



Horus Heresy Volume 1: Betrayal

Errata & Addenda – Version 1.0
Compiled 30th January 2013

Page 191 – Librarian Consul Entry

Replace the Wargear section paragraph with the following:

- Replaces their chainsword or combat blade (or power weapon if in Terminator armour) with a Force weapon. A Force sword, Force axe or Force stave may be chosen.

Page 191 – Legion Champion Entry

Replace the reference to ‘Heroic Intervention’ with ‘Glorious Intervention.’

Page 192/193 – Legion Command Squad

Add the following line to ‘Wargear (Terminator Bodyguard only):

- Legion Standard (Terminator Standard Bearer only)

Additionally, all the Option entries listed as ‘Terminator Sergeant’ on page 193 should read ‘Terminator Standard Bearer’ instead.

Page 198 – Legion Apothecarion Detachment

Add the following:

- Special Rules – Legiones Astartes

Page 204 – Legion Breacher Siege Squad

Remove the line ‘Veteran Upgrade’ from the Special Rules entry — this was left over from an earlier playtest version of the rules and no longer applies.

Page 237 – Cataphractii Pattern Terminator Armour

Add the following line to the last paragraph of the Wargear’s description:

“Models in a unit joined by a model in Cataphractii Terminator Armour **do not have the Slow and Purposeful rule conferred on them**, contrary to the usual application of the rule, but must remain in coherency with the joined character while they stay with the unit (which may limit their distance moved overall, consolidation moves, etc.)”

Page 248 – Ezekyle Abaddon

Add the following line to Abaddon's Wargear options:
"He may exchange his combi-bolter for a power sword at no cost."

Page 251 & 253 – World Eaters Legion Rampager Squads

Rampager squads may be taken as **both** Fast Attack and Elites selections in a World Eaters Legion force.

Page 257 – Palatine Blade Squad

Remove the line 'The squad may take' – this was left over from previous formatting rather than indicating a missing entry.

Page 271 – Mechanicum Land Raider

The Special Rules box-out for Blessed Autosimulacra is unfortunately missing from the page in error. Add the following:

Blessed Autosimulacra

If the vehicle has suffered Hull Point damage, at the end of the owning player's turn roll a D6. On a result of a 6, one lost Hull Point is restored.

Frequently Asked Questions – Version 1.0
Compiled 30th January 2013

Q: The Allies in the Age of Darkness chart doesn't work entirely in parallel, is this intentional?

A: Yes, rather than a purely 'game mechanic' approach, this chart (which was produced in concert with Black Library) is intended to show the web of intrigue and complex history between the Space Marine Legions. It reflects that one Legion may call another friend, but be itself either secretly or overtly distrusted by that 'friend' and so the chart doesn't actually line up in 'symmetry' in several places as the main rulebook chart does.

Q: The Legiones Astartes rule states that "Units with this special rule may always attempt to regroup normally regardless of casualties." What does this mean exactly?

A: It means that rather than needing an Insane Heroism result of a double 1 in order to regroup if less than 25% are still alive, they may use their normal Leadership score instead (just as if more than 25% of them were still alive).

Q: Can the Legion Praetor/Legion Centurion exchange both their chainsword/combat blade for one of the options listed and also their bolt pistol for another option, and can these be different options?

A: Yes to both questions, so long as the cost for both options is paid and this is reflected on the model.

Q: Can you tell me how the Sniper rule applies to the Legion Veteran Tactical squad (if it is chosen as an option) and the Vigilator?

A: All of the shooting attacks made by these units gain the ability to inflict Precision Shots (see page 63 of the *Warhammer 40,000* rulebook) if they did not already do so. In addition, all of the model's shooting attacks never need greater than a 4+ to wound their targets, regardless of their weapon's relative Strength and their target's Toughness. Note that if they would normally need less than 4+ to wound thanks to their weapon's Strength, the better To Wound roll is still used. (So a Melta gun fired at a Space Marine by a Tactical Veteran with the Sniper special rule still only needs a 2+ to wound regardless for example). Other special rules for the weapon they are using remain unchanged.

Q: Can a Moritat exchange both of their bolt pistols for the options listed for doing so in the Centurion entry (so, for example, can I give him two Volkite Serpenta or a plasma pistol and a Volkite Serpenta?)

A: Yes, so long as the cost for both options is paid and this is reflected on the model.

Q: If a Moritat misses with one of their pistols while making a Chain Fire Attack, does this stop the Chain Fire Attack completely, or just the Chain Fire from that particular pistol?

A: Just the Chain Fire from that particular pistol.

