

AGILE	This Titan may make up to two turns instead of one.
ARMORED	Hits from Light weapons count their AP as 0 against this model, which may re-roll failed Saves against them.
ATTACHED DE- PLOYMENT	This model is not deployed normally.
Same type	It must be assigned to a friendly Detachment of the same type during Deployment.
Part of the unit	Counts as part of the Detachment and cannot leave it.
Cannot assign	If it cannot be deployed (i.e., no eligible Detachment to assign it to), it is destroyed.
AUGER ARRAY	Barrage and Heavy Barrage weapons ignore the -1 to Hit for indirect fire if a friendly model with an Auger Array can see at least half of the target Detachment.
AUTOMATED SENTRY	This Detachment is NOT issued an Order.
Activation	- It fires during the Movement phase. - If there is no valid target, it fires in the Advancing Fire phase.
Targeting	The Detachment does not choose targets normally--it targets by weapon type: Anti-armor: nearest Walker, Vehicle, Super-heavy, Knight, or Titan Light: nearest Infantry or Cavalry Skyfire (if available): may target nearest Flyer instead Other weapons: nearest eligible Detachment
Combat Interaction	The Detachment can fire while Engaged & Pinned It ignores Engaged & Pinned Detachments when selecting targets (even those Engaging it).
Other Rules	It is Tactical Strength 0, which cannot be modified.
Break Point	Ignore this Detachment when calculating a Formation's Break Point but count it toward Breaking when its destroyed.
BATTLESMITH	If a Walker, Vehicle, Super-heavy, Automata, or Automated Sentry is within 3" of this model and suffers a Wound from a special rule or a weapon with AP -2 or worse, roll a D6. On a 5+, ignore the Wound.
Restriction	Does not apply to Wounds suffered in a Fight.
BLESSED AUTO-SIMULACRA	During the End phase, roll D6 for each Wound this model has lost. For each 5+, it regains 1 Wound.
BULKY	Bulky models may only Embark on the following Transport types: Assault Transports: it occupies 2 spaces Large Transports: it occupies 1 space Large Assault Transports: it occupies 1 space
CHAIN OF COM- MAND	Detachments containing one or more models with this rule may only be issued an Advance Order, unless stated otherwise. If an Independent Unit contains no models with this rule, it may be issued a different eligible Order even if the larger Detachment is limited to Advance Orders.
CLOSE FORMA- TION FIGHTING	A Solar Auxilia Infantry model gains +1 CAF while in base contact with one or more friendly Solar Auxilia models. Garrisoned Detachments are always treated as being in base contact with at least one other model from their Detachment.
COMMANDER	During deployment, this model must be assigned to a Detachment in its Formation.
Restriction	It must join a Detachment of the same type (maximum of 1 Commander per Detachment).
Cannot leave	The Commander counts as part of that Detachment for the rest of the battle.
No assignment	If it cannot be assigned, a Commander becomes its own Detachment.
COMPACT	This model can Embark on a Transport as if it were Bulky Infantry and counts as 2 models for transport capacity.
CONSTRUCT SHIELDS (X)	Construct Shields function like Void Shields with the following exceptions: - Construct Shields cannot reignite -- Do not roll for them in the End phase. - Once reduced, their level cannot increase (unless stated otherwise).
Continues v	

CONSTRUCT SHIELDS (X) (Continues)	If one or more models in a Detachment have active Construct Shields: - Hits are allocated to Construct Shields first. - Each allocated Hit reduces an eligible model's Construct Shield level by 1, then the Hit is discarded. - When a model's Construct Shield level reaches 0, its shields collapse. Remaining Hits continue to be allocated to other models with active Construct Shields: - If no models have active Construct Shields, resolve Hits normally. Unlike Void Shields, Hits with AP 0 can be allocated to Construct Shields if the weapon has the Light AT or Anti-tank trait.	
