied into battle with the massive Castellax Holconia. If Atrax is alive, in melee Holconia gains D3 extra attacks.

**Battlesmith** At the end of your movement phase this model can repair a single Iron Hands vehicle or Automata within 1". That model immediately heals D3 Wounds.

**Warlord Trait:** **Void Walker:** Each battle round you can re-roll a single hit, wound, damage, advance charge or save made for your warlord

### Unit Composition

- ◆ 1 (Unique)

### Faction Keyword

- ◆ Loyalist
- ◆ Legiones Astartes
- ◆ Iron Hands

### Keywords

- ◆ Character
- ◆ Infantry
- ◆ Consul
- ◆ Forge Lord
- ◆ Cortex Controller

### Unique Stratagem

#### Spider Sense

Atrax often sends Ametata scuttling ahead of the battle line to scout out enemy positions and relay this information to friendly forces.

During the shooting phase nominate a single enemy unit within 24" of Atrax. All friendly shooting attacks ignore the benefits of cover for this round.

1CP



## HQ

When Forgelord Atrax of Clan Kaarguul marches to war, the heavy step of Holconia follows.

The Mechanicum of Mars gifted Holconia to Atrax in recognition of a debt unredeemed, related to his time training on the Red Planet. Few Astartes have received such a gift, but Atrax is oath bound to remain silent beyond this.

Towering over even a Terminator, its heavily armoured exoskeleton is beautifully machined and its claws are sheathed in bright adamantium. With the brute strength Holconia wields these claws are savagely effective weapons of war.

The Golem of Kaarguul has an unusually independent and savage machine spirit, and on occasion it has been seen to operate far from its master, unlike others of its type.

## Holconia Castellax Golem of Atrax Kaarguul

7 Power Level

	M	WS	BS	S	T	W	A	Ld	Sv
Holconia	7"	4+	2+*	6	7	6	3*	6	3+/5++
*indicates wargear/ability changes to profile									

### Wargear and Special Rules

Holconia is a single model. It can only ever be fielded as a single Castellax. It is equipped with a Darkfire Cannon, two Flamers and Power Blades

	Range	Type	S	A P	D	Abilities
Darkfire Cannon	60"	Heavy 2	7	-4	D 3	For each roll of 1, the bearer suffers one mortal wound after all shots have been resolved.
Flamer	8"	Assault D6	4	-	1	This weapon automatically hits its target.
Power Blades	Melee	Melee	6	-3	2	

### Abilities:

<b>Cybernetica cortex:</b>	This model automatically passes Morale Checks
<b>Atomantic Shielding:</b>	This model has a 5+ invulnerable save
<b>Reactor Blast:</b>	If the model is reduced to zero wounds, roll a D6. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.
<b>Enhanced Targeting Array:</b>	Enemy units do not gain the benefit of cover to their saves when targeted by this model.
<b>Paragon of Metal:</b>	When Atrax is alive, in melee Holconia receives D3 Extra attacks. When he receives an unsaved wound, roll a D6. On a roll of 6 the wound is ignored.
<b>Protocol Protectiva</b>	Roll a D6 each time Atrax loses a Wound whilst Holconia is within 3". On a roll of 3+ Holconia intercepts the wound but Holconia suffers a mortal Wound.

### Unit Composition

- ◆ 1 (Unique)

### Faction Keyword

- ◆ Loyalist
- ◆ Adeptus Astartes
- ◆ Iron Hands

### Keywords

- ◆ Monster
- ◆ Castellax
- ◆ Cybernetica Cortex
- ◆ Support



HQ

After several decades service as a line marine, Gusa was horribly injured by phosphex during a routine compliance. To add insult to these injuries, this artillery was directed by his own superior officer. The hideous burns all down his left side, as well as melting a significant portion of his head mean he has bionic augmetic eyes, can barely speak and communicates mainly by Astartes battle cant hand signals.

Though the incident was not considered negligent Gusa, scarred and embittered, unable to function properly with his former battle brothers, was assigned to the Clan's battle automata. He quickly developed a close relationship with the Vorax, and volunteered to aid Atrax Kaarguul in his mission to pacify the Graven Reach of pirates.

