

## CONSOLIDATED KUOFI RY FAQ & RULES ERRATA – THE HORUS HERESY ARMY LISTS AND THE AGE OF DARKNESS RULEBOOK

The release of the Age of Darkness Rulebook for the Horus Heresy gaming system unfortunately did not address all the problems and nuisances of the Warhammer 40,000 7<sup>th</sup> edition the Horus Heresy system is based on. Not all units are playable due to bad options or too high points cost and some have superior rules and options with low points costs that break the game too harshly. As we, the gamers, want to enjoy the game as much as possible, this errata and FAQ tries to make the game more enjoyable for all. It aims to make all units playable, be they currently too powerful, gaining angry looks, or too underpowered making them collect dust on the shelves. After the changes presented here to the core rules, unit rules and point costs, every unit should be playable and no opponent should speak ill of others using any of the units in the game. As this is likely to be evolving process, changes to the previous versions are highlighted in [magenta](#). Comments and change suggestions should be sent directly to [kuofi.ry@gmail.com](mailto:kuofi.ry@gmail.com).

### THE AGE OF DARKNESS RULEBOOK ERRATA

#### CORE RULES

- Modifiers and To Hit rolls. In close combat To Hit roll is never modified to worse than 5+ to hit.
- Perils of the Warp, page 29 – Vehicles are counted as Ld 10 for the purposes of Perils of the Warp.
- Multiple Toughness Values, page 37 – When calculating majority Toughness for the unit, ignore any attached Independent Characters. In a unit containing only Independent Character models, if two or more Toughness values are tied, use the lowest of the tied values.
- Ordnance Weapons, page 43 and 71 – Vehicles are not required to Shoot Snap shots with other weapons if firing Ordnance weapons. Vehicles can also snap shot Ordnance weapons that are not also Blast or Template weapons.
- Primary Weapon, page 44 – This weapon type does not have any effect on Destroyer Weapons table.
- Artillery, page 65 – Both the gun model and one crew model within 2” have to stay stationary for the gun to be able to shoot with full BS.
- Look Out, Sir, page 94 and 166 – Independent Characters may not use Look Out, Sir to transfer a wound to another Independent Character. Also, Characters may not use Look Out, Sir to transfer a wound to another Character. It is acceptable for an IC to Look Our, Sir a wound to a Character, though.
- Challenges, page 95 – After a challenge has ended, another challenge may be issued on the next close combat phase.
- Panoply of war, page 131 – Add the following bullet to the list of available Super-heavy vehicles under the title Panoply or war:
  - Questoris Knight Paladin, Questoris Knight Errant, Questoris Knight Magaera, Questoris Knight Warden, Questoris Knight Gallant, Questoris Knight Crusader, Questoris Knight Styrix, Questoris Knight-Lancer, Questoris Knight-Castigator, Questoris Knight-Acheron, Acastus Knight Porphyron. (All these units use the army list entries taken from the Questoris Knight Crusade Army List. In all cases, remove the Household Rank special rule.)
- Allies in the age of Darkness, page 138 – Blackshields are always counted as By the Emperor’s (or the Warmaster’s) Command level of alliance.

**SPECIAL RULES**

- Blast, page 158 – In a case of multiple floor buildings, the blast hits the uppermost floor where the center hole lands after scatter. Only models that are on this floor and under the blast marker are hit.
- Barrage, page 160 – All Barrage weapons cause pinning in addition to others rules they might have.
- Feel No Pain, page 164 – Multiple Feel No Pain rolls are not cumulative unless specifically stated.
- Preferred Enemy, page 169 – Replace the rule with the following:
  - This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A model that has this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking a unit with at least one Preferred Enemy model. Independent Characters having this rule do not confer this rule to the unit they join.
- Sniper, page 172.
  - If a weapon with a Sniper special rule has a higher base strength allowing it to wound on a better roll than 4+ or against vehicles has a better strength than 4, the better strength is used on to wound and armour penetration rolls.
  - Blast and template weapons do not benefit from the Sniper Special Rule.
- Template weapons, page 174 – In a case of multiple floor buildings, only models in one floor are affected. This may be the floor the firer is on, or one floor higher or lower.

