Forge World Rules Clarifications for the Drop Pods of the Horus Heresy v1.0

With the release of The Horus Heresy: Age of Darkness Rulebook, certain rules in the Forge World Horus Heresy Army List and Campaign books required review and clarification. The following is an errata pertaining to the various Drop Pods of the Horus Heresy, as are found in
The Horus Heresy – Legiones Astartes: Age of Darkness Army List*.*

Legion Drop Pod (Page 46) – Replace the profile of this unit with the one below:

Legion Drop Pod   35 points

	BS	Armour Front	Side	Rear	HP
Legion Drop Pod	4	12	12	12	3

Unit Composition
- 1 Legion Drop Pod

Unit Type
- Vehicle (Open-topped, Transport)

Wargear
- Twin-linked bolter
- Impact-reactive doors

Special Rules
- Deep Strike
- Drop Pod Assault
- Inertial Guidance System

Transport Capacity
- The Legion Drop Pod may transport 10 models or a single Legion Dreadnought or Rapier Carrier and Crew.

A Legion Drop Pod is a Dedicated Transport choice for the Space Marine Legion army list as found in the Legiones Astartes: Age of Darkness Army List book.

Drop Pod Assault
All units with this special rule are Drop Pods and must enter play using the Deep Strike special rule, and any unit which has purchased a Drop Pod as a transport must be deployed within it. At the beginning of the controlling player's first turn, they must choose half of their Drop Pod units (rounding up) to make a Drop Pod Assault. These units arrive on their controlling player's first turn. The arrival of the remaining Drop Pods in the player's force is rolled for as usual for the mission.

Impact-reactive Doors
As soon as a Drop Pod is deployed, its doors are automatically opened to their full extent. All passengers must disembark immediately when the doors open and no models can embark for the rest of the game.

Once it has been deployed, a Drop Pod cannot move and counts as a vehicle that has suffered an irreparable Immobilised result on the Vehicle Damage table (although no Hull point loss is suffered).

Inertial Guidance System
Should a Drop Pod scatter on top of impassable terrain or another model, reduce the scatter distance by the minimum required to avoid the obstacle.

Legion Dreadnought Drop Pod (Page 47) – Replace the profile of this unit with the one below:

Legion Dreadnought Drop Pod

<div align="right">

100 POINTS

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		Armour			
	BS	Front	Side	Rear	HP
Legion Dreadnought Drop Pod	4	12	12	12	3

Unit Composition
- 1 Legion Dreadnought Drop Pod

Unit Type
- Vehicle (Open-topped, Transport)

Wargear
- Impact-reactive doors

Special Rules
- Deep Strike
- Drop Pod Assault
- Inertial Guidance System
- Burning Retros

Transport Capacity
- The Legion Dreadnought Drop Pod may transport a single Legion Dreadnought, Legion Contemptor Dreadnought, Contemptor-Cortus Class Dreadnought or Leviathan Pattern Dreadnought.

A Legion Dreadnought Drop Pod is a Dedicated Transport choice for the Space Marine Legion army list as found in the Legiones Astartes: Age of Darkness Army List book.

Drop Pod Assault
All units with this special rule are Drop Pods and must enter play using the Deep Strike special rule, and any unit which has purchased a Drop Pod as a transport must be deployed within it. At the beginning of the controlling player's first turn, they must choose half of their Drop Pod units (rounding up) to make a Drop Pod Assault. These units arrive on their controlling player's first turn. The arrival of the remaining Drop Pods in the player's force is rolled for as usual for the mission.

Impact-reactive Doors
As soon as a Drop Pod is deployed, its doors are automatically opened to their full extent. All passengers must disembark immediately when the doors open and no models can embark for the rest of the game.

Once it has been deployed, a Drop Pod cannot move and counts as a vehicle that has suffered an irreparable Immobilised result on the Vehicle Damage table (although no Hull point loss is suffered).

Inertial Guidance System
Should a Drop Pod scatter on top of impassable terrain or another model, reduce the scatter distance by the minimum required to avoid the obstacle.

Burning Retros
Owing to the meteoric descent speed and the fiery blast of the Drop Pod's retros on arrival, the Legion Dreadnought Drop Pod and any Dreadnought which disembarks from it gain the Shrouded special rule when they arrive from Reserve, until the beginning of the controlling player's next turn.

Anvillus Pattern Dreadclaw Drop Pod   115 points

	BS	Armour Front	Side	Rear	HP
Dreadclaw Drop Pod	-	12	12	12	3

Unit Composition
- 1 Dreadclaw Drop Pod

Unit Type
- Vehicle (Flyer, Hover, Transport)

Wargear
- Frag assault launchers

Special Rules
- Assault Vehicle
- Deep Strike
- Drop Pod Assault
- Inertial Guidance System
- Heat Blast

Transport Capacity
- The Dreadclaw has a Transport Capacity of 10 models, or can be used to transport a single Legion Dreadnought, Legion Contemptor Dreadnought or Contemptor-Cortus Class Dreadnought.