Across the asteroids and planets, Moons and mining stations of the Graven Reach he led his predatory charges in missions to kill.

## Litur Gusa

Praevian, Ghost Talker

4 Power Level

Litur Gusa

M 4" WS 3+ BS 3+ S 3 T 3 W 4 A 3 Ld 8 Sv 3+/5++

### Wargear and Special Rules

Litur Gusa is a single model equipped with Lycos, Power Armour, Refractor Field, Cortex Controller and Designator, a Volkite Charger, Power Fist, Bolt Pistol, Frag & Krak Grenades

	Range	Type	S	AP	D	Abilities
Volkite Charger	15"	Assault 2	5	-	1	If the weapon causes an unsaved Wound, another Wound is caused
Power Fist	Melee	Melee	6	-3	D3	When attacking with this weapon, subtract 1 from the to hit roll
Bolt Pistol	12"	Pistol 1	4	-	1	
Frag Grenades	6"	Grenade D6	3	-	1	
Krak Grenade	6"	Grenade 1	6	-1	D3	

#### Abilities:

**Master of the Hunt:** A single unit of Vorax must be selected with Gusa. This unit does not use up a Force Org choice and gains the Saviour Protocols ability.

**Saviour Protocols:** Roll a D6 each time a Gusa takes a Wound whilst they are within 3" of this unit: on a 2+ a model from this unit can intercept the hit – Gusa does not lose a wound, but the unit suffers a mortal wound.

**Cortex Designator:** You can re-roll to hit rolls of 1 in the shooting phase for friendly Cybernetica Cortex units within 6"

**Lycos:** Cyber Familiar. Once both sides have deployed but before the first player takes their turn, he can move as if it is his movement phase. He can also re-roll his advance dice.

In combat, each round before Gusa attacks, roll a single D6 to represent Lycos attacking. On the roll of a 6, Lycos has found a weak spot and inflicts a mortal wound.

### Unit Composition

- ♦ 1 (Unique)

### Faction Keyword

- ♦ Loyalist
- ♦ Legiones Astartes
- ♦ Iron Hands

### Keywords

- ♦ Character
- ♦ Infantry
- ♦ Consul
- ♦ Praevian
- ♦ Support
- ♦ Cortex Controller

### Unique Stratagem

#### Cry Havoc

If Litur Gusa is reeved from the battlefield a single vorax unit may pile in and attack as if it were the combat phase.

2CP



## HQ

A renowned force commander during the great crusade, even earning the trust of the Primarch himself. It was during the extermination of the Adryantis Cluster that Salicar was most troubled. Witnessing the greed, corruption and ambition of the Human population of the Cluster and their vehement refusal to join the Imperium. The Primarch ordered the complete extermination, despite knowing that there were still innocents in the Cluster, this action shook Salicar to his core.

Perhaps knowing of Salicar's turmoil, the Angel appointed him the task of defending the planet Molech of any and all enemies of the Imperium. The 16th company departed the IXth Legion as they were mustering for distant Signus.

## Vitus Salicar

16<sup>th</sup> Company Captain, 1<sup>st</sup> Host of Angels, Protector of Molech

7 Power

	M	WS	BS	S	T	W	A	Ld	Sv
Vitus Salicar	6"	2+	2+	4	4	5	4	9	2+/4++

Vitus Salicar is a single model equipped with a Blade of Perdition, Pistol Name, Digital Lasers, Jump Pack, frag grenades, krak grenades and an Iron Halo.

	Range	Type	S	AP	D	Abilities
<b>Blade of Perdition</b>	Melee	Melee	User	-3	2	You can re-roll one failed to hit roll with this weapon each time the bearer fights
<b>Angel's Lance</b>	12"	Pistol 1	5	-1	1	If this weapon causes an unsaved wound, a second hit is immediately generated. This effect can only occur once.
<b>Frag grenade</b>	6"	Grenade D6	3	0	1	-
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	

### Abilities:

**Rites of Battle:** You can re-roll hit rolls of 1 made for friendly **Blood Angel** units within 6".

**Digital Lasers:** A model equipped with digital lasers increases its Attacks characteristic by 1.

**Jump pack:** Vitus Salicar can take a jump pack. His Move characteristic is increased to 12", and he gains the Fly and Jump Pack keywords.