**WEAPONS**

- Rotor cannon, page 176 – Change from Salvo 3/4 to Salvo 3/6.
- Whirlwind launcher, page 176 – Vengeance and Castellán warheads change from Ordnance 1 to Ordnance 2; Hyperios warhead from Heavy 1 to Heavy 3.
- Combi-grenade launcher and combi-volkite, page 177 – These are intended not to be One Use weapons.
- Graviton Imploder, page 177 – Replace the Gravin Pulse Special Rule with Graviton Implosion rule as follows:
  - Any model which is hit by an attack with this special rule must roll equal to or under their Strength or suffer one wound, instead of rolling To Wound normally with this weapon. Roll 3D6 for armour penetration against targets with an Armour Value. Roll Separately for each successful hit.
- Missile launcher, page 178 – Flakk missiles change from AP4 to AP 3.
- Sniper Rifle, page 179 – Always hits on 2+, unless shooting snap shots. In addition, “Look Out, Sir” rolls are made with a -2 modifier. Sniper Rifles also cause Pinning. Sniper Rifles make Precision Shots on to hit roll of 5+, unless shooting snap shots.
- Melta Bombs, page 183 – Models that are immune to the effects of Melta special rule also ignore the Armourbane special rule on Melta Bombs.

**BATTLEFIELD DEBRIS**

- Tank traps, page 101 – Tank Traps are open terrain to Walkers.

## THE HORUS HERESY LEGIONES ASTARTES CRUSADE ARMY LIST ERRATA

### Legion Praetor, page 16

- Plasma pistol upgrade cost is +10 points instead of +15 points.
- Change the points value for upgrading all weapons to a pair of lightning claws from +25 points to +15 points and for Praetor in Terminator Armour from +20 points to +10 points.

### Legion Centurion, page 18

- Plasma pistol upgrade cost is +10 points instead of +15 points.
- Change the points value for upgrading all weapons to a pair of lightning claws from +25 points to +15 points and for Centurion in Terminator Armour from +15 points to +10 points.
- Centurion in Terminator Armour may take a Grenade Harness for +10 points.

### Legion Consuls, pages 19-24

- Change the cost to upgrade to Champion from +35 points to +15 points.

### Legion Veteran Tactical Squad, page 28

- Each additional Veteran Space Marine cost +15 points instead of +12 points.
- Marksmen Veteran Tactics is divided into two choices. You may either choose Outflank or Sniper special rule.

### Legion Destroyer Squad, page 29

- Change the basic unit cost from 150 points to 125 points.
- Each additional Destroyer Space Marine cost +10 points instead of +20 points.
- The cost to upgrade entire squad with jump packs is +25 points instead of +75 points.
- Missile launcher upgrade cost is +15 points instead of +25 points.
- Hand flamer and Plasma pistol upgrade cost is +10 points instead of +15 points.

### Legion Terminator Squad, page 30

- Change the points value for upgrading all weapons to a pair of lightning claws from +15 points to +5 points.

### Legion Apothecarion Detachment, page 32

- Each Apothecary is counted as a part of the unit for all rule purposes. For example, they do not give extra Victory points when the whole unit is destroyed and still count as a Troop choice if all the other models are destroyed from a Troop unit it has joined.

### Legion Rapier Weapons Battery, page 35

- Quad Launcher Support Battery is a 0-1 choice.
- Rapier Weapons Battery may not be used in any Rite of War that require all Infantry to be transported.

### Legion Assault Squad, page 41

- Change the cost for additional marines from +13 points to +10 points.
- Change the cost of Melta Bombs from +5 points per model to +50 points per squad.

- Hand flamer upgrade cost is +5 points instead of +10 points.
- Plasma pistol upgrade cost is +10 points instead of +15 points.
- Change the points value for the Sergeant for upgrading all weapons to a pair of lightning claws from +20 points to +10 points.

## Legion Breacher Siege Squad, page 42

- Change the basic unit cost from 200 points to 175 points.
- Change the cost for additional marines from +15 points to +10 points.
- Change the cost of Melta Bombs from +5 points per model to +50 points per squad.
- Plasma pistol upgrade cost is +10 points instead of +15 points.
- Any model may exchange its bolter for a chainsword or combat blade for free.
- Any model that exchanges its bolter for a chainsword or combat blade gains an extra attack (even though boarding shield does not normally allow this). This does not apply to the sergeant if he uses any other melee weapon option.

