

Modalities Of War

version 1.12

MISSION STATEMENT

This Legiones Astartes Modalities Of War document is a community-based document published as a homage to the original Rites Of War that were such a cornerstone of Horus Heresy first and second edition. Inspiration for this document draws directly from the original Black Books created by Alan Bligh and the rest of the team at Forge World during the creation of the 31st Millennium as it was written and released. The term “Modality of War” is inspired by the “Observed Strategic Tendencies”, “Legion Structure & Organisation” and “War Disposition” sections of each Legion’s Black Book fluff entry, which describes exactly how each Legion prefers to operate and wage war. The goal of this document is to introduce additional flavour to the current edition of Horus Heresy in an attempt to grasp the level of unique flavour we, the community, once had in our own armies in the setting that we love.

USING THIS DOCUMENT

Before writing your army list, you must decide whether or not you run a specific Modality Of War for your force. A Modality Of War will lock you into a specific style of force with additional effects and strict limitations. Each Modality Of War brings the following to your army;

- A new Apex or Auxillary Detachment (some with specific caveats)
- Positive Effects, including new Modality-specific Prime Advantages
- Army Limitations

By all intents and purposes, a Modality Of War is a stylised and restructured Crusade Force Organisation Chart from the Horus Heresy rulebook, and all detachments available to a Crusade Force Organisation Chart are still available in a Modality of War, unless specified in the Limitations.

A Modality Of War may not be used as an allied detachment, and in most cases cannot include an allied detachment (unless specifically stated).

A WORD ON BALANCE AND COMMUNITY RULES

Our intention with these Modalities is to avoid ‘wishlisting’, and instead offer a set of rules designed to compliment the established work of the studio team. It is our goal with this document to champion the following:

- Respect current Horus Heresy 3rd Edition rules as written, game mechanics and rules formatting.
- Use already-published rules where possible to add the necessary flavour and fluffy interactions appropriate for any given Legion or Modality Of War.
- Avoid adding pointed upgrades.
- Avoid changing any unit points, stats and/or rules.
- And most importantly, inspire amazing army creation within the Horus Heresy setting.

FEEDBACK

This is a ‘living’ community document. As such, we are encouraging all types of constructive feedback from players choosing to use these Modalities of War in their games. It is our intention to publish updated releases of this document twice a year (ongoing). **New updates will be marked in magenta, with the version number at the start of the document also updated.**

Please send your feedback to powerfist.heresy@gmail.com



Legion Modalities



Dark Angels

MODALITY OF WAR: CALABANITE WARHOST

Calibanite Warhost's descent into a duality of ancient knightly honor and shadowed treason is a clandestine resurgence, where the brutal, direct efficacy of the Dark Angels is subverted by the labyrinthine machinations of Luther's inner circle. Tactically, the formation functions as a veiled hammer: while the massed Calibanite ranks maintain the appearance of the First Legion's traditional shock-assault, they are directed by a hidden layer of "Fallen" masters who treat the battlefield as a ritual of misdirection. This deployment turns the Legion's natural tactical brilliance into a weapon of strategic entrapment, luring the enemy into a crushing embrace of Cthonic steel while the warhost's true objectives remain obscured behind a curtain of secrets. To face them is to fight a ghost with the weight of an iron giant—a relentless, martial force driven by a purpose that is felt in the blow but never truly seen.

AUXILLARY DETACHMENT

LUTHERIAN ENCLAVE



Command units in this detachment must be Librarians or Esoterists.

EFFECTS

New Prime Advantage "Fallen"

A unit in this detachment with this Prime Advantage gains the Hatred (Loyalists) special rule.

LIMITATIONS

May only take an allied detachment of Solar Auxillia or Militia.

Armies using this Modality of War may not take Primarch Lion 'El Johnson or any High Command or Command characters with the Loyalist Trait.

MODALITY OF WAR: MACRO-EXTINCTION PROTOCOLS

Central to the Macro-Extinction Protocol is the deployment of the Excindio-class Battle Automata, shackled abominations of the Iron Wing that harken back to the Dark Age of Technology, which function as a localized apocalypse in battle. Whether unleashed via harrowing drop-assault or a relentless ground advance, these unpredictable multi-limbed abominations are utilized as the ultimate kinetic breach, generally working ahead of the 1st Legion Astartes that follow in their wake. Managing their ancient, forbidden logic engines can have devastating consequences, and as such these Automata are commonly deployed alongside the Legion's Forge Lords, commanding control of their kill-switches should anything go awry.

APEX DETACHMENT

MIND-SHACKLED AI



War Machines in this detachment must be Excindio Battle Automata.

EFFECTS

New Prime Advantage "Managed Kill-switches"

Any unit in this detachment with this Prime Advantage ignores the o-1 restriction on Excindio Battle Automata.

LIMITATIONS

An army with this Modality of War must include a Forge Lord.

May not take an allied detachment.



Emperor's Children

MODALITY OF WAR: IIIRD COMPANY ELITE

In the aftermath of the Dropsite Massacre on Isttvan V, the Emperor's Children experienced something of an existential crisis. The Primarch Fulgrim withdrew from his Legion for long months, for reasons that would not be understood for some time. In his absence, passions long held in check by duty and devotion were unleashed, and experiments begun at the earliest stages of the Legion's fall found a foothold amongst willing subjects.

APEX DETACHMENT

ORCHESTRA OF PAIN



Support Units in the Orchestra of Pain Apex Detachment must be Kakophani Squads.

EFFECTS

New Prime Advantage "Sonic Deluge"

A unit in an Orchestra of Pain detachment with this Prime Advantage gains the Vanguard (2) special rule.

LIMITATIONS

A unit in an Orchestra of Pain detachment may not take the following Prime Advantage:

- Combat Veterans

Armies using this Modality of War may not take the following Auxillary Detachments:

- Maelstrom Sentry Battery

May not take an allied detachment.

MODALITY OF WAR: THE MARU SKARA

To the Emperor's Children, before their fall from grace, war was a maner of perfection incarnated in violence, intent and action. The Legion took great pride both in its excellence on any banlefield, and its ability to systematise and replicate any tactic or strategic deployment it needed, and execute them flawlessly on command. Of the innumerable such formations and tactics the Emperor's Children operated, one that found favour with the legion's Praetors looking to achieve faulrless victory-and thereby glory in the eyes of their peers and Primarch-as the Maru Skara or 'Killing Cut'. Named after one of the most difficult strikes in the lore of the Pan-Europic duelling cults, it called for a precisely timed, rapid-moving feint designed to engage an opponent's guard so that a second, invariably fatal, blow could be dealt against it which there could be no defence from.

APEX DETACHMENT

HIDDEN BLADE



Fast attack units in this detachment must be Land Speeder Squads, Javelin Land Speeders or Scimitar Jetbike Squads.

EFFECTS

New Prime Advantage "Exemplars of War"

A unit in Hidden Blade detachment with this Prime Advantage gains the Outflank special rule.

LIMITATIONS

A unit in Hidden Blade detachment may not take the following Prime Advantage:

- Combat Veterans

Armies using this Modality of War may not take the following Auxillary Detachments:

- Maelstrom Sentry Battery
- Linebreaker Eschelon

May not take an allied detachment.

An army with this Modality of War **may only include one Hidden Blade Detachment** and may not include any models with the Heavy sub-type.