**Jump Pack Assault:** During deployment, a unit equipped with a jump pack can be set up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above - set them up anywhere on the battlefield that is more than 9" away from any enemy models.

### Warlord Trait:

**Co-ordinated Assault:** You can re-roll failed charge rolls for Vitus Salicar and friendly **Blood Angels** units that are within 6" of him at the start of the Charge phase.

### Unit Composition

- ♦ 1 (Unique)

### Faction Keyword

- ♦ Loyalist
- ♦ Legiones Astartes
- ♦ Blood Angels

### Keywords

- ♦ Infantry
- ♦ Character
- ♦ Astartes
- ♦ Praetor
- ♦ Master of the Legion
- ♦ Fly
- ♦ Jump Pack

### Blood Angels

WITHOUT REMORSE, WITHOUT RELENT

*"Upon wings of fire doth the Angels descend."*

Use this Stratagem when a Blood Angels unit with the Fly Advances. That unit can still shoot and charge this turn.

1 Command Point



## HQ

An old terran veteran of the IXth Legion, he embodies the traditional values of the Blood Angels. Cantankerous by nature, he eschews some of the 'newer' technologies and battle gear, trusting in his warplate and gear tempered by numerous wars waged.

In his role of Warden, he acts as a pastoral advisor to their fellow legionaries and Captain, though the true purpose of the wardens are to keep vigil for any signs of the flaw.

# Warden Rageul

16<sup>th</sup> Company Command Cadre, Warden of Baal

5 Power Level

	M	WS	BS	S	T	W	A	Ld	Sv
Warden Rageul	6"	2+	3+	4	4	3	3	9	2+

Rageul is a single model equipped with a master crafted Power Maul, a Bolt Pistol, a Boarding Shield, Jump Pack, frag grenades, krak grenades and Melta Bombs.

Weapon	Range	Type	S	AP	D	Abilities
Master crafted Power Maul	Melee	Melee	+2	-1	2	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	You can re-roll failed wound rolls for this weapon if the target is a Vehicle.
Melta Bombs	4"	Grenade 1	8	-4	D6	

### Abilities:

#### Boarding Shield:

Warden Rageul does not trust modern technology, preferring to utilise tested equipment. Therefore he shuns the modern refractor fields in favour of his trusty boarding shield.

Add 1 to the Armour Saving Throws for models equipped with boarding shields if the attack has a Damage characteristic of 1.

#### Litanies of Hate:

You can re-roll failed hit rolls in the Fight phase for friendly **Blood Angel** units within 6" of this model.

#### Jump pack:

Rageul can take a jump pack. His Move characteristic is increased to 12", and he gains the **Fly** and **Jump Pack** keywords.

#### Jump Pack Assault:

During deployment, a unit equipped with a jump pack can be set up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above - set them up anywhere on the battlefield that is more than 9" away from any enemy models.

### Warlord Trait:

#### Indomitable Will

If this model is the warlord and on the battlefield, you may ignore the first failed Morale test in each Morale phase.

### Unit Composition

- ◆ 1 (Unique)

### Faction Keyword

- ◆ Loyalist
- ◆ Legiones Astartes
- ◆ Blood Angels

### Keywords

- ◆ Infantry
- ◆ Character
- ◆ Astartes
- ◆ Consul
- ◆ Warden (Chaplain)
- ◆ Fly
- ◆ Jump Pack

## Blood Angels

### Strategem

*"He sent upon them His burning anger, Fury and indignation and trouble."*

Use this Strategem in your Movement phase before moving a **BLOOD ANGELS JUMP PACK** unit from your army.

Remove the unit from the battlefield and set it up at the end of that phase, anywhere on the battlefield that is more than 9" away from any enemy models.



## HQ

His true name is not known and has been lost in the annals of the great crusade.

