



LORDS of WAR

Of all the dark legends spawned by the nightmarish incursions that would hit the Imperium during the Age of Darkness, that of Ka'bandha would cast a vast shadow across history. This bat-winged terror, clad in impenetrable bronze plate and capable of cleaving a dozen men with each swing of its talons and hell-forged weapons, would bring about the end of dozens of worlds, scouring them clean with fire and with fury.

Of those worlds and armies it appeared before, none would survive as anything other than burnt out ruins and blackened corpses or ritually stacked bones – none, except for the Blood Angels and their angel-winged sire. It would be Ka'bandha's battle against the IXth Legion that would define it and shake the very foundations of the Imperium, from the bloody plains of Signus Prime to the gates of the Imperial Palace on Terra. By its clawed hand would a Primarch be brought low and a Legion branded with a curse born of a Daemon's hatred and their own hubris.

Time and time again Ka'bandha would tear free from the bowels of the Warp to loose fury and hatred upon the Blood Angels, and though repulsed each time, the cost of the victory in lives and ruined worlds would never be cheap.

KA'BANDHA 550 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Ka'bandha	8	8	5	8	8	8	6	7	10	3+

Unit Composition

- 1 Ka'bandha

Wargear

- The Armaments of Ka'bandha
- Daemonic wings

Unit Type

- Daemon (Character, Gargantuan, Unique)

Special Rules

- Adamantium Will (3+)
- Aethereal Invulnerability (4+)
- Eternal Rivalry
- Hammer of Wrath (D3)
- Hatred (Sanguinius)
- It Will Not Die (5+)
- Miasma of Rage
- Scythe of Hatred
- Traitor
- Herald of Bloodshed
- **Warlord:** Skull Keeper

Herald of Bloodshed

If chosen as the army's Warlord, Ka'bandha automatically has Skull Keeper as its Warlord Trait and may not select any other. In addition, the Crimson Fury Aetheric Dominion must be chosen for the Detachment which includes Ka'bandha.

Skull Keeper – Ka'bandha and any unit with the Daemon Unit Type and at least one model within 6" of Ka'bandha may add +D3 to the total number of successful Wounds caused for the purposes of resolving which side has won a combat (this does not stack with any other rules that increase the Assault result). In addition, an army whose Warlord has this Trait may make an additional Reaction in the Movement phase as long as Ka'bandha has not been removed as a casualty.





Aethereal Invulnerability (4+)

A model with this special rule gains an Invulnerable Save equal to the value listed in brackets.

The Armaments of Ka'bandha

In combat, this is counted as a single weapon with the following profiles:

Weapon	Range	Str	AP	Type
Armaments of Ka'bandha (Melee)	-	User+4	2	Melee, Two-handed, Sunder
Armaments of Ka'bandha (Ranged)	6"	6	2	Assault 7

Daemonic Wings

At the start of the controlling player's Movement phase, or when deployed as part of a Ruinstorm Incursion, a model with Daemonic Wings may set its Movement Characteristic to a value of 14 for the duration of the controlling player's turn (sometimes referred to as 'activating' this special rule). This allows a model with Daemonic Wings to move up to 14", regardless of the Movement Characteristic shown on their profile and gain any other benefits of a Movement Characteristic of 14 (including the bonus to Charge distance). In addition, models with Daemonic Wings that have been activated ignore terrain while Moving and Charging, but must take Dangerous Terrain tests as normal when beginning or ending their Movement in Dangerous Terrain. A model with Daemonic Wings that have been activated treats all Difficult Terrain as Dangerous Terrain and may move over both friendly and enemy models or units without penalty – but must end its Movement at least 1" away from any model from another unit.

A model with Daemonic Wings may still Run if it would normally be able to Run (this does not allow units that include any models with the Heavy Sub-type to Run). When making a Run move for a model with activated Daemonic Wings, add the Initiative Characteristic of the model to 14 to determine how far it may move – the model ignores terrain and models from other units while making a Run move with Daemonic Wings as previously noted, but may not make Shooting Attacks or declare a Charge in the same turn in which it has Run as per the normal rules for Running.