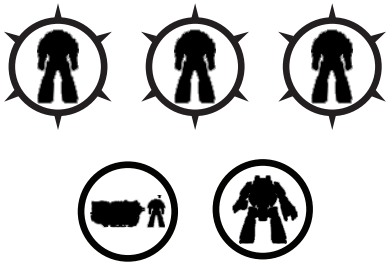
Iron Warriors

MODALITY OF WAR: WRATH OF OLYMPIA

Masters of siege warfare and attrition tactics, the Iron Warriors favour the use of murderous firepower as their principal agency of war, and are renowned for their use of heavy armour and fortifications, spurning vainglorious ideals of personal combat and valour for the brutal determination to achieve victory by any means necessary. This culminated in tactical formations such as that which became known as the Wrath of Olympia; designated to carry out an unyielding close range attack and shatter the strongest enemy defence line under a weight of armoured warriors and a hurricane of fire.

APEX DETACHMENT

STEEL FIST



Support units in this detachment must be Heavy Support Squads or Iron Havoc Squads.

EFFECTS

New Prime Advantage "Hail of Fire"

Any unit in the Steel Fist detachment with this Prime Advantage gains the Implacable Advance special rule.

Shatter Terrain

An army with this Modality of War may select up to one piece of area terrain to be 'Shattered'. Before turn 1, nominate one piece of Heavy or Medium area terrain and downgrade it by a factor of one. Eg, Heavy is downgraded to Medium, Medium is downgraded to Light. Light terrain cannot be downgraded.

LIMITATIONS

An army that uses this Modality of War must include a Warsmith or Siege Breaker.

Any unit in the Steel Fist detachment may not take the following Prime Advantages:

- Combat Veterans

An army using this Modality of War may not take any of the following Auxiliary Detachments:

- First Strike

May not include an Allied Detachment.

MODALITY OF WAR: THE IRONFIRE

A siege doctrine conceived by the Warsmith Idriss Krendl in the aftermath of the fall of the Schadenhold Bastion, the Ironfire Protocol facilitates the rapid capture of Loyalist strongholds without the need to commit an entire Grand Company, thus serving the Warmaster's orders to the Iron Warriors to topple Loyalist fortresses ahead of the march on Terra. Corrupted mind-impulse technology taken from the Forge World of Diamat allowed Iron Warriors gunners to interface with their weapons so closely that they could target heavy ordnance with preternatural accuracy, allowing them to unleash a rolling bombardment ahead of assault units closing on enemy positions.

APEX DETACHMENT

IRONFIRE PROTOCOL



Armour units in this detachment must be Legion Basilisks, Legion Medusas, Scorpis Missile Tanks, Whirlwinds or o-2 Arquitor Bombards.

EFFECTS

New Prime Advantage "Rolling Bombardment"

Any unit in an Ironfire Protocol detachment with this Prime Advantage gains Pinning (1) on any weapons that also have the Blast (X) special rule. If it already has Pinning (X), then increase it by +1 to a maximum of Pinning (3).

LIMITATIONS

An army that uses this Modality of War may only include one Ironfire Detachment and must include a Warsmith or Siege Breaker.

An army using this Modality of War may not take any of the following Auxiliary Detachments:

- First Strike

May not include an Allied Detachment.



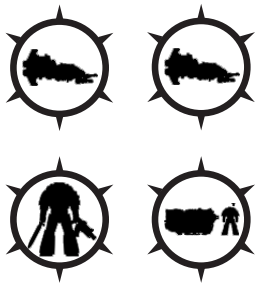
White Scars

MODALITY OF WAR: CHOGORIAN CONCLAVE

Favoured by the Chogorian recruits to the Vth Legion as the ideal organisation of a fighting body of troops, the Chogorian Conclave was also employed by many of the Legion's Terran warriors. Composed of a body of Legionaries mounted entirely on anti-grav speeders and Scimitar jetbikes, these formations were ideal for harrying campaigns or lightning strike warfare.

———— APEX DETACHMENT

CHOGORIAN CONCLAVE



Fast Attack units chosen in this detachment must be Scimitar Jetbike Squads, Javelin Land Speeder Squads, or O-1 Land Speeder Squads. Support units must be Kyzagan Land Speeders. Elite units must be Golden Keshig.

EFFECTS

New Prime Advantage “Swiftstrike”

Any unit in a Chogorian Conclave detachment with this Prime Advantage gains the Vanguard (2) special rule.

LIMITATIONS

Units in a Chogorian Conclave detachment may not take the following Prime Advantage:

- Combat Veterans

Armies using this Modality of War may not take the following Auxiliary detachments:

- Armoured Support
- Heavy Support
- Mortificator Dreadnought Talon
- Siege Breaker Storm Battery
- War Machine

War Machines of any kind may not be taken in an army using this Modality of War (even through the use of Logistical Benefit).

MODALITY OF WAR: PIONEER COMPANY

Pioneer Companies' rugged independence treats the galaxy not as a series of targets, but as a vast web of potential energy where the Pioneer's seasoned eye for terrain meets the Ordu's crushing speed. These Legionaries, having endured decades of isolation, bring a sovereign survivalism to the front, operating as the Legion's sensory vanguard. In this tactical symbiosis, the Pioneer is the whisper of the storm that precedes the thunder, ensuring the White Scars move with a predatory wisdom that ensures they are never where the enemy strikes, but always where the enemy is most fragile.

———— AUXILLARY DETACHMENT

PIONEER WAR PACT



A Recon unit in this detachment that does not have a Prime Advantage must be a Land Raider Explorer.

EFFECTS

New Prime Advantage “Bait & Switch”

After both players have deployed their forces but before Seize The Initiative roll and First Turn, a unit in a Pioneer War Pact detachment with this Prime Advantage may redeploy anywhere up to 9” from their current position. This redeploy may take them outside of their deployment zone, however infiltrators still cannot start the game less than 9” from an enemy unit. This Prime Advantage does not confer to any transports they start the game embarked in and they cannot use this redeploy to disembark or move into/out of any type of Reserves or Deep Strike.

LIMITATIONS

An army with this Modality of War may not take the following Auxiliary Detachments:

- Mortificator Dreadnought Talon
- Siege Breaker Storm Battery

An army with this Modality of War must take an allied detachment of Sons of Horus or Solar Auxillia.



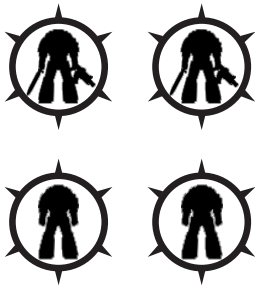
Space Wolves

MODALITY OF WAR: BLOODY HUNTERS

Space Wolves Legion operate as a wide-ranging, decentralized pack, utilizing high-speed transports and hit-and-run strikes to bleed the enemy's momentum. Unlike more static siege doctrines, the Bloody Hunters treat the battlefield as a fluid wilderness; they do not seek to hold ground, but to ensure that the enemy is never safe, never rested, and always looking over their shoulder for the grey ghost that strikes from the frost-haze.

APEX DETACHMENT

BLOOD CLAW



Elites in this detachment must be Veteran Tactical squads, Veteran Assault squads, Veteran Breachers squads, Veteran Heavy Support Squads or Seeker squads.

EFFECTS

New Prime Advantage "Acute Reflexes"

A unit in a Blood Claw detachment with this Prime Advantage gains Impact (1).

Stalk Their Prey

Up to two units from the Blood Claw detachment gain the Infiltrate (12) special rule. This does not confer to a Transport.

LIMITATIONS

Any unit in the Blood Claw detachment may not take the following Prime Advantage:

- Combat Veterans

An army using this Modality of War may not take the following Auxillary Detachments:

- Maelstrom Sentry Battery

May not take an allied detachment.