Q: Can a Moritat's Chain Fire attacks wound models outside of their pistol range if they are part of a large squad, only some of which are in range when the Moritat began firing?

A: No, except in the case of a successful 'Look out Sir' attempt by models which may be out of the range but part of the same unit.

Q: In the case of the ‘Pride of the Legion’ Rite of War, Veteran and Terminator squads are Troops choices in the force; could you clarify the exact squads which fall into these categories?

A: In this case specifically this means Veteran Tactical squads and Legion Terminator squads only, so Justaerin and Deathshroud Terminators are not included in this. Any Legion-specific units in future Horsey Heresy books which do qualify for this Rite of War will have this fact explicitly stated in their unit description.

Q: Do I have to take a Drop Pod instead of a Rhino for all my infantry units if I use the ‘Orbital Assault’ Rite of War?

A: No, not so long as you have sufficient other vehicles for them to be transported in that are capable of deep striking. So, for example, if your primary detachment contained two Legion Storm Eagle Assault Gunships these could transport a unit of up to 20 infantry models each, and so two units in your force would not need Drop Pods of their own. Note that once a transport such as this has been ‘assigned’ once for the purpose of working out the Rite of War, it cannot be claimed by another unit as well!

Q: If I use the Orbital Assault Rite of War, do I have to have all of my units in reserve at the start of the game?

A: No you don’t. The limitation of the selection is only that they must be able to use the Deep Strike rules (to represent the limitations of this kind of force’s structure and deployment as part of the narrative of the game). Units which have the option to either deploy by Deep Strike or deploy normally may still do either, while units which must deploy via deep strike (such as Drop Pods) still do so.

Q: Concerning the Merciless Fighters rule for the Sons of Horus Legion. If the Sons of Horus units are equipped with Unwieldy weapons and thus would attack in Initiative step 1, do these models get extra attacks when outnumbering their opponents? Also, how are these ‘mixed’ Initiative step 1 attacks resolved?

A: Models with Unwieldy weapons do not qualify for extra attacks from the Merciless Fighters rule (as they have not already fought previously as described in the rule).

In terms of the order of resolution, resolve any attacks made by models with Unwieldy weapons after working out whether the opponent has been outnumbered by the Sons of Horus and making any extra Merciless Fighter attacks as part of Initiative step 1.

Q: The Malcador Heavy Tank is listed as being ‘Fast’ in the Horus Heresy book, but not in other Imperial Armour books, is this an error?

A: No, this is intentional; at this stage the Imperium is familiar with the design of its specialised engines (and can get them to work properly!) These technologies will be lost in the millennia of war to come, relegating the Malcador to second line duties in later ages.

Q: Do Super-heavy vehicles suffer the penalty of firing snap shots with their other weapons if they fire Ordnance?

A: No, they may fire all of their weapons normally; they count as being stationary while doing so and may fire their weapons at different targets.

Q: Are the armies and units in the Horus Heresy books by Forge World meant to be used in games against regular Codex armies, such as say Grey Knights or Orks?

A: While Forge World's on-going range of Horus Heresy books and their game content are all designed to use and be compatible with the Warhammer 40,000 rules, they have been fine-tuned and focused on playing battles in the milieu of the Horus Heresy rather than in conjunction with the Codexes representing warfare in the 41st Millennium, and this will remain the case.

***Designer's Note:** This means that while you are, of course, free to have fun and play games against your friends using any forces you like, and Horus Heresy forces will be broadly 'a fair fight' with Codex forces of the same scale, certain rules anomalies and inconsistencies may be thrown up that you have to deal with, although these should not seriously affect the game in most cases. (For example, certain units, such as those with the Stubborn special rule are at a premium costing in Horus Heresy armies over their regular Codex counterparts, owing to the results of play testing within their own sphere.)*

In terms of using Lords of War and the Primarchs, however, these are definitely not intended to be used in standard Warhammer 40,000 games, but only in games where both sides use the Age of Darkness Force Organisation chart, and the specific provisions within, and in games of 2,000 points or greater.

***Designer's Note:** So if, for example, you wanted to play a battle representing a narrative where the Sons of Horus Legion fought Orks or Eldar during the Great Crusade, you could quite easily use those xenos forces' Warhammer 40,000 Codexes (possibly house-ruled to accommodate larger squads) to proxy for their Heresy-era counterparts. In this case, however, both sides should be using the Age of Darkness Force Organisation chart, with the army's own Apocalypse level units and flyers available as Lords of War entries following the guidelines found on page 184 of Betrayal.*