## Legion Tactical Support Squad, page 43

- For the Sergeant, Plasma pistol upgrade cost is +10 points instead of +15 points.

## Legion Reconnaissance Squad, page 44

- Change the cost for additional marines from +15 points to +10 points.
- Change the cost of Melta Bombs from +5 points per model to +25 points per squad.
- For the Sergeant, Plasma pistol upgrade cost is +10 points instead of +15 points.

## Legion Seeker Squad, page 48

- Change the cost for additional marines from +20 points to +15 points.
- Change the cost of Combi-weapon from +10 points to +5 points per model.

## Legion Outrider Squad, page 49

- Hand flamer upgrade cost is +5 points instead of +10 points.
- Plasma pistol upgrade cost is +10 points instead of +15 points.
- Change the cost for upgrading to Twin-linked Flamer from +15 points each to +5 points each.
- Change the cost for upgrading to Twin-linked Melta-gun from +25 points each to +10 points each.
- Change the cost for upgrading to Twin-linked Plasma gun from +25 points each to +10 points each.

## Legion Jetbike Sky Hunter Squadron, page 51

- For the Sergeant, Hand flamer upgrade cost is +5 points instead of +10 points.
- For the Sergeant, Plasma pistol upgrade cost is +10 points instead of +15 points.

## Primaris-Lightning Strike Fighter, page 52

- Change the basic unit cost from 135 points to 185 points.

## Legion Tarantula Sentry Gun Battery, page 54

- Change the cost per gun from 35 points to 30 points.

Legion Jetbike Sky Slayer Support Squadron, page 60

- For the Sergeant, Hand flamer upgrade cost is +5 points instead of +10 points.
- For the Sergeant, Plasma pistol upgrade cost is +10 points instead of +15 points.

Legion Heavy Support Squad, page 62

- Flakk missiles upgrade costs +25 points instead of +50 points.

Achilles-Alpha Pattern Land Raider, page 67

- Enhanced Ferromantic Rites; in addition to previously listed benefits, no attack may add more than one D6 for armour penetration, though it is acceptable to roll twice and select highest such as is the case with Ordnance weapons.

Legion Artillery Tank Squadron, page 68

- If only Legion Whirlwinds are selected, the 0-1 limit is ignored for this squad.
- For Legion Whirlwinds, Hyperios air-defence missiles may be taken in addition to Vengeance and Castellian missiles for +15 points per model.

Legion Caestus Assault Ram, page 71

- Misericord; All models in any of the armour listed do not count as having the Bulky rule in this specific instance. Primarchs take two of the transport capacity and may hence be transported in Caestus Assault Ram.

Legion Malcador Assault Tank, page 81

- Change the Unit Type from Vehicle (Super-heavy) to Vehicle (Tank, Fast).
- Ignore the Sub-atomic Reactor rule.
- Due to its arcane tech (and poorly devised firing arcs), Malcador may shoot at different targets with each of its weapons similarly to a super-heavy vehicle. Usual limitations to how many weapons it may fire still apply.

Legion Mastodon Heavy Assault Transport, page 90

- Change the basic unit cost from 700 points to 550 points.

Imperial Primus Redoubt, page 93

- On the contrary to the unit entry, Imperial Primus Redoubt may only be chosen as a Lords of War choice and follows the 25 % rule for Lords of War choices.

Legion Sicaran Arcus Strike Tank, Forge World Downloads

- Ripple Fire; in addition, if the twin arcus launcher is fired twice, it may not shoot the twin arcus launcher in the following turn.
- Terminal Tracking; ignore this rule for normal cover saves. This rule only affects Jink saves.

## THE HORUS HERESY LEGIONES ASTARTES AGE OF DARKNESS LEGIONS ERRATA

### DARK ANGELS

Mastery of the Blade, page 266 (Horus Heresy Book Six: Retribution)

- Add charnable sabre and force sword to the list.

The Weapons of Old Night, page 267 (Horus Heresy Book Six: Retribution)

- Stasis shells may also be taken on a grenade launcher part of a combi-weapon.
- Change the Range of Plasma repeater from 12" to 24".
- Change the cost of Molecular acid shells from +5 points to +10 points per model.

Rite of War: Ravenwing Protocol, page 268 (Horus Heresy Book Six: Retribution)

- Search & Destroy: The specified units may leave the table by moving off a table edge in their own Movement phase.