CORTEX CONTROLLER	A Detachment with Cybernetica Cortex (X) may be issued any eligible Order if at least one of its models is wholly within 8" of a friendly model with the Cortex Controller special rule. The model with Cortex Controller does not need to be in the same Formation, only the same army.	
CYBERNETICA CORTEX (X)	Detachments with this rule may only be issued the Orders listed in brackets, unless stated otherwise. If a Detachment is not eligible to be issued the listed Orders (for example, it's Embarked in a Transport), ignore this restriction temporarily. References to Cybernetica Cortex are the same as Cybernetica Cortex (X).	
DEEP STRIKE Not in 1st round Place 1st model Uh oh... Place Detachment Overwatch	This Detachment may start the game in Reserve. It can activate in any Movement phase except the first round. Place one model at least 2" away from enemy models. Scatters it D6". If the model scatters off the table, into Impassable terrain, or onto a Structure, the entire Detachment is destroyed. errata 4/25 If it scatters within 1" of an enemy, move it a minimum distance to be more than 1" away. Place the rest of the Detachment within 2" of the first model with the same placement restrictions. Models that cannot be placed are destroyed. Once deployed, the Detachment completes its activation as normal. Take Overwatch against the Detachment after it sets up, including Disembarking passengers if it's a Transport, and after resolving all other Deep Strike effects, such as Orbital Assault.	
DREAD AURA (X) Dread Aura models	Detachments within X" of this model suffer -1 to Morale checks (friend and foe). This model is not affected by other Dread Aura models.	
DROP POD Arrival turn Upon landing Passengers Coherency Overwatch against Tactical Strength Break Point	This Detachment is placed in Reserve before the battle (along with passengers, if any) and must Deep Strike. Drop Pods may Deep Strike during Round 1. If the Drop Pod has Orbital Assault, fire its weapons immediately after landing. A transported Detachment immediately Disembarks upon landing and activates later in the phase as normal. Once deployed, ignore Coherency when Detachment drop pods are destroyed. Resolve an Overwatch called against the Drop Pod Detachment after any passengers have Disembarked and the Orbital Assault rule has been resolved (if applicable). errata 4/25 Drop Pods always have a Tactical Strength of 0, and this can never be modified. errata 4/25 Drop Pods are Ignored for calculating the Formation's Break Point but count towards it when destroyed.	
EXPLORATOR ADAPTATION	Gain a 6+ Invulnerable Save against Hits from Barrage or Blast weapons.	
FEEL NO PAIN Timing Restriction	After failing a Save against a Light weapon, roll a D6 and ignore the Wound on a 5+. This resolves before other rules (for example, Deflagrate would not generate extra Hits). This does not apply to Wounds suffered in a Fight.	

FLYER	This model starts in Reserve unless stated otherwise.
Orders In Reserve	In Reserve, it may only receive Advance or March Orders.
Entering play	When activated, place it with the rear of its base touching your table edge or a side edge within 8" of your edge.
Movement	It can only move in a straight line, but it can make ONE turn of up to 90° during its movement.
Moving over units	It can move over all models and terrain and end its movement overlapping Impassable terrain.
Interaction	A Flyer and all units (friend and foe) can move through each other and end movement in base contact or overlapping.
Flyer—Shooting	Flyers cannot Fire Overwatch in the Movement phase , but can shoot normally in the Combat phase .
Line of Sight	A Flyer has line of sight to all models unless stated otherwise; likewise, all Detachments can see it.
Obscured targets	Ignore penalties for targeting obscured Knights and Titans.
Shooting & terrain	Flyers still suffer penalties when shooting at units in terrain.
Shooting at Flyers	Models targeting Flyers only Hit them on a natural 6 unless stated otherwise (i.e., Skyfire).
Templates v Flyers	Templates cannot hit Flyers unless the weapon has Skyfire as well.