Access Points
- One access hatch beneath the hull. In practice, you may choose any point at the base of the hull to measure from when disembarking.

An Anvillus Pattern Dreadclaw Drop Pod is a Fast Attack choice for the Space Marine Legion army list as found in the Legiones Astartes: Age of Darkness Army List book.

Drop Pod Assault
All units with this rule are Drop Pods and must enter play using the Deep Strike special rule, and any unit which has purchased a Drop Pod as a transport must be deployed in them. At the beginning of the controlling player's first player turn, they must choose half of their Drop Pod units (rounding up) to make a Drop Pod Assault. These units arrive on their controlling player's first player turn. The arrival of the remaining Drop Pods in the player's force is rolled for as usual for the mission.

Inertial Guidance System
Should a Drop Pod scatter on top of impassable terrain or another model, reduce the scatter distance by the minimum required to avoid the obstacle.

Heat Blast
Certain boarding Assault Claws and Drop Pods are fitted with cyclic thermal jets and melta cutters designed to burn their way into the armoured hulls of ships. The Legiones Astartes quickly learned they could also use these systems as a limited form of offensive weaponry, dispersing their blasts to incinerate anything nearby on landing, or, in the more extreme cases, even scorch a swathe across the battlefield using dangerous low-level flying attacks.

Players may, if they wish, choose to make a Heat Blast attack when the model is operating in Hover mode, as described below. Heat Blast attacks may never target Zooming Flyers or Swooping Monstrous Creatures. Roll a D6 each time a Heat Blast attack is made. On a 1, the Drop Pod itself suffers a penetrating hit with no saves of any kind allowed.

Heat Blast attacks take either of the two forms described below and only one Heat Blast attack may be made during a given turn.

Heat Blast (Deep Strike): Immediately after the model deploys using the Deep Strike rule, measure a radius of 3"+D3" horizontally outwards from its main hull (do not count any landing struts, etc.). All models caught in the blast suffer a Str 6 AP 5 hit with the Ignores Cover special rule. Vehicles are struck on their weakest Armour Value. This is counted as a flamer-based attack. If this mode of Heat Blast attack is used, models may not embark or disembark from the Drop Pod on the same turn.

Heat Blast (Fire Sweep): During the movement phase, if the controlling player wishes, any unit the model passes directly over (i.e., falls directly under its hull) suffers D6 Str 5 AP 5 hits with the Ignores Cover special rule. Vehicles are struck on their weakest Armour Value. This is counted as a flamer-based attack. Hits caused by this attack are allocated by the opposing player.

DEATHSTORM DROP POD   115 POINTS

			Armour		
	BS	Front	Side	Rear	HP
Deathstorm Drop Pod	4	12	12	12	3

Unit Composition
- 1 Deathstorm Drop Pod

Unit Type
- Vehicle (Open-topped)

Wargear
- Deathstorm launcher system
- Impact-reactive doors

Special Rules
- Deep Strike
- Drop Pod Assault
- Inertial Guidance System
- Area Denial
- Deathstorm Landing Volley

A Deathstorm Drop Pod is a Heavy Support choice for the Space Marine Legion army list as found in the Legiones Astartes: Age of Darkness Army List book.

Drop Pod Assault
All units with this rule are Drop Pods and must enter play using the Deep Strike special rule, and any unit which has purchased a Drop Pod as a transport must be deployed within it. At the beginning of the controlling player's first turn, they must choose half of their Drop Pod units (rounding up) to make a Drop Pod Assault. These units arrive on their controlling player's first player turn. The arrival of the remaining Drop Pods in the player's force is rolled for as usual for the mission.

Impact-reactive Doors
As soon as a Drop Pod is deployed, its doors are automatically opened to their full extent. All passengers must disembark immediately when the doors open and no models can embark for the rest of the game.

Once it has been deployed, a Drop Pod cannot move and counts as a vehicle that has suffered an irreparable Immobilised result on the Vehicle Damage table (although no Hull point loss is suffered).

Inertial Guidance System
Should a Drop Pod scatter on top of impassable terrain or another model, reduce the scatter distance by the minimum required to avoid the obstacle.

Area Denial
Any successful Morale checks or Pinning tests caused by a Deathstorm Drop Pod on the turn it deploys must be re-rolled.

Deathstorm Landing Volley
A Deathstorm Drop Pod opens fire indiscriminately in the first Shooting phase after it arrives from reserve. Each unit (friendly or enemy) which has one or more models within 12" of the hull of the model suffers a single shooting attack using the profile listed for the Deathstorm Drop Pod's armament, instead of its normal shooting attack this turn. In subsequent turns, the Deathstorm may fire normally in any direction from its weapon mounting.