Rite of War: Ironwing Protocol, page 269 (Horus Heresy Book Six: Retribution)

- Limitations: Half of the units must have unit type Vehicle (Tank) or Super-Heavy Vehicle. Dedicated transports are counted as separate units for this purpose. Ignore any Independent Characters for the calculations. Any ICs that are Infantry (not Jump Infantry) must be deployed in a Vehicle (Tank, Transport) or Super-Heavy Vehicle at the beginning of the game.

### EMPEROR'S CHILDREN

Palatine Blade Squad, page 11

- Change the cost for additional marines from +20 points to +10 points.
- Change the cost of power sword and power lance from +5 points to +2 points.
- Change the cost of Phoenix power spear from +10 points to +5 points.
- For the Palatine Prefector, Plasma pistol upgrade cost is +10 points instead of +15 points.
- The cost to upgrade entire squad with jump packs is +40 points for the entire squad instead of +10 points per model.

Rite of War: Maru Skara

- A transport vehicle and any transported unit (that may even include Independent Characters) that is kept in reserve is only one choice in respect to one to three such units. The transported unit as well as the transport vehicle (if not dedicated transport) must be either an Elite or Fast Attack choice.
- Models in Cataphractii Terminator Armour may not be selected as a unit for this special deployment.

## IRON WARRIORS

'Iron Circle' Domitar-Ferrum Class Battle-Automata Maniple, page 22

- Change the basic unit cost from 205 points to 140 points.
- Change the cost for additional models from +205 points to +140 points.
- If the unit is kept in Reserves with Perturabo, they may Deep Strike without scattering.

## WHITE SCARS

Power Glaive, page 263 (Horus Heresy Book Six: Retribution)

- A Chaplain Consul may take a Power glaive instead of any other power weapon for free.

## SPACE WOLVES

Space Wolves Army Selection, page 223 (Horus Heresy Book Seven: Inferno)

- The compulsory HQ must be either a Praetor, Centurion, Geigor Fell-Hand or Hvarl Red-Blade.

Fenrisian Wolves, page 226 (Horus Heresy Book Seven: Inferno)

- Fenrisian wolves do not affect a challenge in any way. They may be used to Look Out, Sir a wound only from the Independent Character they were bought for, but naturally not from a challenge.
- Geigor Fell-Hand and Hvarl Red-Blade are not able to buy Fenrisian Wolves.

The Frost Blades, page 227 (Horus Heresy Book Seven: Inferno)

- Ignore the point costs. Any Space Wolves Independent Character may exchange a power sword for a Frost blade, a power axe for a Frost axe and/or a lightning claw for a Frost claw for free or any power weapon for a Great frost blade for +10 points.
- Remove Specialist Weapons special rule from both the Frost blade and Frost axe.

Varagyr Wolf Guard Terminator Squad, page 229 (Horus Heresy Book Seven: Inferno)

- Change the basic unit cost from 270 points to 245 points.
- Change the cost for additional models from +42 points to +35 points.
- Change the cost for power fist from free to +5 points per model.
- Change the cost for chainfist from +5 points to +10 points per model.
- Change the cost for thunder hammer from +5 points to +10 points per model.

Grey Slayer Pack, page 230 (Horus Heresy Book Seven: Inferno)

- Change the cost for hand flamer upgrade from +10 points to +5 points for both the unit and the Huscarl.
- For the Huscarl, change the cost for frost weapons as follows:
  - Exchange their close combat weapon for a Frost blade or Frost axe for +10 points.
  - Exchange their close combat weapon for a Frost claw for +15 points.
  - Exchange their close combat weapon for a Great frost blade for +20 points.

Warriors's Mettle, page 231 (Horus Heresy Book Seven: Inferno)

- Replace the entire rule with the following:
  - Any unit with this special rule, that may even include attached Independent Characters (and Fenrisian Wolves) without this rule, may not voluntarily Go to Ground, but may re-roll failed Pinning tests and may make Charge moves either after running or after firing their bolters, but suffer -1 to their Charge distances if they do so.
  - Any Independent Characters having this rule do not confer it to units without it.

Priests of Fenris, page 234 (Horus Heresy Book Seven: Inferno)

- The initiative value is 5, not 4.