Flyer—Fight	Flyers have no Engagement Zone and cannot Engage or be Engaged.*
Objectives*	They cannot control Objectives.* <i>*Exception: Flyers that can enter Hover Mode and are currently in it (see Hover).</i>
Flyer—End Phase	During the Remove Flyers End Stage, all Flyers are removed and placed in Reserve (unless they have Hover and choose to do so now--see Hover).
Damaged	Flyers retain any Wounds suffered.
Return	They may return next round.
Flying Transport—Destroyed <i>See Transports for more details</i>	If a Flyer with Embarked models is destroyed while not in Hover Mode , all Embarked models are destroyed with no Save . Exception: Models that can Disembark from a Flyer without Hover (e.g. Jump Pack) get a Save (4+ or use its own Save, if better) ignoring AP.
FORWARD DEPLOYMENT	After deployment (including Infiltrators) but before Round 1, a Detachment with Forward Deployment may make a special move. errata 4/25
Requirement	All models in the Detachment must have Forward Deployment.
Movement	It may move up to its Movement characteristic, ignoring Difficult and Dangerous Terrain rules.
Deployment Zone	It may move outside of its Deployment Zone.
Structures	It may Garrison a Structure, if able.
Priority	If both sides have Forward Deployment, roll off. The winner decides who moves first.
FURIOUS CHARGE	When issued a Charge Order, add +2 to Fight rolls if the model moved at least 1".
HOVER	Some Flyers have the Hover rule and may enter Hover Mode, gaining the Skimmer rule (and losing Flyer).
Entering Hover	- During the Remove Flyers stage, a Flyer with this rule may enter Hover Mode instead of returning to Reserve. - Optionally, it may start the game in Hover Mode during deployment. - Flying Transports with this rule Immediately enter Hover Mode when units Disembark during Movement. (All Transports in the Detachment do the same, even if they have no passengers.)
Positioning	Flyers cannot enter the battlefield from Reserve in Hover Mode. (FAQ 4/25) If it's within 1" of an enemy or overlapping a base when entering Hover Mode, move it the minimum distance to prevent this. If it enters Hover Mode in Impassable terrain, the model is destroyed.
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While Hovering (Continued)	Treat a Hovering model as a Skimmer until it Takes Off. It does not get Flyer protections or benefits as a Skimmer. It does NOT leave the battlefield during the Remove Flyers Stage. To Embark passengers, the Flyer must be Hovering. If destroyed while Hovering, treat this model as a Transport: - Each Embarked model makes a Save roll (4+ or use its own Save, if better), ignoring AP. - Each failed Save causes 1 Wound. All models in the Detachment must Hover or Take Off simultaneously.
Taking Off	During the Resolve End Phase Effects, the Hovering Detachment may Take Off. It loses Skimmer and regains Flyer. This happens before Flyers are removed, so the Detachment is removed to Reserve as normal.
IMPLACABLE Choose No base contact	If a Detachment with one or more Implacable models loses Combat, it does not make a Morale check. Instead, the player may decide whether to Withdraw or not. If it Withdraws, resolve it as normal. If it does not Withdraw, it remains Engaged. If no models are in base contact after Combat, the Detachment does not move and is no longer Engaged.
INDEPENDENT Deep Strike	Models with this rule and the same name form an Independent Unit within a Detachment. - All other models form the Detachment Core. - A Detachment may have multiple Independent Units. - An Independent Unit must maintain 2" Coherency between its models. - At least one model must be within 6" of the Detachment Core. - An Independent Unit may be issued its own Orders. - It may target a different enemy than its Core. - All models in the Independent Unit must fire at the same target. Treat an Independent Unit and the Detachment Core as separate for Combat and Engagement. An Independent Unit that has Deep Strike may start in Reserve, even if the Core deploys on the battlefield. - All models in the Independent Unit must be in Reserve. - On arrival, it deploys within 6" of the Detachment with no Scatter. - If the Core is destroyed, the Independent Unit Deep Strikes normally (check for Scatter).