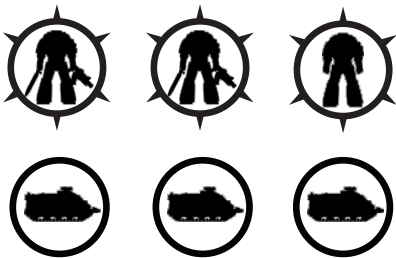
An army using this Modality of War **may only include one Blood Claw Detachment** and must take a Pack Theng.

MODALITY OF WAR: THE WOLF'S HEAD

The Wolf'd Head modality represents the VIth Legion's mastery of the "Iron-Hail"—a doctrine of terminal velocity where the battlefield is claimed not by inches, but by the sheer kinetic weight of the skies falling. Philosophically, this deployment is the "Wolf's Head" made manifest: a declaration of total outlawry upon the foe, stripping them of any sanctuary through a sudden, overwhelming orbital insertion. It is said the descent arrives with a terrifyingly guttural howl, and when the Vlka Fenryka emerge from the heat-haze of their Drop Pods they execute the death-sentence of a Legion that acknowledges no laws but the hunt.

APEX DETACHMENT

IRON HAIL



Transports in this detachment must be Legion Drop Pods.

EFFECTS

New Prime Advantage "Howl Of Fenris"

When a unit from a Wolf's Head detachment with this Prime Advantage **disembarks from a Drop Pod**, every enemy unit within 9" must immediately take a Cool Test. If they fail, that enemy unit gains the Suppressed status.

Sudden Strike

A Drop Pod from an Iron Hail detachment may arrive on Turn 1.

LIMITATIONS

An army using this Modality of War may not take the following Auxillary Detachments:

- Maelstrom Sentry Battery
- Armoured Support

May not take an allied detachment.

An army using this Modality of War **may only include one Iron Hail Detachment**.



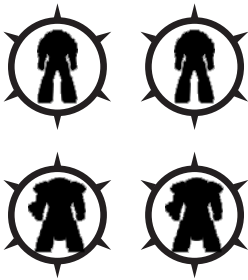
Imperial Fists

MODALITY OF WAR: THE STONE GAUNTLET

The Imperial Fists were a capable Legion in any theatre of warfare, their temperament and training meant they favoured a style of warfare that combined phenomenally resilient interlocking defence with calculated bursts of relentless aggression. Key to this and its distinction over the practices of many other Legions that it combined in lock-step the strengths of each Legionary as a whole. One such tactical example of this was an infantry formation known as the Stone Phalanx, which turned the mass of the Legion's Breachers and Warders into a grinding, implacable battering ram of force.

APEX DETACHMENT

STONE PHALANX



Troop units taken in the Stone Phalanx Detachment must be Legion Breacher Squads, and Heavy Assault units taken must be Phalanx Warder Squads.

EFFECTS

New Prime Advantage "Stubborn"

Any unit in the Stone Phalanx detachment with this Prime Advantage never takes negative modifiers for any Leadership or morale tests it is needed to make, in both shooting and combat. This rule does not affect Cool, Willpower or Intelligence.

LIMITATIONS

Any unit in the Stone Phalanx detachment may not take the following Prime Advantage:

- Combat Veterans

An army using this Modality of War may not take any of the following Auxiliary Detachments:

- Combat Pioneer
- First Strike
- Planetfall Speartip
- Vigilator Recon Demi-Company

May not take an allied detachment of any kind.

An army using this Modality of War may not take any of the following units:

- Drop Pod
- Dreadnought Drop Pod
- Dreadclaw Drop Pod
- Deathstorm Drop Pod
- Kharybdis Assault Claw

MODALITY OF WAR: TEMPLAR ASSAULT

When the Templars of the Legion's Oaths go to war, they do so with duty and righteous purpose above all else, and cannot be halted except in death. The Templars strike with overwhelming force in crashing waves of power armour their tactics are not subtle, but their methods are furious and irresistible.

APEX DETACHMENT

SWORD BRETHREN



Elite units in this detachment must be Templar Brethren.

EFFECTS

New Prime Advantage "Sigismund's Disciples"

Any unit in the Sword Brethren detachment with this Prime Advantage gains the Impact (I) special rule and +1 to Consolidation moves.

LIMITATIONS

Any unit in the Sword Brethren detachment may not take the following Prime Advantage:

- Combat Veterans

An army using this Modality of War may not take any of the following Auxiliary Detachments:

- Combat Pioneer
- First Strike
- Planetfall Speartip
- Vigilator Recon Demi-Company

May not take an allied detachment of any kind.

An army using this Modality of War must have just as many Troop units as Templar Brethren units, and may not take a Librarian or Esoterist of any type.



Night Lords

MODALITY OF WAR: THE CROSS OF BONE

The Cross of Bone was both the name taken by those among the Night Lords who sought to divest itself of those bonds the Emperor had placed upon the Legion and the title of an ancient Nostraman tradition. It is a name that, when spoken of in the slums of Nostramo, was a challenge between gang champions, a murder-brawl in which the count of the dead and trophies taken decided the leadership of the slum hosts. Amongst the stars, it saw the same use within the Night Lords, a challenge between leaders and a statement of intent to the foe - by the number of the dead could their resolve be measured and in the bloody trophies of battle would be shown the worth of the foe.

AUXILIARY DETACHMENT

ARISTOCRATIC ENSEMBLE



Command units in this detachment must be either a Centurion or Optae. These command slots cannot be used to open new detachments within the army.

EFFECTS

New Prime Advantage "Strongest Alone"

Any Command unit from the Aristocratic Ensemble detachment that is acting independently and not attached to any other unit gains +1 Attack. If a Command unit from this detachment joins a unit, it loses this Prime Advantage until it detaches from that unit again.

LIMITATIONS

Any unit from the Aristocratic Ensemble detachment may not take the following Prime Advantages:

- Combat Veterans

Armies using this Modality of War may not take the following Apex Detachments:

- Officer Cadre

May not take Primarch Konrad Curze.

MODALITY OF WAR: TERROR STRIKE

The infamous speciality of the Night Lords Legion was the Terror Assault, often conducted under conditions of complete darkness, whether natural or artificially induced. Such attacks were not just designed to overwhelm their foe, but to sow as much gut-wrenching terror in both their victims and any who were left to survive to tell the tale, so as to shroud whole worlds in a pall of fear.

APEX DETACHMENT

MURDER COHORT



Troop units in this detachment must be Terror Assault Squads. Elite units must be either Contekar, Veteran Tactical Squads or Veteran Assault Squads. Fast Attack units must be Night Raptor Squads.

EFFECTS

New Prime Advantage "In The Cover Of Darkness"

Any unit in the Murder Cohort detachment with this Prime Advantage arriving from Reserves, Aerial Reserves or Deep Strike get +1 on the reserve roll they need to make. This Prime Advantage confers if the unit deploys in a transport and that transport is in Reserve, Aerial Reserve or Deep Strike.

LIMITATIONS

Any unit in the Murder Cohort detachment may not take the following Prime Advantages:

- Combat Veterans

Armies using this Modality of War may not take the following Auxiliary Detachments:

- Tactical Support
- Siege Breaker Storm Battery
- Armoured Support
- Mortificator Dreadnought Talon
- Maelstrom Sentry Battery

An army using this Modality of War may only include one Murder Cohort Detachment.

May not take an allied detachment.