## IMPERIAL FISTS

Vigil Pattern Storm Shield, page 29

- The cost to upgrade to a Vigil pattern storm shield is +15 points for models in Tartaros terminator armour.

Phalanx Warder Squad, page 31

- Any model exchanging their bolter for a power axe gains +1 Attack similarly as normal Legion Breacher Siege Squad may exchange bolter for a chainsword.
- For the Veteran Sergeant, Plasma pistol upgrade cost is +10 points instead of +15 points.

Sigismund, page 32

- Change the basic unit cost from 230 points to 295 points.
- Over spilling wounds from a challenge do not inflict Instant Death.

## NIGHT LORDS

Nostraman Chainglaive, page 37

- A Chaplain Consul may take a Nostraman chainglaive instead of any other power weapon for free.

Terror Squad, page 38

- For the Headsman, Hand flamer upgrade cost is +5 points instead of +10 points.
- For the Headsman, Plasma pistol upgrade cost is +10 points instead of +15 points.

Night Raptor Squad, page 39

- Change the cost for additional models from +20 points to +15 points.
- Change the cost of power weapon from +10 points to +5 points.
- Change the cost of Nostraman chainglaive from +15 points to +10 points.
- Change the points value for upgrading all weapons to a pair of lightning claws from +20 points to +10 points.
- For the Huntmaster, Hand flamer upgrade cost is +5 points instead of +10 points.
- For the Huntmaster, Plasma pistol upgrade cost is +10 points instead of +15 points.



## BLOOD ANGELS

Blade of Perdition, page 259 (Horus Heresy Book Six: Retribution)

- Doubled wounds do not spill to other models, i.e. can only kill at most one model per attack.

## IRON HANDS

Gorgon Terminator Squad, page 46

- Change the points value for upgrading all weapons to a pair of lightning claws from +15 points to +5 points.

Medusan Immortals Squad, page 47

- Any model that exchanges its bolter for a chainsword or combat blade gains an extra attack (even though boarding shield does not normally allow this). This does not apply to the sergeant if he takes any other melee weapon option.
- For the Veteran Sergeant, Plasma pistol upgrade cost is +10 points instead of +15 points.

Castmen Orth, page 48

- Spearhead Commander; Super-Heavy Vehicles count as a Tank for this rule.

## WORLD EATERS

Caedere Weapons, page 53

- The upgrade cost for one of the Caedere weapons is +5 points instead of +15 points.

Rampager Squad, page 55

- Change the cost for additional models from +20 points to +15 points.
- Any model may exchange its Chainaxe and bolt pistol for one of the Caedere weapons for free instead of +10 points per model.
- The cost to upgrade entire squad with jump packs is +40 points for the entire squad instead of +10 points per model.
- For the Champion, Plasma pistol upgrade cost is +10 points instead of +15 points.

Angron, page 59

- Red Sands: Change the wording to: In any given turn Angron may call and fight as many Challenges as there are enemy models that may fight in a challenge in combat with him, up to his current number of attacks.

## ULTRAMARINES

Legion Breacher squads, page 60

- Any model exchanging their bolter for a power sword gains +1 Attack similarly as normal Legion Breacher Siege Squad may exchange bolter for a chainsword.

Invictarus Suzerain Squad, page 62

- Plasma pistol upgrade cost is +10 points instead of +15 points.

Locutarus Storm Squad, page 64

- Plasma pistol upgrade cost is +10 points instead of +15 points.
- Hand flamer upgrade cost is +5 points instead of +10 points.

Fulmentarus Terminator Strike Squad, page 65

- Change the upgrade cost for Reaper autocannon from + 20 points to +8 points per model.
- Change the cost for Cyclone missile launcher option from + 30 points to +20 points per model.

## DEATH GUARD

No changes, yet.

## THOUSAND SONS

The Cult Arcana, page 209 (Horus Heresy Book Seven: Inferno)

- Quickblood, The unit adds +1 to its Run distances and Sweeping Advance rolls.

Sekhmet Terminator Cabal, page 214 (Horus Heresy Book Seven: Inferno)

- The unit must generate (instead of selecting) its powers as normal from Telekinesis or Pyromancy disciplines.
- Change the basic unit cost from 255 points to 275 points.
- Change the cost for additional models from +35 points to +45 points.