Deathstorm Launcher System
When making an attack with this weapon, choose one of the following profiles:

Weapon	Range	Str	AP	Type
Deathstorm frag launcher	48"	5	4	Heavy 2, Blast (3"), Pinning
Deathstorm krak launcher	48"	8	3	Heavy 3

LEGION KHARYBDIS ASSAULT CLAW   235 POINTS

	BS	Armour Front	Side	Rear	HP
Kharybdis Assault Claw	4	12	12	12	5

Unit Composition
- 1 Legion Kharybdis Assault Claw

Unit Type
- Vehicle (Flyer. Hover, Transport)

Wargear
- Five Kharybdis storm launchers
- Melta-ram
- Frag assault launchers

Special Rules
- Assault Vehicle
- Deep Strike
- Drop Pod Assault
- Inertial Guidance System
- Heat Blast
- Independent Machine Spirits

Transport Capacity
- The Kharybdis has a Transport Capacity of 20 models or can be used to transport either a unit of Rapier Carrier teams or a single Legion Dreadnought, Legion Contemptor Dreadnought, Contemptor-Cortus Class Dreadnought or Leviathan Pattern Dreadnought.

Access Points
- One access hatch beneath the hull. In practice, you may choose any point at the base of the hull to measure from when disembarking.

A Legion Kharybdis Assault Claw is a Heavy Support choice for the Space Marine Legion army list as found in the Legiones Astartes: Age of Darkness Army List book.

Drop Pod Assault
All units with this rule are Drop Pods and must enter play using the Deep Strike special rule, and any unit which has purchased a Drop Pod as a transport must be deployed within it. At the beginning of the controlling player's first turn, they must choose half of their Drop Pod units (rounding up) to make a Drop Pod Assault. These units arrive on their controlling player's first player turn. The arrival of the remaining Drop Pods in the player's force is rolled for as usual for the mission.

Inertial Guidance System
Should a Drop Pod scatter on top of impassable terrain or another model, reduce the scatter distance by the minimum required to avoid the obstacle.

Heat Blast
Certain boarding Assault Claws and Drop Pods are fitted with cyclic thermal jets and melta cutters designed to burn their way into the armoured hulls of ships. The Legiones Astartes quickly learned they could also use these systems as a limited form of offensive weaponry, dispersing their blasts to incinerate anything nearby on landing, or, in the more extreme cases, even scorch a swathe across the battlefield using dangerous low-level flying attacks.

Players may, if they wish, choose to make a Heat Blast attack when the model is operating in Hover mode, as described below. Heat Blast attacks may never target Zooming Flyers or Swooping Monstrous Creatures. Roll a D6 each time a Heat Blast attack is made. On a 1, the Drop Pod itself suffers a penetrating hit with no saves of any kind allowed.

Heat Blast attacks take either of the two forms described below and only one Heat Blast attack may be made during a given turn.

Heat Blast (Deep Strike): Immediately after the model deploys using the Deep Strike rule, measure a radius of 3"+D3" horizontally outwards from its main hull (do not count any landing struts, etc.). All models caught in the blast suffer a Str 6 AP 5 hit with the Ignores Cover special rule. Vehicles are struck on their weakest Armour Value. This is counted as a flamer-based attack. If this mode of Heat Blast attack is used, models may not embark or disembark from the Drop Pod on the same turn.

Heat Blast (Fire Sweep): During the movement phase, if the controlling player wishes, any unit the model passes directly over (i.e., falls directly under its hull) suffers D6 Str 5 AP 5 hits with the Ignores Cover special rule. Vehicles are struck on their weakest Armour Value. This is counted as a flamer-based attack. Hits caused by this attack are allocated by the opposing player.

Independent Machine Spirits
This model may target different enemy units with each of its weapons.

Melta-ram
Although it is a Flyer, the Kharybdis may conduct Ram attacks as if it were a Tank while using Hover mode. It may not, however, Ram other Flyers or make such an attack on any turn on which it arrives from Deep Strike, embarks or disembarks models or makes a Heat Blast attack.

Kharybdis Storm Launcher
These rapid fire missile launchers are designed to provide the Kharybdis with some measure of striking power as it closes with its target and to clear landing zones around the Kharybdis, throwing nearby resistance into disarray as the warriors on board disembark. To this end, the launcher fires clusters of fragmentation and anti-armour warheads, with each launcher controlled independently by on-board augury-arrays.

Weapon	Range	Str	AP	Type
Kharybdis storm launcher	24"	6	5	Heavy 2, Pinning, Twin-linked