INFILTRATE Deployment Placement Restriction	Infiltrating Detachments deploy after all normal deployments. - The players alternate deploying them, starting with the player who controls the battlefield. - They may deploy anywhere outside the enemy Deployment Zone and may Garrison a Structure if eligible. (FAQ 4/25) It must be at least 4" from enemy models. If it cannot be deployed this way, deploy it normally in your Deployment Zone.
INSPIRE (X)	Friendly Detachments within X inches of this Detachment may use its Morale value instead of their own for Morale checks.
INTERCEPTOR Flyers only Fire in Combat too Cannot Overwatch	After moving, this model may fire one weapon that is not Point Defense. It may only target a Flyer Detachment and suffers -2 to Hit. It may then fire normally in the Combat phase (including that weapon). If it uses Interceptor, it cannot fire Overwatch.
INVULNERABLE SAVE (X)	This model has an Invulnerable Save (X) that may be used in place of its normal Armor Save. This Save is not modified by AP.

ION SHIELD	This model has an Ion Shield Save (X) that may be used in place of its normal Save.
Front Arc only	It may only be used against Hits from the model's front arc.
AP Interaction	- AP 0 to -1: No change to the shield's save. - AP -2 to -3: -1 to the shield's Save (to a min 6+). - AP -4 or worse: -2 to the shield's Save (to a min 6+).
IONIC FLARE SHIELD	Improves this model's Ion Shield or Invulnerable Save by 1 against Hits from Barrage or Blast weapons (to a maximum of 2+).
JINK SAVE (X)	This model has Jink Save (X) that may be used in place of its normal Armor Save. It is not modified by AP.
No First Fire	It cannot be used if the model has a First Fire Order.
JUMP PACKS	May move over models and terrain areas with no penalty.
Movement	- Cannot end movement overlapping models. - Cannot end in an Engagement Zone unless Charging. - If ending in Impassable terrain, the model is destroyed.
Structures	- May only end on a Structure if Garrisoning. - Otherwise, overlapping models are destroyed. - On a Charge, add +1 to Fight rolls vs Garrisoned units.
Transport	- Count as Bulky for transport capacity. - May Disembark from Flyers even if not Hovering. - If a Flyer Transport is destroyed, may make a 4+ Save (or own Save if better), ignoring AP, instead of being destroyed.
LINE	Adds +2 Tactical Strength. Stacks with other modifiers.
LOYALIST	May only be included in a Loyalist army.
MACRO-EXTINCTION TARGETING PROTOCOLS	Re-roll failed To Hit rolls when firing at Super-heavy, Knight, or Titan Detachments. In Combat, may re-roll one D6 when making Fight rolls against those Detachments.
MASTER TACTICIAN	When a Detachment with one or more of these models is activated, it may issue commands.
New Order	Select one other friendly Detachment within 6" that has not yet activated; it may replace its current Order with another eligible Order it could have received during the Orders phase. FAQ 4/25
Fall Back & Broken	A Detachment with a Fall Back Order cannot replace its Order. A Broken Detachment can replace its Advance or Charge Order.
MEDICAE	Infantry models within 4" of the Medicae gain Feel No Pain (5+ Save) against Wounds from Light weapons.
NECROTECHICA	During the Resolve End Phase Effects step, roll a D6 for each Wound this model has lost. On a 5+, regain 1 Wound.
NIMBLE	No Movement penalties for going through Difficult Terrain.
ORBITAL AS-SAULT	When a model with this rule deploys via Deep Strike, it may immediately fire all its weapons. If it is also a Transport, it fires before any models Disembark.
OUTFLANK	If all models in a Detachment have Outflank, it may start the game in Reserve.
Orders in Reserve	While in Reserve, the Detachment can only be issued Advance or March Orders. In any Movement phase after the 1st, choose to remain in Reserve or Flank the enemy.