Khenetai Occult Blade Cabal, page 215 (Horus Heresy Book Seven: Inferno)

- For the Khenetai Blademaster, Hand flamer upgrade cost is +5 points instead of +10 points.
- For the Khenetai Blademaster, Plasma pistol upgrade cost is +10 points instead of +15 points.

Magnus the Red, page 220 (Horus Heresy Book Seven: Inferno)

- If using Santic Daemonology, Magnus suffers a Perils of the Warp result on any triple matching numbers.
- Mind Wrath; Witchfire in this instance also includes all the subtypes, i.e. Nova, Beam etc.

## SONS OF HORUS

Justaerin Terminator Squad, page 83

- Change the upgrade cost for Reaper autocannon from + 15 points to +10 points per model.
- Change the upgrade cost for Multi-Melta from + 25 points to +15 points per model.
- Change the points value for upgrading all weapons to a pair of lightning claws from +15 points to +5 points.

Reaver Attack Squad, page 84

- Plasma pistol upgrade cost is +10 points instead of +15 points.

## WORD BEARERS

Diabolist, page 92

- May generate powers also from the Daemonology – Malefic discipline.

Dark Channeling, page 93

- The roll is made after Apothecaries are allocated to the units. If the unit gains the Daemon special rule, the apothecary also gains this special rule but is unable to use the Narthecium, i.e. the unit does not gain Feel No Pain special rule from the Apothecary.

Tainted Weapon, page 93

- A Chaplain Consul may take a Tainted weapon instead of any other power weapon for free.

Mhara Gal Tainted Dreadnought, page 95

- Ghost Razor; all successful invulnerable saves must be re-rolled, not just against wounds.

The Ashen Circle, page 97

- Change the basic unit cost from 175 points to 150 points.
- Change the cost for additional models from +20 points to +15 points.
- For the Iconoclast, Plasma pistol upgrade cost is +10 points instead of +15 points.

## SALAMANDERS

No changes, yet.

## RAVEN GUARD

Legiones Astartes: Raven Guard, page 114

- Replace Furious Assault with Furious Charge.
- Jump Infantry gains only Furious Charge, not in addition to Infiltrate and Fleet.

Mor Deythan Strike Squad, page 116

- The unit gains the Implacable Advance special rule.

## ALPHA LEGION

Rite of War: The Coils of the Hydra, page 125

- It is perfectly acceptable to choose Infiltrate from Mutable Tactics to pass the requirements for this Rite of War.

Headhunter Kill Team, page 126

- Change the basic unit cost from 175 points to 135 points.
- Change the cost for additional models from +25 points to +15 points.
- Change the upgrade cost for Combi-weapon with banestrike ammunition from +7 points to +5 points per model.
- For the Headhunter Prime, Plasma pistol upgrade cost is +10 points instead of +15 points.
- 'Look Out, Sir' rolls are at -2 modifier against shots from this unit.
- The unit gains the Implacable Advance special rule.

Lernaean Terminator Squad, page 127

- Change the cost for additional models from +40 points to +35 points.

## THE HORUS HERESY MECHANICUM TAGHMATA ARMY LIST ERRATA

Secutarii Axiarch, page 289 (Horus Heresy Book Seven: Inferno)

- The Secutarii Axiarch has the Independent Character special rule.

## THE HORUS HERESY CRUSADE IMPERIALIS ARMY LIST ERRATA

### THE SOLAR AUXILIA CRUSADE ARMY LIST

Auxilia Primaris-Lightning Strike Fighter, page 44

- Change the basic unit cost from 135 points to 185 points.

Auxilia Malcador Heavy Tank, page 48

- Change the Unit Type from Vehicle (Super-heavy, Fast) to Vehicle (Tank, Fast).
- Due to its arcane tech (and poorly devised firing arcs), Malcador may shoot at different targets with each of its weapons similarly to a super-heavy vehicle. Usual limitations to how many weapons it may fire still apply.

Auxilia Malcador Infernus Special Weapons Tank, page 49

- Change the Unit Type from Vehicle (Super-heavy) to Vehicle (Tank).
- Due to its arcane tech (and poorly devised firing arcs), Malcador may shoot at different targets with each of its weapons similarly to a super-heavy vehicle. Usual limitations to how many weapons it may fire still apply.