Adopting the sobriquet 'Judicar' meaning judgement on Baal. He was originally attached to the Destroyer Host for a short period, 'Judicar' was found to be too proficient in his art of warfare and therefore remained in the host, up to the outbreak of the Heresy

## Judicar

Attached to the 16<sup>th</sup> Company, Destroyer Host

5 Power Level

	M	WS	BS	S	T	W	A	Ld	Sv
Judicar	6"	3+	2+	4	4	3	3	9	2+

### Wargear and Special Rules

Judicar is a single model equipped with a Plasma Repeater, a Volkite Serpenta, Melta Bombs, frag grenades, krak grenades, Rad grenades and a Jump Pack.

Weapon	Range	Type	S	AP	D	Abilities
<b>Plasma Repeater</b>						
-Standard	12"	Pistol 1	7	-3	2	-
-Supercharge	12"	Pistol 1	8	-4	3	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
<b>Volkite Serpenta</b>	10"	Pistol 1	5	-1	1	-
<b>Frag grenade</b>	6"	Grenade D6	3	0	1	-
<b>Krak grenade</b>	6"	Grenade 1	6	-1	D3	-
<b>Rad grenades</b>	6"	Grenade D3	-	-	-	This weapon does not inflict any Toughness characteristic of any Biker units that have suffered any grenades or rad missiles until the target is a <b>Vehicle</b> .
<b>Melta Bombs</b>	4"	Grenade 1	8	-4	D6	You can re-roll failed wound rolls for this weapon if the target is a <b>Vehicle</b> .

### Abilities:

<b>Ill Omened:</b>	Friendly <b>Destroyer</b> units within 3" add 1 to the Shots characteristic of any of their Pistol weapons.
<b>Chain Fire:</b>	This model can add D6 to the Shots characteristic of its Pistol weapons in the Shooting phase (roll separately for each weapon). If it does, this model cannot charge this turn or make any ranged attacks during the next turn.
<b>Lone Wolf:</b>	This unit is a support unit and can never be your army's warlord.
<b>Jump pack:</b>	This unit can take a jump pack. His Move characteristic is increased to 12", and he gains the Fly and Jump Pack keywords.
<b>Jump Pack Assault:</b>	During deployment, a unit equipped with a jump pack can be set up high in the skies instead of placing them on the battlefield. At the end of any of your Movement phases this unit can assault from above - set them up anywhere on the battlefield that is more than 9" away from any enemy models.

### Unit Composition

- ◆ 1 (Unique)

### Faction Keyword

- ◆ Loyalist
- ◆ Legiones Astartes
- ◆ Blood Angels

### Keywords

- ◆ Infantry
- ◆ Character
- ◆ Astartes
- ◆ Moritat
- ◆ Support
- ◆ Consul
- ◆ Fly
- ◆ Jump Pack



## HQ

Until the Heresy began, Lev Goshen was an unremarkable officer in the Sons of Horus.

He made a speciality of the essential but glamourless work of securing supply lines and ensuring compliance through controlled but terrifying violence – the solid shaft of the spear that ensures the tip can reach its target.

In this role he was set aside from many of the lodges that wormed their way into the XVIth and worked closely with Auxilia and Imperial Army units.

It was an unusual honour for the 25<sup>th</sup> company to be selected for the assault on the Choral City. Doubly betrayed, in the ruins of the city Goshen grimly fought, kept his force effective, and eventually saved a mixed force of Emperor's Children and Sons of Horus from the cataclysm.

His diligence and endurance allowed him to survive where so many others did not, and it is a mark of his quality that he was able to draw two disparate legion forces together, achieving so much despite lacking rank, or reputation.

## Lev Goshen

The Shaft of the Spear, Guard of the First and Last

4 Power Level

	M	WS	BS	S	T	W	A	Ld	Sv
Lev Goshen	6"	3+	3+	4	4	4	3	8	2+/5++

### Wargear and Special Rules

Lev Goshen is a single model equipped with Artificier Armour, a Refractor Field, Master Crafted Power Axe, a Bolt Pistol, Frag & Krak Grenades.