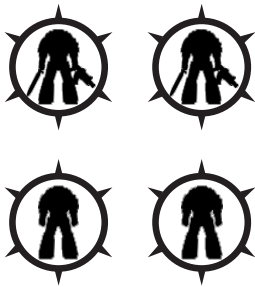
Blood Angels

MODALITY OF WAR: DAY OF SORROWS

Just as the IXth Legion was famed for their set-piece Heavy Assault tactics, so they were also famed for their ability, when pressed, to stand against any who would overwhelm them, no matter the odds and no matter the foe, and even in their death throes, drag their enemies down with them to destruction. To even their brother Legiones Astartes, such feats of resilience sometimes seemed to border on the preternatural and could be laid to no single tactical plan nor doctrine nor biological Advantage, but rather had their origins within their unshakeable will to endure, as if somehow fuelled by the rage and grief wrought in their hearts by the deaths of their battle-brothers. To the Blood Angels themselves, such battles became known as the 'Days of Sorrows', when few would stand against many and sell their Lives dear, their names and deeds to be reborn eternally in the most sacrosanct of the Legion's rites of battle and remembrance.

———— APEX DETACHMENT

WRATH COHORT



Troop units in this detachment must be either Assault Squads or Despoiler Squads.

EFFECTS

New Prime Advantage "By Blood Sworn"

When a unit in a Wrath Cohort detachment with this Prime Advantage is reduced to below 50% of its starting models, all models in this unit gain the Feel No Pain (5+) special rule for the remainder of the battle.

LIMITATIONS

A unit in a Wrath Cohort detachment may not take the following Prime Advantage:

- Combat Veterans

Armies using this Modality of War may not take the following Auxillary Detachments:

- Maelstrom Sentry Battery

May not take an allied detachment.

An army using this Modality of War must include a Legion Champion of any type.

An army using this Modality of War **may only include one Wrath Cohort Detachment** and must include more Troop choices than Elite choices.

MODALITY OF WAR: THE SHADOW OF THE PAST

Less spoken about is the IXth Legion's struggle to bridge their enlightened virtues with the cannibalistic shadow of their past. In the heat of battle, the Revenants descend into a calculated blood-lust, consuming the flesh of the fallen to absorb their final thoughts and idetic memories. This creates a terrifyingly efficient intelligence loop: by devouring the enemy's officers, the Blood Angels gain instant access to encrypted ciphers, hidden supply caches, and the raw emotional state of the opposing command.

———— AUXILLARY DETACHMENT

REVENANTS



EFFECTS

New Prime Advantage "Thanatophages"

The first time a unit in a Revenants detachment wins a combat by killing at least one model with the Infantry type, each model in that unit with this Prime Advantage gains +1 Intelligence and Fear (1), and the unit immediately removes all statuses it may have.

LIMITATIONS

Armies using this Modality of War may not take the following Auxillary Detachments:

- Maelstrom Sentry Battery
- Techmarine Covenant
- Siege Breaker Storm Battery

May not take an allied detachment.

May not take Primarch Sanguinius.



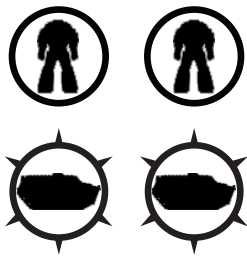
Iron Hands

MODALITY OF WAR: THE HEAD OF THE GORGON

The Iron Hands' preference for close range, brutal engagements, where their relentless firepower could be brought to its fullest effect, was exemplified by a tactic that became known as the 'Head of the Gorgon'. This was where the enemy would be brought to battle, held in place and allowed to smash itself to pieces against the body of the Legion's forces, while reserve forces of mechanised armour encircled them, before closing in to create a withering crossfire.

APEX DETACHMENT

GORGON'S MIGHT



Troop units in this detachment must be Medusan Immortals or Legion Breacher Squads.
Heavy Transport units must be Land Raider Carriers or Spartan Assault Tanks.

EFFECTS

New Prime Advantage "Forward Encirclement"

A Heavy Transport in a Gorgon's Might detachment with this Prime Advantage gains the Outflank special rule as long as it also has a unit from a Gorgon's Might detachment embarked upon it.

LIMITATIONS

Armies using this Modality of War may not take the following Auxillary Detachments:

- Maelstrom Sentry Battery
- First Strike

May not take an allied detachment.

Armies using this Modality of War **may only include one Gorgon's Might Detachment** and may not take a Librarian of any type, and must include an Iron Father or Forge Lord.

MODALITY OF WAR: NECROTECHNIKA PROTOCOL

The Ascendant Necrosis modality represents a cold, post-human departure from traditional doctrines, moving beyond the "Flesh is Weak" into the sacrilegious territory of the "Machine Eternal." Under Autek Mor, the Keys of Hel transform the dead into reusable assets, manifesting as the Helfathers: silent, undead anchors of the macabre. Tactically, these revenants serve as a kinetic sacrifice, absorbing lethal fire to force a breakthrough via relentless attrition. Their presence turns the battlefield into a calculation of cruelty, where the enemy is ground down by a vanguard that simply refuses to stay dead.

APEX DETACHMENT

HELFBATHER VANGUARD



Heavy Assault units in this detachment must be Cataphractii Terminator Squads, Tartaros Terminator Squads or Indomitus Terminator Squads.

EFFECTS

New Prime Advantage "Machine Eternal"

A unit in a Helfather Vanguard with this Prime Advantage is immune to the Pinned status and gains the Eternal Warrior (1) special rule.

LIMITATIONS

Armies using this Modality of War may not take the following Auxillary Detachments:

- Maelstrom Sentry Battery
- First Strike
- Combat Pioneer
- Vigilator Recon Demi-Company

Armies using this Modality of War **may not take the following Apex Detachments:**

- Army Vanguard

May not take an allied detachment.

Armies using this Modality of War **may only include one Helfather Vanguard Detachment** and may not take Primarch Ferrus Manus or a Librarian of any type, and must include an Iron Father or Forge Lord.



World Eaters

MODALITY OF WAR: THE CRIMSON TIDE

From the earliest days of the Great Crusade, the XIIth Legion was known for its Legionaries' willingness to pay even the highest butcher's bill in exchange for victory. At times it was observed that they seemed able to shrug off injuries that should have laid them low, somehow staving off death for the few moments more that it took to close upon the breach so that World Eater and enemy might die together in the mutual embrace of death. This horrifying spectacle grew ever more common as the Legion's descent into damnation accelerated, until, by the advent of the Shadow Crusade, it was almost a standard battle doctrine in certain assault companies.

APEX DETACHMENT

SLAUGHTERHOST



EFFECTS

New Prime Advantage "Frenzied"

A unit in a Slaughterhost detachment with this Prime Advantage gains the Feel No Pain (5+) special rule when majority of the unit's models are in the opponent's deployment zone.

LIMITATIONS

A unit in the Slaughterhost detachment may not take the following Prime Advantages:

- Combat Veterans

Armies using this Modality of War may not take the following Auxillary Detachments:

- Maelstrom Sentry Battery

Armies using this Modality of War **may only include one Slaughterhost Detachment** and may not take a Librarian or Esoterist of any type.

An army with this Modality of War may not take an allied detachment.

MODALITY OF WAR: THE TRIARII

The Triarii represent the XIIth Legion's ultimate paradox: the marriage of gladiatorial brutality with the rigid discipline of the high phalanx. Philosophically, their mode of war is defined by the "Meatgrinder," where the nail-driven rage of the World Eaters is harnessed into an unbreakable wall of boarding shields. On Armatura, they served as the cold iron anchor against the Ultramarines, while during the Siege of Terra and countless ship boarding actions, they functioned as the Legion's predatory shell. Tactically, they provide a crushing embrace—absorbing the enemy's kinetic desperation upon their shields so that their martial brutality can deliver the final, bloody harvest.