Arrival	Place it on any table edge not within 8" of the enemy table edge. It then completes its activation as normal.
PHOSPHEX	Enemy models Garrisoning a Structure gain no positive CAF modifiers when Fighting a model with this rule.

REMOTE CONTROLLED DETONATION	If a model with this rule ends its movement within 12" of a friendly model with the Commander rule, it may detonate. • Fire all of its weapons with the Blast (3"/5") trait. • Place the template's central hole within 1" of the detonating model. • Templates do not Scatter. • The detonating model is not hit by its own Blast. • After resolving the attack, the detonating model is destroyed. If a Detachment contains multiple models with this rule: • Choose which models detonate before resolving any attacks. • Models detonating simultaneously are not affected by each other. • Models that do not detonate are affected normally. Models with this rule are ignored when calculating a Formation's Break Point.
SHIELD GENERATOR (X)	Models within 6" (friend or foe, including itself) gain an Invulnerable Save equal to (X). This Save can only be made against Hits scored by models more than 6" from the Shield Generator model. If both the attacking and target models are within 6" of the Shield Generator, no Save is granted.
SCOUT	Models with the Scout rule improve their Cover Save by 1, to a maximum of 2+.
SKIMMER Movement Pop-up attack	A Skimmer Detachment can move over all other models and terrain with no penalty. A Skimmer cannot end its move overlapping other models. It cannot end its move in an enemy model's Engagement Zone unless Engaged with it. If a Skimmer model's base overlaps Impassable terrain at the end of its movement, it is destroyed. During First Fire, a Skimmer Detachment with a First Fire Order may declare a Pop-up attack: • Draw line of sight from 10" above the model's position. • Fire as normal. • Treat the Skimmer Detachment as 10" above the table for enemy targeting until the end of the First Fire stage.
SOLAR AUXILIA HQ (X) No Broken Units	A Detachment with Chain of Command may be issued any eligible Order instead of only an Advance Order if at least one of its models is wholly within this model's Command Range. Command Range is equal to X". This rule does not allow a Broken Detachment to receive Orders other than Advance or Charge.
STEADFAST	This model counts its Tactical Strength as one higher than normal.
Stacks	This stacks with other modifiers (i.e., an Iron Warrior Terminator could potentially be TS 8 due to The Bitter End Legion rule).
TANK COMMANDER	This model gains the Solar Auxilia HQ (6") special rule and increases its Morale characteristic by 1, to a maximum of 2+.
TRACKING ARRAY	When given a First Fire Order, all the model's weapons gain the Skyfire special rule.
TRANSPORT (X) Embarkation — Limitations Embarking Embarked & Disembarked split Orders for both Continues v	This model can carry up to (X) Infantry stands. <i>(See a Transport's Detachment Data Sheet for capacity).</i> • A Detachment may start the battle Embarked in a Transport; declare this during deployment. • If one model Embarks, the entire Detachment must Embark. • All selected Transports must belong to the same Transport Detachment. 1. A regular (non-Dedicated) Transport Detachment may Embark any eligible Detachment in its Formation, 2. A Transport Detachment cannot Embark units from other Formations or Allied Contingents. To Embark on a Transport, a model must end its activation in base contact with it (remove the model from the battlefield). If a Detachment becomes split between Embarked and Disembarked models, the Embarked Transports must still maintain Coherency with the Disembarked models. • A Transport Detachment receives an Order as normal. • An Embarked Detachment receives its own Order: Advance or March, unless the Transport's type allows otherwise.