Auxilia Valdor Tank Hunter, page 50

- Change the Unit Type from Vehicle (Super-heavy) to Vehicle (Tank).
- Due to its arcane tech (and poorly devised firing arcs), Malcador may shoot at different targets with each of its weapons similarly to a super-heavy vehicle. Usual limitations to how many weapons it may fire still apply.

### THE IMPERIALIS MILITIA & CULTS ARMY LIST

Auxilia Malcador Heavy Tank, page 90

- Change the Unit Type from Vehicle (Super-heavy, Fast) to Vehicle (Tank, Fast).
- Due to its arcane tech (and poorly devised firing arcs), Malcador may shoot at different targets with each of its weapons similarly to a super-heavy vehicle. Usual limitations to how many weapons it may fire still apply.

### THE QUESTORIS KNIGHT CRUSADE ARMY LIST

This army list is not intended to be used in normal games. It should be reserved only for planned games and thus is not to be used without opponent's consent. In any events it is not allowed if not explicitly stated otherwise.

## THE HORUS HERESY TALONS OF THE EMPEROR: LEGIO CUSTODES AND SISTERS OF SILENCE ARMY LIST ERRATA

Legio Custodes Wargear, page 242 (Horus Heresy Book Seven: Inferno)

- Add the following wargear:
  - Misericordia – This ornate blade is a symbol of the Emperor’s authority. It has no rule purposes.
  - Plasma grenades - Plasma grenades are Assault grenades with the profile Range 8”, S4, AP4, Assault 1, Blast, if thrown.
- Praesium Shield – The -1 penalty on To Hit rolls only applies if all models (including attached Independent Characters) are equipped with Praesium Shields.

Legio Custodes Ranged Weapons, page 245 (Horus Heresy Book Seven: Inferno)

- Adrastus bolt caliver – Change the Bolt volley type from Heavy 3 to Assault 3.

Legio Custodes Shield Captain, page 252 (Horus Heresy Book Seven: Inferno)

- Change the cost of Praesium Shield from +20 points to +40 points.
- Change the cost of Digital lasers from +10 points to +20 points.
- Change the cost of Cyber-familiar from +10 points to +20 points.
- Both Praesium Shield and Cyber-familiar may not be selected for the same model.
- Change the cost to upgrade to a Tribune from +25 points to +75 points.

Constantin Valdor, page 256 (Horus Heresy Book Seven: Inferno)

- Constantin Valdor must always be the army Warlord if the Emperor of Mankind is not also present.
- Warlord Trait: The Shadow of the Throne - Teleportation Transponders may only be given for free for units that have them already listed as an option for the unit.

Legio Custodes Hetaeron Guard Squad, page 260 (Horus Heresy Book Seven: Inferno)

- Change the basic unit cost from 210 points to 300 points.
- Each additional Hetaeron Guard cost +100 points instead of +70 points.

Legio Custodes Contemptor-Achillus Dreadnought, page 262 (Horus Heresy Book Seven: Inferno)

- Impaling; only the attack with the To Hit roll of 6 is counted as Destroyer hit.
- The model gains two extra attacks if equipped also with Achillus dreadspear as it then has three close combat weapons.

Legio Custodes Sentinel Guard Squad, page 265 (Horus Heresy Book Seven: Inferno)

- Change the basic unit cost from 180 points to 195 points.

Legio Custodes Agamatus Jetbike Squadron, page 272 (Horus Heresy Book Seven: Inferno)

- The unit is equipped with Lastrum bolt cannon instead of Iliastus bolt cannon.
- Change the upgrade cost to Twin-linked Corvae las-pulser from +25 points to +50 points.
  - Twin-linked Corvae las-pulser replaces Lastrum bolt cannon if this option is selected.
- Ignore the Sweeping Fire special rule.

Legio Custodes Sagittarum Guard Squad, page 277 (Horus Heresy Book Seven: Inferno)

- Change the basic unit cost from 185 points to 175 points.
- Each additional Sagittarium Guard cost +50 points instead of +65 points.

Legio Custodes Caladius Grav-Tank, page 278 (Horus Heresy Book Seven: Inferno)

- Change the basic unit cost from 195 points to 215 points.

Legio Custodes Telemon Heavy Dreadnought, Forge World Downloads

- Change the basic unit cost from 300 points to 330 points.