	Range	Type	S	A P	D	Abilities
Master Crafted Power Axe	Melee	Melee	+1	-2	2	
Bolt Pistol	12"	Pistol 1	4	-	1	
Frag Grenades	6"	Grenade D6	3	-	1	
Krak Grenade	6"	Grenade 1	6	-1	D3	

#### Abilities:

**Warlord Trait:** World Burner – each time you roll a to W roll of 6 for a friendly Luna Wolves or Emperors children unit within 6" of Goshen, the AP value of that attack is increased by 1.

**Master of the Legion:** Goshen is able to take a Rite of War.

### Unit Composition

- ◆ 1 (Unique)

### Faction Keyword

- ◆ Loyalist
- ◆ Legiones Astartes
- ◆ Luna Wolves

### Keywords

- ◆ Character
- ◆ Infantry
- ◆ Consul
- ◆ Delegatus
- ◆ Master of the Legion

### Unique Stratagem

#### Suppressing Fire

Expert at quelling unrest, Goshen directs his men to sap the ability to fight, targeting leaders, armour joints and vision slits.

A single unit within 6" must fire all their weapons at a single target. This target will suffer -2 to it's leadership or move one slot down their damage chart for the following turn

1CP



## HQ

The seventh son of a decorated military family, Honil Erais was never prepared for command. His early life showed only a middling career as an administrator merchant on his dusty home planet, Doha. However, following a tragic accident in which his mother's personal Arvus Lighter, the Lioness, failed to transmit correct clearance codes at Doha Station, and was subsequently destroyed by the stations defence network, Honil was left with the decision to continue his familial legacy, or to let it die.

He began his military career with a small commission in one of Doha's large penal institutions. The already veteran Auxilia force under his command, used to more glory, railed against this decision which saw the expulsion of many of its best officers.

Honil instead filled his ranks with prisoners that he felt had the physical and mental attributes worthy of the Dune Lions. This risky decision has been Honil's greatest challenge and deadliest asset of command.

## Honil Erais

### Lord Marshall of the Dune Lions

4 Power Level

	M	WS	BS	S	T	W	A	Ld	Sv
Honil Erais	6"	3+	3+	3	3	5	5*	9	2+/4++

### Wargear and Special Rules

Honil Erais is a single model equipped with Artificier Armour, an Iron Halo, Paragon Blade, Archeotech pistol, Digital Lasers\* (included in profile), Frag & Krak Grenades.

	Range	Type	S	AP	D	Abilities
Paragon Blade	Melee	Melee	+2	-3	D3	
Archeotech Pistol	12"	Pistol 1	6	-2	2	
Melta Bombs	4"	Grenade 1	8	-4	D6	You can re-roll failed to wound rolls if the target is a vehicle
Frag Grenades	6"	Grenade D6	3	-	1	
Krak Grenade	6"	Grenade 1	6	-1	D3	

### Abilities:

**Warlord Trait:** Erais may select his warlord trait from the following two options.

**Blind Barrage:** In the first round of the game, all friendly Dune Lion units gain the benefit of cover.

**Uncanny Survivor:** Each time Erais suffers a wound, roll a D6. ON a roll of 6 he ignores that wound

**Lion Hearted:** Erais may heroically intercede at a range of 6".

**High Commander:** While Erais is on the battlefield, all Dune Lions units can use his leadership instead of their own.

**Household Retinue:** An army containing Erais may take a Veletaris Storm Section as an Elites choice. Their WS becomes 3+ and may re-roll to hit rolls of 1 while Erais is on the table.

**Disciplined Fire:** Erais hits on Overwatch on a 5+.

### Unit Composition

- ◆ 1 (Unique)

### Faction Keyword

- ◆ Loyalist
- ◆ Solar Auxilia
- ◆ Dune Lions

### Keywords

- ◆ Character
- ◆ Infantry
- ◆ Legate Commander

### Unique Stratagem

#### The Duty of Command

Outgunned and Outmatched, the officers of the Dune Lions have a single duty – to sell their lives dearly.

When a Dune Lion character or troop sergeant is killed. That model may immediately make a single shooting attack or close combat attack.

1CP