TRANSPORT (X) Disembarking Passenger and Transport activation Destroyed Transport Destroyed Flying Transport Special Rules using distance	(Continued) - During a Transport Detachment's activation in the Movement phase, Embarked models may Disembark at any point. - All models from the Detachment must Disembark if they can. - Place each model within 1" of its Transport. - A model cannot Disembark within the Engagement Zone of an enemy model—unless the Detachment is given a Charge Order and is Disembarking from a type of Assault Transport. - Any model that cannot be placed cannot Disembark. - If a Transport is within 1" of a Structure, models cannot Disembark directly into it. <i>(FAQ 4/25)</i> - If a Disembarked Detachment has not yet activated this phase, it may activate normally later. - If it has already been activated, simply place the models as normal. - In either case, the Transport Detachment continues its activation. If a Transport (non-Flyer) with Embarked models is destroyed: - Each Embarked model makes a Save roll (4+ or its own, if better), ignoring weapon AP. - Failed Saves cause 1 Wound. - Survivors are placed within 2" of the destroyed Transport and cannot be placed in Combat. - Models that cannot be placed are destroyed. Unless a Flyer is in Hover mode when it is destroyed, its passengers are destroyed too, regardless of remaining Wounds. The exception being models with Jump Packs, which treat it as a normal destroyed Transport (4+ Save or its own Save if better). While Embarked, a model's special rules that require a Detachment to be within a certain distance have no effect. <i>faq 4/25 p4</i>
FLYER TRANSPORTS Disembarking Flyers with Hover Non-Hovering Embarking Destroyed Flyer (p.97) • In Hover mode	Embarking and Disembarking from a Transport with the Flyer special rule works slightly differently: If a Transport has the Flyer and Hover special rules, when a Detachment Disembarks, the Transport immediately Hovers (unless the Disembarking Detachment has a special rule that say otherwise, like Jump Packs): - The Detachment loses the Flyer special rule and gains the Skimmer rule. - All Flyer models in its Detachment must do the same, even if not carrying passengers. - Passengers then Disembark as normal. Models cannot Disembark from a Flyer that can't Hover unless they have a rule that allows otherwise (i.e. Jump Packs). Models Embark on Hovering Flyers as normal. They may only Embark on a Flyer that cannot Hover during deployment. If a Flyer with Embarked models is destroyed while not in Hover Mode, all Embarked models are destroyed with no Save. Exception: Models that can Disembark from a Flyer without Hover (e.g. Jump Packs) get a Save (4+ or use its own Save, if better) ignoring AP. If the destroyed Transport is in Hover mode, Embarked passengers follow the normal rules for a Destroyed Transport.
ASSAULT TRANSPORT (X) Passenger Orders	This model follows all the Transport (X) rules with the following exceptions: It can carry Bulky Infantry models (each one counts as 2 models toward transport capacity). Embarked Detachments may be issued an Advance, March, or Charge Order.
LARGE TRANSPORT (X) Expanded Capacity	This model follows all Transport (X) rules with the following exceptions: It may carry Infantry, Walkers, Bulky, and Very Bulky models. Infantry or Bulky: each one counts as 1 model Walker or Very Bulky: each one counts as 2 models
LARGE ASSAULT TRANSPORT (X) Expanded Capacity Passenger Orders	This model follows the Large Transport (X) rule <i>(See Passenger Orders below for an exception)</i>. It may carry Infantry, Walkers, Bulky, and Very Bulky models. - Infantry or Bulky: each one counts as 1 model. - Walker or Very Bulky: each one counts as 2 models. Embarked Detachments may be issued an Advance, March, or Charge Order.

DEDICATED TRANSPORTS	Some Formations allow a Detachment to upgrade by purchasing Dedicated Transports. Dedicated Transports form their own Detachment, but do not take up a Detachment slot, and don't count toward the minimum/maximum number of Detachments in a Formation.
Mixed Transports	If a Detachment with Dedicated Transports is joined by another Detachment that also has a Dedicated Transport (e.g. via the Command rule), the latter's Dedicated Transport joins the existing Dedicated Transport Detachment. - This may result in a mix of Dedicated Transports (e.g. Rhinos and a Spartan). - Dedicated Transports that are Flyers cannot join Dedicated Transport Detachments that are not (and vice versa).