APEX DETACHMENT

TRIARII VETERAN CADRE



Elite units in this detachment must be Veteran Breacher Squads.

EFFECTS

New Prime Advantage "Meatgrinder"

When unit in a Triarii Veterans Cadre detachment with this Prime Advantage declares a Shieldwall! Reaction, the cost of the Reaction is immediately refunded on a roll of 3+.

LIMITATIONS

A unit in the Triarii Veteran Cadre detachment may not take the following Prime Advantages:

- Combat Veterans

Armies using this Modality of War may not take the following Auxillary Detachments:

- Maelstrom Sentry Battery
- Combat Pioneer
- Vigilator Recon Demi-Company
- First Strike

Armies using this Modality of War may not take a Librarian or Esoterist of any type.

An army with this Modality of War may not take an allied detachment.



Ultramarines

MODALITY OF WAR: THE LOGOS LECTORA

One of the many practical applications of the vast storehouse of theoretical battle scenarios, plans and tactical formulae that make up the vast strategic corpus upon which the Ultramarines Legion bases its art of war, the Logos Lectora, or roughly more commonly and imprecisely rendered the ‘pronouncement of writ’ is a battlefield formation which takes advantage of an interlocking range of Legion units to their best effect. Reliant on sophisticated command and control protocols, faultless obedience and rigid discipline, if the Logos Lectora has a disadvantage as a tactic, it is that its interlocking units form a coherent pattern somewhat inflexible in their makeup and deployment.

AUXILLARY DETACHMENT

WARBORN DELEGATION



Support units in this detachment must be Tactical Support Squads. Fast Attack units must be Javelins, Land Speeders or Scimitar Jetbikes.

EFFECTS

New Prime Advantage “Interlocking Tactics”

If a unit from a Warborn Delegation detachment with this Prime Advantage is within 12” of a friendly reacting unit, it may perform the Reaction instead, pending that the unit with this Prime Advantage is within range of the Target and meets all specific Reaction criteria.

LIMITATIONS

Units in a Warborn Delegation detachment may not take the following Prime Advantage:

- Combat Veterans

Armies using this Modality of War may not take the following Auxillary Detachments:

- Maelstrom Sentry Battery

May not take an allied detachment.

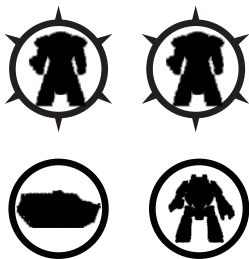
Must take a Damocles Command Rhino.

MODALITY OF WAR: THE AEGIS IRONCLAD

The Ultramarines utilized the Praetorian Breacher squads and other heavy infantry not as a static wall, but as a mobile phalanx of shifting steel. The deployment of these units within heavy transports represented the Legion’s mastery of the “Armoured Theoretical,” where the unyielding strength of the shield wall was granted the sudden, crushing momentum of a spear-thrust. By mounting their heavy infantry in these iron behemoths, the XIIIth could instantly reposition their defiance, ensuring that wherever the anarchy of the enemy flared, a disciplined, pre-existing answer was already waiting. On Armatura, this tactic transformed the defense into a dynamic enclosure, where the Ultramarines did not merely hold ground, but actively hunted the enemy’s disorder with the weight of an iron tide.

APEX DETACHMENT

ARMOURED THEORETICAL



Heavy Assault units in this detachment must be Praetorian Breacher Squads, Cataphractii Terminator Squads or Fulmentarus Terminator Squads.

EFFECTS

New Prime Advantage “Defensive Counter”

A unit in an Armoured Theoretical detachment with this Prime Advantage gains the Outflank special rule.

LIMITATIONS

A unit in an Armoured Theoretical detachment may not take the following Prime Advantage:

- Combat Veterans

Armies using this Modality of War may not take the following Auxillary Detachments:

- Maelstrom Sentry Battery
- First Strike
- Combat Pioneer
- Vigilator Recon Demi-Company

May not take an allied detachment.

Must take at least one High Command or Command unit in Cataphractii Armour.



Death Guard

MODALITY OF WAR: CREEPING DEATH

As the Horus Heresy ground onwards, the Death Guard unsealed ever more forbidden arsenals and unleashed ever more potent weapons long denied to the Legiones Astartes by edict of the Emperor himself. At length, they were able to concentrate such weapons along the line of advance, creating a rolling bombardment of chemical munitions and a relentless rolling chem-fog from which the Death Guard would assault in lockstep, somehow untouched by weapons able to render entire forests to fetid swamps.

AUXILLARY DETACHMENT

ENTROPIC ASSAULT



Heavy Assault units in this detachment must be Mortalis Destroyers, Destroyer Assault Squads or Grave Wardens.

EFFECTS

New Prime Advantage "Where We Walk, Death Follows"

A unit with this Prime Advantage gains Phage (M) on all its shooting and combat attacks.

LIMITATIONS

Armies using this Modality of War may not take the following Auxillary Detachments:

- First Strike
- Planetfall Speartip

May not take an allied detachment.

MODALITY OF WAR: THE REAPING

The Death Guard were arguably the most remorseless and among the most feared of the Space Marine Legions. This was not simply because of their power in battle or force of arms, but also because there seemed to be no loss they would not accept to ensure eventual victory and no hell they would not endure to reach their foe. Although specialising in entrenched and attritional warfare, the Legion also had a number of formations and tactics that enabled it to operate in concentrated and crushing force in an attack -one such was dubbed 'The Reaping' by those who had fought alongside the Death Guard during the Great Crusade. A heavily reinforced column of attack particularly suited to urban warfare and shattered landscapes, the Reaping was deliberately slow moving and utterly murderous in its methodical assault pattern and, like the reaper's scythe, little escaped it.

APEX DETACHMENT

REAPER COLUMN



Support units in this detachment must be Heavy Support Squads. Elite units must be Veteran Tactical Squads or Veteran Heavy Support Squads.

EFFECTS

New Prime Advantage "Superior Firepower"

A unit in an Reaper Column detachment with this Prime Advantage may never Rush, and always counts as stationary for weapons with the Heavy (X) special rule.

LIMITATIONS

Any unit in the Reaper Column detachment may not take the following Prime Advantage:

- Combat Veterans

An army using this Modality of War may not take any of the following Auxiliary Detachments:

- Combat Pioneer
- First Strike
- Planetfall Speartip
- Vigilator Recon Demi-Company

May not take an allied detachment of any kind.

An army using this Modality of War **may only include one Reaper Column Detachment** and may not take any of the following units:

- Drop Pod
- Dreadnought Drop Pod
- Dreadclaw Drop Pod
- Deathstorm Drop Pod
- Kharybdis Assault Claw



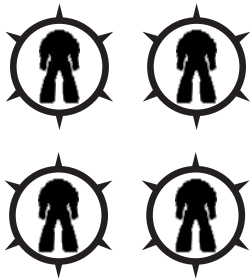
Thousand Sons

MODALITY OF WAR: AXIS OF DISSOLUTION

Taking its principal name from an ancient alchemical formula, the Axis of Dissolution was a tactical configuration which was based on dictating the terms of battle in the Thousand Sons' favour. It provided a formation against which an enemy might be caught as upon a barbed trap, impaling itself by its own attack and then brutally bled when forced to retreat. Requiring the preternatural co-ordination of effort for which the Thousand Sons were famed, the uncannily murderous efficiency of the Axis of Dissolution did little to curb the Thousand Sons' sinister reputation for witchery among their allies.