During a Reaction made in any Phase, a player may not choose to activate a model's Daemonic Wings to gain any bonus to its Movement Characteristic. Any models with Daemonic Wings deployed as part of a Ruinstorm Incursion may activate their Daemonic Wings in the Movement Phase of the turn in which they enter play..

Eternal Rivalry

If any enemy army includes Sanguinius, the following Secondary Objective comes into effect:

Eternal Rivalry: If Sanguinius is removed as a casualty while fighting in a Challenge against Ka'bandha, Ka'bandha's controlling player scores 2 Victory points – this is in addition to any points scored for Slay the Warlord. However, if Ka'bandha is removed as a casualty while it is fighting in a Challenge against Sanguinius, the Daemons of the Ruinstorm player instead loses 1 Victory point.

Miasma of Rage

Ka'bandha and any models with the Rage (X) or Rampage (X) special rule within 12" increase the value of those rules by 1 (for example, Rampage (D3) is increased to Rampage (D3+1)).

Note that this rule affects the Rampage (D3) granted by the Crimson Fury Aetheric Dominion.

Scythe of Hatred

At the end of any Assault phase, after the results of any combats have been worked out and Sweeping Advances and Consolidations have been completed, Ka'bandha may make a special Scythe of Hatred attack. To resolve this attack, the controlling player places a Hellstorm template with the narrow end in contact with Ka'bandha's base. Any unit with models underneath the template suffers a number of automatic S6, AP- Hits equal to the number of unsaved Wounds caused by Melee Attacks made by Ka'bandha during the preceding Assault phase.

NEW UNIT SUB-TYPES

This unit includes two new Unit Sub-types. These Unit Sub-types are presented here for easy reference and operate under the rules established for Unit Sub-types in the *Horus Heresy: Age of Darkness rulebook*:

GARGANTUAN UNIT SUB-TYPE

The following rules apply to all models with the Gargantuan Unit Sub-type:

- Models with the Gargantuan Unit Sub-type have the Eternal Warrior and Fearless special rules.
- Models with the Gargantuan Unit Sub-type are not affected by special rules that negatively modify their Characteristics (other than Wounds).
- Models with the Gargantuan Unit Sub-type are not slowed by difficult terrain and automatically pass Dangerous Terrain tests – but may not pass through or end their move in Impassable Terrain.
- Models with the Gargantuan Unit Sub-type count as ten models for the purposes of determining if the model is outnumbered by another unit.
- Models with the Gargantuan Unit Sub-type may only make Reactions triggered by models with the Armiger, Dreadnought, Primarch or Vehicle Unit Type, or any model with a Wounds Characteristic of 8 or more.
- Successful Wounds scored by attacks with the Poisoned or Fleshbane special rules must be re-rolled against models with the Gargantuan Unit Sub-type.
- A model with the Gargantuan Unit Sub-type may attack with all weapons they have in each Shooting Attack they make, including as part of a Reaction.
- A model with the Gargantuan Unit Sub-type may make Shooting Attacks with Heavy and Ordnance weapons, counts as Stationary even if it moved in the preceding Movement phase, and may declare Charges as normal regardless of any Shooting Attacks made in the same turn.
- No model that does not have the Gargantuan Unit Sub-type may join a unit that includes a model with the Gargantuan Unit Sub-type.
- A model with the Gargantuan Unit Sub-type ignores all effects (both detrimental and beneficial) of all Psychic Powers and cannot be Wounded or affected by any Attack with the Psychic Focus special rule. Weapons with the Force special rule that are used to make Attacks against a model with the Gargantuan Unit Sub-type are not affected and are resolved normally.

UNIQUE UNIT SUB-TYPE

The following rules apply to all models with the Unique Sub-type:

- An army may not include more than a single instance of a unit with this Sub-type. For example, if Unit A and Unit B both have the Unique Sub-type then a single army could include one of Unit A and one of Unit B, but no more than one of either unit.
- A model or unit composed entirely of models with the Unique Sub-type may not select any options other than those included on its Army List Profile (this includes Legion specific Wargear for models with the Legiones Astartes (X) special rule).