No more; no less	A Detachment must buy exactly enough Dedicated Transports to carry all its models. If a model joins the Detachment later (such as a Commander), a Dedicated Transport can carry that model if there is enough space.
Eligible passenger	Dedicated Transports must be eligible to carry the Detachment they are purchased for (e.g. no Rhinos for Terminators).
No hitchhikers	Dedicated Transports can leave the Detachment they were purchased for, but may only transport that Detachment.
<i>faq 4/25 p4</i>	Don't include Dedicated Transports when determining a Formation's Break Point but count them toward reaching it when destroyed.
Distinction	<i>Transports that fill a Formation's Transport slot are NOT Dedicated Transports and do not use these rules.</i>
TRAITOR	This Detachment may only be included with an Army that has the Traitor Alliance.
UNIQUE	A maximum of one of each type of Detachment with this rule can be included in an Army.
VOID SHIELDS (X)	This model has Void Shields equal to the number in the bracket. A model with 1+ Void Shields has active shields.
Allocating Hits	- Hits are allocated to Void Shields first. - Each Hit reduces the Void Shield by 1, then the Hit is discarded. - Once reduced to 0, the Void Shields have collapsed. - Remaining Hits are resolved normally.
What can affect Void Shields	- Only Hits from weapons with a modified AP of -1 or better can affect Void Shields. - Discard Hits from weapons with AP 0 or worse (after modifiers) and do not reduce the shields.
Reigniting Shields	- During the Resolve End Phase Effects stage, roll a D6 for each collapsed shield. - On a 4+, restore 1 Void Shield. - The model cannot exceed its starting number of shields.
LEGION SPECIAL RULES	
DARK ANGELS 1st Legion	Formations of Hexagrammaton: Before deployment, check each Dark Angel Formation.
Requirement	- To qualify for this special rule, it must contain at least 3 different Detachment types. - Ignore Dedicated Transports for the purpose of this calculation. For any Formation that meets this requirement, choose ONE of the following benefits: - Dark Angel Infantry-only Detachments gain Phosphex and Implacable. - Dark Angel Cavalry-only Detachments gain Outflank. - Vehicle-only Detachments gain Nimble. Eligible Detachments gain the chosen rule, but any Dedicated Transports do not.
EMPEROR'S CHILDREN IIIrd Legion	Exemplars of War: If your Army includes at least one Emperor's Children Formation (excluding Allied Contingents), then once per battle, you may automatically win Initiative instead of rolling. Declare this before rolling. If both players have this rule, the player who did not have Initiative last round decides first whether to use it. If they do, the opposing player cannot use this rule that round. Emperor's Children Allied Contingent If your Army includes an Allied Contingent composed entirely of Emperor's Children Detachments, then once per battle, you may re-roll the Initiative roll instead. This only works if at least one Emperor's Children Detachment is: - on the battlefield, or - in Reserve If all have been destroyed or removed from battle, this rule has no effect.

IRON WARRIORS IVth Legion	The Bitter End: When determining control of a neutral Objective, Iron Warriors Infantry and Walkers gain +1 Tactical Strength. When determining control of an Objective within their own Deployment Zone, they instead gain +2 Tactical Strength.
WHITE SCARS Vth Legion	Born in the Saddle White Scars models with Jink (X) improve their Jink Save by 1 (to a maximum of 3+).
SPACE WOLVES VIth Legion	Preternatural Sense: Enemy Infiltrators cannot deploy within 16" of a Space Wolves model. Enemy models arriving via Outflank cannot be placed within 8" of a Space Wolves model unless arriving from their own battle-field edge.