AUXILLARY DETACHMENT

TACTICAL PESEDJET



Troops taken in this detachment must be taken at maximum possible squad size.

EFFECTS

New Prime Advantage "The Alembic of Adamant"

Any unit in a Tactical Pesedjet detachment with this Prime Advantage within 3" of an objective, regardless of whether or not that unit is holding an objective reduces the result of any Cool tests and Leadership tests by -2.

LIMITATIONS

Any unit in a Tactical Pesedjet detachment may not take the following Prime Advantage:

- Combat Veterans

May not take allied detachment of any kind.

An army using this Modality of War may not take the following Apex Detachments:

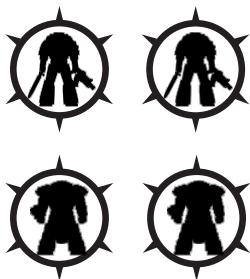
- Combat Retinue
- Officer Cadre

MODALITY OF WAR: THE GUARD OF THE CRIMSON KING

In the days before Nikaea, when the Thousand Sons took to the field and encountered a foe so mighty that their own master, the terrifyingly powerful Magnus The Red, deemed it required that he take to the battlefield to best it, he often did so at the head of a configuration of his Sekhmet, supported by the most deadly elements of his arcane Legion and an unimaginable concentration of psychic force. Before the Guard of the Crimson King, foul Xenos warlords that had slain whole worlds and mysterious entities hellish beyond description fell broken and shattered, and even the might of ancient terrors such as the Eldar and the M'Varta could not stand.

APEX DETACHMENT

ROYAL PESEDJET



Elites in this detachment must be Sekhmet Terminator Squads.

EFFECTS

New Prime Advantage "Wreathed In Lightning"

Any unit in a Royal Pesedjet detachment with this Prime Advantage gains the Deep Strike special rule.

LIMITATIONS

Any unit in a Royal Pesedjet detachment may not take the following Prime Advantage:

- Combat Veterans

May not take allied detachment of any kind.



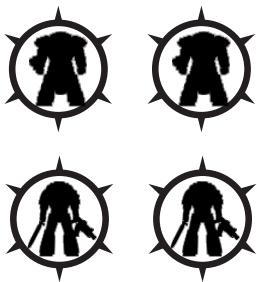
Sons Of Horus

MODALITY OF WAR: VETERANS OF THE LONG WAR

To the Sons of Horus, the combined deployment of the First Company is not merely a maneuver, but a dual expression of the Lupercal's own soul. In the Catulan Reavers, one sees the XVIth's predatory instinct made manifest—the philosophy of the “Tip of the Spear” executed through calculated chaos and the tearing of the enemy's throat. Yet, this mobility is only half of the truth. It is anchored by the Justaerin who represent the Legion's ultimate inevitability. Philosophically, the formation functions as a cosmic grinding stone: Reavers provide the friction that heats the foe to the point of structural failure, while Justaerin provide the weight that crushes the foe into dust. For the First Company, victory is found in this perfect, dark symbiosis—the frantic shadow and the iron heart striking as one.

APEX DETACHMENT

1ST COMPANY VETERANS



Heavy Assault units in this detachment must be Reaver Attack Squads or Reaver Aggressor Squads. Elite units must be Justaerin Terminator squads.

EFFECTS

New Prime Advantage “Abaddon's Chosen”

A unit in a 1st Company Veterans detachment with this Prime Advantage gains +1 Ld. In addition, it gains the Impact (S) special rule.

LIMITATIONS

Armies using this Modality of War may not take the following Auxillary Detachments:

- Maelstrom Sentry Battery

May not take an allied detachment.

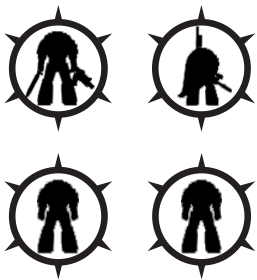
The total combined Elites and Heavy Assault units in this army must be at least half the total units in the army (rounding up). High Command, Command and Transport units do not count to the armies total units.

MODALITY OF WAR: BORN SURVIVORS

The surviving loyalist Luna Wolves operate as a phantom fleet, a reactive shadow that has rejected the sea-green shame of the Sons of Horus to reclaim their original pale-grey heraldry. Their warfare is defined by the “Autonomy of the Outcast,” a modality that eschews the grinding attrition of the major fronts for precision strikes in the galaxy's most niche and neglected theatres. Operating as a decentralized network they function as the ultimate predatory opportunists, utilizing their fleet's mobility to pick and choose engagements where the enemy's command structure is most vulnerable. To these survivors, war is no longer a crusade for territory, but a series of surgical, retaliatory lessons in loyalty, where they strike with the sudden, cold finality of a wolf's bite.

APEX DETACHMENT

LUNA WOLF PACK



EFFECTS

New Prime Advantage “Loyal Unto Death”

A unit in a Luna Wolf Pack detachment with this Prime Advantage gains the Hatred (Traitors) special rule.

LIMITATIONS

An army using this Modality of War must be Loyalist.

May not take Primarch Horus Lupercal or Horus Ascended, and may not take any High Command or Command characters with the Traitor Trait.



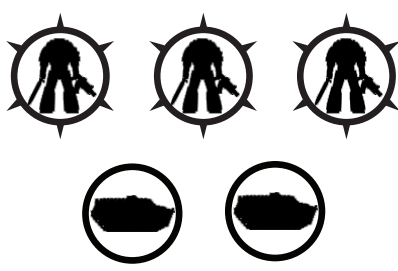
Word Bearers

MODALITY OF WAR: THE LAST OF THE SERRATED SUN

The Serrated Sun Chapter of the Legiones Astartes Word Bearers were the first sons of Lorgar to walk the Path of the Ruinous Powers, and most of its Legionaries fell in battle at the hands of the betrayed Raven Guard at the Istvan V Dropsite Massacre. Later on, the chapter's legacy would be passed on to the Vakrah Jal, but for a time the survivors of the Serrated Sun formed a vengeful, dedicated and utterly damned elite within the XVIIth Legion and maintained the specialised drop assault doctrines at which it had been once unequalled.

APEX DETACHMENT

**SERRATED SUN
BRETHREN**



Elite units in this detachment must be Gal Vorbak.
Heavy Transports must be Dreadclaw Drop Pods.

EFFECTS

New Prime Advantage "Dark Fated"

A unit in the Serrated Sun Brethren detachment with this Prime Advantage gains the Hatred (Loyalists) special rule.

LIMITATIONS

A unit in the Serrated Sun Brethren detachment may not take the following Prime Advantages:

- Combat Veterans

An army using this Modality of War may not take the following Auxiliary detachments:

- Armoured Support
- Heavy Support
- Dreadnought Talon
- Maelstrom Sentry Battery

Armies using this Modality of War may not take the following Apex Detachments:

- Army Vanguard

May not take an allied detachment.

An army using this Modality of War **may only include one Serrated Sun Brethren Detachment** and must take Argel Tal as the High Command choice (Special Assignment is allowed).

MODALITY OF WAR: HERALDS OF THE RUINSTORM

The Heralds of the Ruinstorm represent the XVIIth Legion's ultimate rejection of the material for the primordial, a modality where war becomes a ritual of systematic unmaking. This formation operates as a divine cycle of annihilation and ascension: the Ashen Circle acts as the violent eraser of the past, scouring away false idols and existing faiths to create a spiritual vacuum of ash and silence. Into this void, the Heralds usher the screaming reality of the Warp, proving that the veil is a lie and the Great Ocean the only truth. Together, they function as the architects of a new, terrifying reality—where the Circle burns the old world to cinders so that the Heralds may baptise the remains in the shifting shadows of the Neverborn.

AUXILIARY DETACHMENT

**REVELATION
CONCLAVE**



Command units in this detachment must be a Herald. Fast Attack units in this detachment must be Ashen Circle.

EFFECTS

New Prime Advantage "Primordial Offering"

A unit in a Revelation Conclave detachment with this Prime Advantage earns the Word Bearers player +1 Victory Point at the end of the battle for each enemy High Command or Command unit it has destroyed.

LIMITATIONS

Armies using this Modality of War may not take the following Auxiliary Detachments:

- Maelstrom Sentry Battery

An army using this Modality of War must include a Herald or Esoterist of any type.

Must include an allied detachment of Daemons of the Ruinstorm.



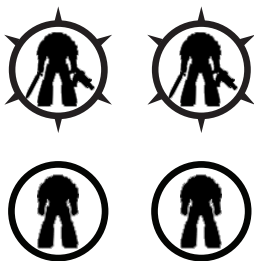
Salamanders

MODALITY OF WAR: AWAKENING FIRE

For decades, the *Legiones Astartes Salamanders* had drawn strength from the teachings of the Primarch, through the doctrines and rituals of the Promethean Cult. When Lord Vulkan was lost to his sons upon the bloody killing ground of the Urgall Depression, those few Legionaries who had not been assigned to the *Isstvan V Retribution Fleet* turned to the Promethean Cult for succour, plumbing its hidden depths for some guidance as to how they should overcome their unfathomable loss. In time, a new strand of belief would emerge, one that challenged the accepted foundation of the Imperial Truth upon which the Imperium had been built.

AUXILLARY DETACHMENT

PROMETHEAN INDUCTION CADRE



Troop units in this detachment must be Salamanders Inductii Squads.
Elite units must be Veteran Tactical Squads.

EFFECTS

New Prime Advantage “Reborn In Fire”

A unit in a Promethean Induction Cadre detachment with this Prime Advantage gains the Fear (1) special rule.

LIMITATIONS

An army using this Modality of War may not take the following Auxiliary Detachments:

- First Strike
- Combat Pioneer

An army using this Modality of War must include at least one of the following:

- Chaplain
- Cassian Dracos

May not take Primarch Vulkan.

MODALITY OF WAR: THE PHOEBIAN ACCORD

A unique sub-sect of the Salamanders’ Legion Forge, the ‘Pyre Wardens’ were tasked with the ongoing trial and development of novel wargear and Phoebean tech while on-campaign. More frequently however they would be charged with trialling Vulkan’s own inventions, which were outfitted with a number of prototypes and variants. Some variants would feature reinforced and rapid-sequential shielding, emitting debilitating effects of concentrated rad emissions, where others would reportedly have shoulder-mounted weapon systems or rerouted kinetic heat exhausts.

APEX DETACHMENT

PYRE WARDENS



Heavy Assault units in this detachment must be Saturnine Terminator squads. Retinue units must be Saturnine Command Squads.

EFFECTS

New Prime Advantage “Vulkan’s Artifice”

A unit in a Pyre Wardens detachment with this Prime Advantage gains the Eternal Warrior (1) special rule for all wounds it has suffered as a result of Overload (X).

Unstable Phoebean Prototypes

A unit in a Pyre Wardens detachment automatically gives all units (friendly and enemy) within 6” Phage (S), with the exception of all units in Saturnine Terminator Armour.

LIMITATIONS

A unit in the Pyre Wardens detachment may not take the following Prime Advantages:

- Combat Veterans

Armies using this Modality of War may not take the following Auxillary Detachments:

- Maelstrom Sentry Battery
- Combat Pioneer
- Vigilator Recon Demi-Company

May not take an allied detachment.



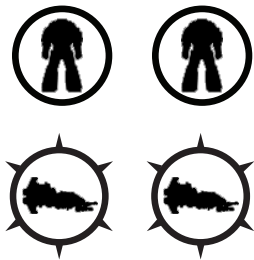
Raven Guard

MODALITY OF WAR: LIBERATION FORCE

In the aftermath of the Dropsite Massacre it was feared that Lord Corax, Primarch of the Raven Guard, had fallen, but in fact he had survived and led several thousand of his sons on a ninety-eight day campaign of vengeance and survival before his force was extricated from Istvan V. Having returned to the Legion's home world, Corax led the Raven Guard on a campaign to liberate the peoples of numerous worlds across the southern Imperium whose leaders had declared for the Warmaster. With each world freed from the yoke of treachery another Loyalist army was raised, and the scales of justice tipped but a fraction back in favour of Terra.

APEX DETACHMENT

RAVEN'S FLIGHT



Troop units in this detachment must be Assault Squads or Inductii Squads. **Fast Attack units must be Xiphon Interceptors, Storm Eagles or Fire Raptor Gunships.**

EFFECTS

New Prime Advantage "On Wings Of Freedom"

Each time a model with this Prime Advantage returns to Aerial Reserves, it receives no increase to the reserve roll Target Number. The Target Number will always be a 3+.

LIMITATIONS

Armies using this Modality of War may not take the following Auxillary Detachments:

- Maelstrom Sentry Battery
- Techmarine Covenant
- Siege Breaker Storm Battery

May not take an allied detachment.

An army using this Modality of War may not include any High Command, Command, Elites or Heavy Assault units with Cataphractii Terminator Armour or Saturnine Terminator Armour.

MODALITY OF WAR: THE CORVINE REBIRTH

The Corvine Rebirth modality functions as a grim exercise in functional duality, where the XIXth Legion's desperate need for numbers forces a philosophical bridge between the pure and the mutated. In this deployment, the Raptors are not merely monsters, but a hyper-accelerated vanguard that compliments the Legion's traditional stealth. While the standard Raven Guard recruits provide the disciplined, tactical framework of the Raven's Talons, the Raptors are unleashed as a primal force of asymmetric shock. Together, they form a cycle of predatory attrition: the Legionaries orchestrate the meticulous collapse of the enemy's logistics, while the Raptors provide the overwhelming kinetic violence required to finish a war that the depleted Legion could no longer win through subtlety alone.

APEX DETACHMENT

TAINTED CONVOCATION



Elite units in this detachment must be Dark Fury Squads.

EFFECTS

New Prime Advantage "Tainted Gene-seed"

A unit in Tainted Convocation detachment with this Prime Advantage gains the Impact (S), Impact (T) and Heedless special rules.

Special note: Although the unit entry for this detachment is Dark Furies, these are to represent the 'Raptor' mutation within the geneseed, and as such players should feel obliged to model the squad appropriately to represent their increase in ability/stats. Base size should be either 32mm or 40mm only.

LIMITATIONS

Armies using this Modality of War may not take the following Auxillary Detachments:

- Maelstrom Sentry Battery
- Techmarine Covenant

Armies using this Modality of War **may only include one Tainted Convocation Detachment** and may not take the following Apex Detachments:

- Officer Cadre

May not take an allied detachment.