Imperial Fists VIIth Legion	Disciplined Fire: Imperial Fists models issued a First Fire Order gain Accurate (re-roll failed Hits) with the following weapons: • Legion bolters • Legion bolt pistols • Legion combi-bolters • Plasma cannons • Missile launchers • Heavy bolters • Lascannons • Autocannons
NIGHT LORDS VIIIth Legion	Seeds of Dissent: If a Night Lords model destroys an enemy model with the Commander or Solar Auxilia HQ (X) rule, each enemy Detachment within 4" suffers Hits equal to 3× the destroyed model's starting Wounds. Exclude: • Knights • Titans • Models with Morale "—" When making Saves against these Hits: • Use the model's Morale instead of its Save. • It cannot use Invulnerable, Cover, or other additional Saves. • Hits cannot be allocated to Void Shields. Broken Detachments suffer -2 to these Save rolls.
BLOOD ANGELS IXth Legion	Encarmine Fury: All models within a Blood Angels Detachment that wins a Combat and is no longer Engaged after Withdrawals, may move up to 3". • May move into base contact with enemy models. • Cannot Embark or Garrison during this move. • A Detachment can only use this rule once per round. • A Detachment cannot move if it is still Engaged. If this move brings it into Engagement with an enemy Detachment that is already in a Combat but has not yet fought, the Blood Angels Detachment may Fight again this round. Otherwise, no Combat is resolved.
IRON HANDS Xth Legion	Inviolate Armor: Iron Hands models with Feel No Pain may use it against Wounds caused by Light and Light AT weapons. In addition, any Hits scored against Iron Hands Vehicles and Super-heavy Vehicles with an active First Fire Order worsen their AP by 1 (to a minimum of 0). This does not apply to Hits allocated to Void Shields.
WORLD EATERS XIth Legion	Incarnate Violence: All World Eaters Infantry, Cavalry, and Walker models can re-roll a single D6 when making Fight rolls.
ULTRAMARINES XIIIth Legion	Interlocking Tactics: An Ultramarines model may re-roll Hit rolls of 1 when targeting an enemy Detachment that has already suffered one or more Hits this round from another Ultramarines Detachment in the same Formation. (Includes Hits that are discarded) (FAQ 4/25)
DEATH GUARD XIVth Legion	Sons of Barbarus: Death Guard Detachments do not suffer Hits for moving through Dangerous terrain. If the army includes at least one Death Guard Formation, before deployment, choose: • Up to 2 areas of terrain—or 2 Structures and 1 terrain area
Uggghh....yuck	They count as Dangerous terrain. Models Garrisoning or leaving the two funky Structures count as moving 1" through Dangerous terrain.
THOUSAND SONS XVth Legion	Kine Shields: Thousand Sons models with the Commander rule gain the Shield Generator (6+) special rule.
SONS OF HORUS XVIth Legion	Death Dealers: A Sons of Horus model with an Advance Order may re-roll Hit rolls of 1 when firing Light or Light AT weapons at targets within 6".
WORD BEARERS XVIIth Legion	True Believers: Word Bearers Detachments never count as Broken when being issued Orders. • They may be issued any Order they would normally be eligible for. • In addition, Word Bearers Detachments ignore the effects of Dread Aura (X).

SALAMANDERS XVIIIth Legion	Strength of Will: Salamanders-only Detachments roll 2D6 for Morale and choose either result. In addition, all Salamanders Detachments gain the Implacable special rule.
RAVEN GUARD XIXth Legion	Wing and Talon: Raven Guard Detachments containing only Infantry gain Infiltrate. Detachments with Dedicated Transports do not gain Infiltrate. All of the following Raven Guard Detachments gain Forward Deployment if they contain only: • Cavalry • Walkers • Infantry with Dedicated Transports
ALPHA LEGION XXth Legion	Mutable Tactics: Before deployment: • For each Formation made entirely of Alpha Legion Detachments (excluding Allied Contingents), select up to 3 Detachments. • For each Allied Contingent in such an army, select up to 1 additional Detachment. • Detachments with the Flyer rule cannot be selected. All models in the Detachment (choose separately for each Detachment) gain ONE of the following: • Infiltrate • Outflank • Forward Deployment