Alpha Legion

MODALITY OF WAR: THE HARROWING

The Harrowing represents the XXth Legion's ultimate expression of Entropic Dissolution, a modality where war is treated as a systemic viral infection that triggers total cognitive collapse. Philosophically, it is the "Sovereign Practical"—a culmination of clandestine groundwork that detonates into a single, synchronized moment of planetary paralysis. Tactically, the formation functions as a ghost-choke, utilizing Tactical cadres to sabotage infrastructure from the shadows while the Veteran elite decapitate the enemy's command hierarchy with detailed precision. The result is a battlefield of absolute confusion, where the foe's own logistics and communications become the instruments of their undoing, leaving them to be methodically harvested by a Legion that strikes from every direction and none at all.

APEX DETACHMENT

HARROWCULT



Elite choices in this detachment must be Lernaean Terminators, Veteran Tactical squads or Veteran Heavy Support squads.

EFFECTS

New Prime Advantage "Ambush Attack"

A unit in a Harrowcult detachment with this Prime Advantage gains the Infiltrate (12) special rule.

LIMITATIONS

All Transports, Heavy Transports, Armour and Superheavy units in this army must start the game in Reserve or Outflank (only if the unit has the Outflank special rule).

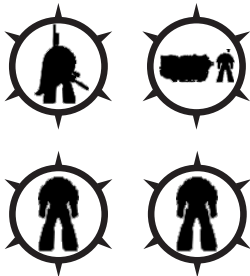
An Army with this Modality of War **may only include one Harrowcult Detachment** and may not take an allied detachment.

MODALITY OF WAR: THE COILS OF THE HYDRA

The deceit and subterfuge for which the Alpha Legion was famed was a means to an end; the end more often than not placing their foes at a disadvantage on the battlefield, leaving them vulnerable to sudden surprise attack by rapid moving strike forces whose goal was nothing short of wholesale slaughter. To face the Coils is to realize that every counter-move has already been accounted for, as the Alpha Legion's disparate elements tighten in a perfect, crushing rhythm that leaves the enemy suffocated by their own failed stratagems.

APEX DETACHMENT

HYDRAN PARADIGM



EFFECTS

New Prime Advantage "Mutable Tactics"

A unit in a Hydran detachment with this Prime Advantage can choose one of the following benefits before the start of Turn 1:

- Armourbane
- Expendable (2)
- Vanguard (1)

Plotted Subterfuge

An army with this Modality of War gains +1 to the result of the dice roll to determine First Turn.

LIMITATIONS

An army using this Modality of War may only have one Rewards of Treason unit. Armies using this Modality of War may not take the following Auxillary Detachments:

- Maelstrom Sentry Battery
- Linebreaker Eschelon

May not take an allied detachment.



Generic Modalities

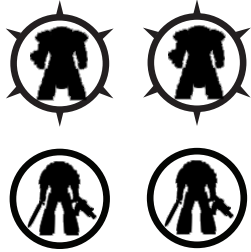


MODALITY OF WAR: PRIDE OF THE LEGION

Each Space Marine Legion had its Elite; a core of veterans with experience of countless wars on worlds unnumbered. In battle, these veterans armed and armoured with the finest wargear the Legion possessed, could be deployed together like a clenched fist, focusing and maximising their killing power to destroy the most terrible enemies the Great Crusade faced.

APEX DETACHMENT

LEGION ELITE



Heavy Assault choices in this detachment must be Cataphractii Terminator Squads, Tartaros Terminator Squads or Saturnine Terminator Squads. Elite choices must be Veteran Assault Squads, Veteran Tactical Squads, Veteran Heavy Support Squads or Veteran Breachers..

EFFECTS

New Prime Advantage “Pride Is Our Armour”

A unit in a Legion Elite detachment with this Prime Advantage lose their Vanguard (X) special rule, and instead gain Line (1).

LIMITATIONS

An army using this Modality of War may not take the following Auxillary Detachments:

- Maelstrom Sentry Battery
- Combat Pioneer
- First Strike

May not take an allied detachment.

An army using this Modality of War must include the following:

- A Legion Champion or Legion Champion in Terminator Armour.
- More Heavy Assault and Elite units combined than Troops units.
- More Heavy Assault and Elite units combined than Armour units.

MODALITY OF WAR: DESTROYER COMPANY

Destroyer companies represents a legion's departure from conquest in favour of systemic desolation, a doctrine practiced by the 22nd Nemesis Chapter and similar scorched-earth cadres. Tactically, it functions as a radiological vanguard, deploying extensive rad-weaponry and phosphex bombardments to render the environment terminal. The mission's specific objective dictates the method of ruin: Moritats lead jump-pack Destroyers in high-speed, “chain-fire” assassinations to decapitate leadership, while Siege Breakers orchestrate toxic shell-strikes to transform hardened fortifications into unbreathable tombs. Together, they execute the creed of the Destroyer Company, leaving behind only poisoned silence and a world scoured of its very history.

AUXILLARY DETACHMENT

PLANET KILLER FORMATION



Heavy Assault units must be Destroyer Assault Squads, Mortalis Destroyer Squads, Nemesis Destroyers (Ultramarines only), Dark Sons of Death (White Scars only), **Angel's Tears (Blood Angles only)** or Deathsworn Pack (Space Wolves only). Elite units must be Red Hand Destroyers (World Eaters only) or Mortis Poisoners (Deathguard only).

EFFECTS

New Prime Advantage “Entropic Wake”

A unit in a Planet Killer Formation detachment with this Prime Advantage has the Move Through Cover special rule.

LIMITATIONS

Armies using this Modality of War may not take the following Auxillary Detachments:

- Maelstrom Sentry Battery

May not take an allied detachment.

An army using this Modality of War must include the following:

- Moritat or Moritat Mortalis.
- Siege Breaker, Siege Breaker in Terminator Armour or Mounted Siege Breaker.

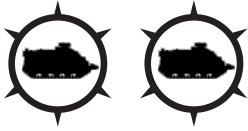


MODALITY OF WAR: ORBITAL ASSAULT

One theatre of warfare in which the Space Marine Legions were without peer was the orbital assault. With a sudden, calamitous strike from the void, were hundreds of worlds brought under compliance during the Great Crusade, their leadership decapitated and their centres of power taken over at a bloody stroke, without the need for a protracted war of conquest.

AUXILLARY DETACHMENT

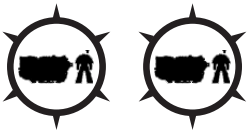
DROP POD ASSAULT



Transports in this detachment must be either Drop Pods or Dreadnought Drop Pods.

AUXILLARY DETACHMENT

DROP POD FIRESTORM



Support units in this detachment must be Deathstorm Drop Pods.

EFFECTS

New Prime Advantage “Death From Above”

A unit in the Drop Pod Assault or the Drop Pod Firestorm detachment with this Prime Advantage may Deep Strike as a detachment. This means that instead of being limited to Deep Striking only one unit per turn, you can Deep Strike both units in the detachment. To do this, use a single Deep Strike reserve roll to attempt to bring the detachment on. If successful, place each unit as per the rules for Deep Strike reserves.

Sudden Strike

A single Drop Pod Assault or Drop Pod Firestorm detachment may arrive on Turn 1.

LIMITATIONS

An army using this Modality of War may not take the following Auxillary Detachments:

- Maelstrom Sentry Battery
- Armoured Support

May not take an allied detachment.

An army using this Modality of War is subject to the following:

- May not take units with the Vehicle type.
- Any units with the Cavalry type must also have the Deep Strike special rule.
- Any units with the Infantry type must start the game embarked in a Drop Pod or Flyer, otherwise must start the game in standard reserve.
- Any Walker/War Machine type must start the game embarked in a Dreadnought Drop Pod, Dreadclaw Drop Pod, Kharybdis or other Flyer, otherwise must start the game in standard Reserve (unless the unit has Outflank).

