

WARHAMMER
THE HORUS HERESY



Liber Objectum

An Unofficial Mission Pack for
Horus Heresy: Age of Darkness 3rd Edition

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With the dawning of the 3rd Edition of Horus Heresy: The Age of Darkness, there has never been more interest in battling during the grim civil war that beset the Imperium in the 30th Millennium. The new ruleset is fantastic, and introduces new intricacies and strategies to our favourite Games Workshop Narrative wargame.

The community was keenly aware that the standard mission set provided by the main rulebook was much smaller than in previous editions, and many veterans were keen to see fan-favourite missions such as War of Lies or Shatter Strike, and Legendary Missions such as Where Angels Would Die brought into the modern era.

This Liber seeks to collate and update previous mission packs into 3rd Edition, with tweaks and changes to integrate new rules such as Line, Vanguard and Expendable. All of the content within was originally written by the teams at Forge World, Games Workshop, Goonhammer and The Panoptica Team.

This document is intended to complement Horus Heresy: The Age of Darkness 3rd Edition, providing additional missions and deployment set-ups for your games. You will require a copy of the Warhammer – Horus Heresy: Age of Darkness 3rd Edition Core Rulebook, one of the various Liber or PDF Faction Books and any additional errata or FAQ provided by Warhammer Community to make use of them.

Items in this document will likely be rendered obsolete as Games Workshop release further expansions and Journal Tactica. If this is the case, then it should be assumed that those rules supersede those presented in this document. Unless, of course, you and your opponent agree otherwise.

I hope you enjoy this mission pack and your future games of Horus Heresy.

- Sean 'Seanron' McCarter
XIVth Legion

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THE HORUS HERESY



Deployment Maps

Deployment Maps

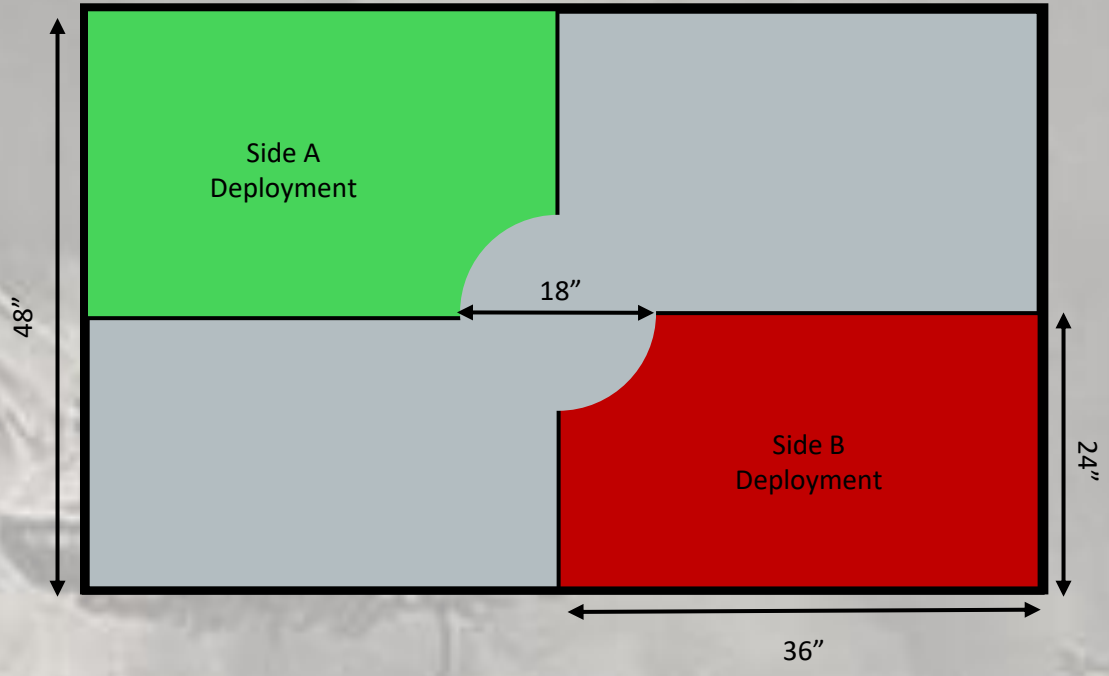
When following the Core Mission Sequence to set up your battles in *Horus Heresy: The Age of Darkness*, upon reaching Step 5 you must select a Deployment Map. Instead of using the method highlighted in the Core Rulebook, you may instead use the following instructions.

At the start of Step 5 (Select Deployment Maps) a Deployment Map must be selected. This will dictate which deployment zones are to be used for the mission.

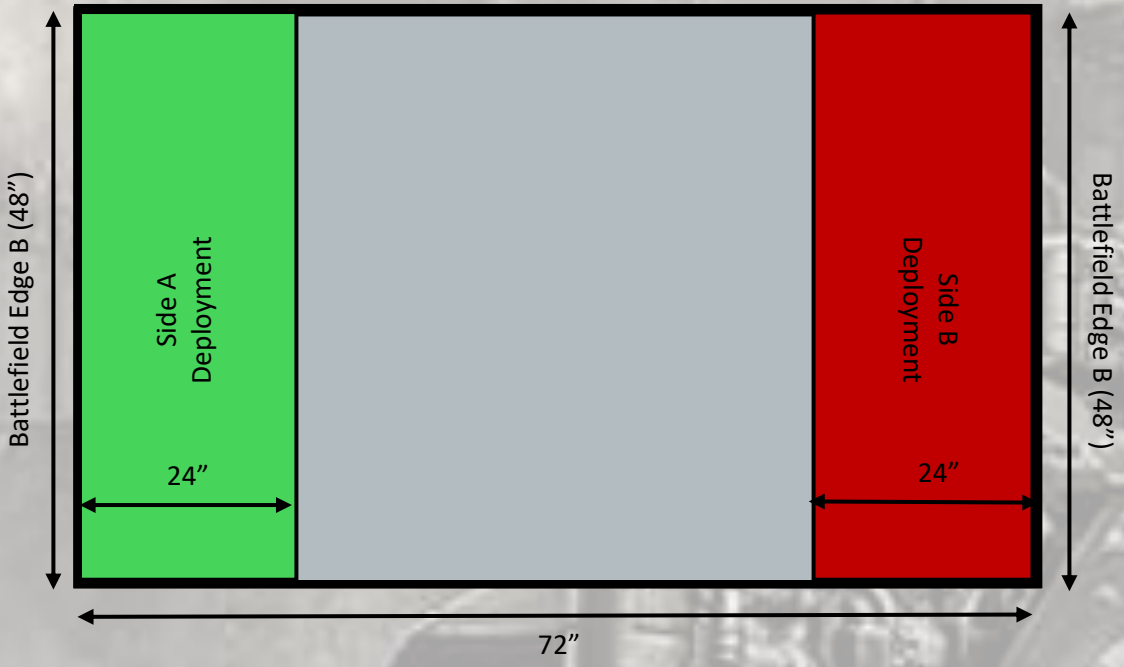
Players may agree and select one of the following Deployment Maps, or roll a single 2D6 on the table to the right to decide which deployment map will be used.

Dice	Result
2	Search & Destroy
3	Hammer & Anvil
4	Dawn of War
5	Clash of the Line
6	Ambush
7	Vanguard Strike
8	Stronghold
9	Heavy Ordnance
10	Valley of Death
11	Arrowhead
12	Gauntlet

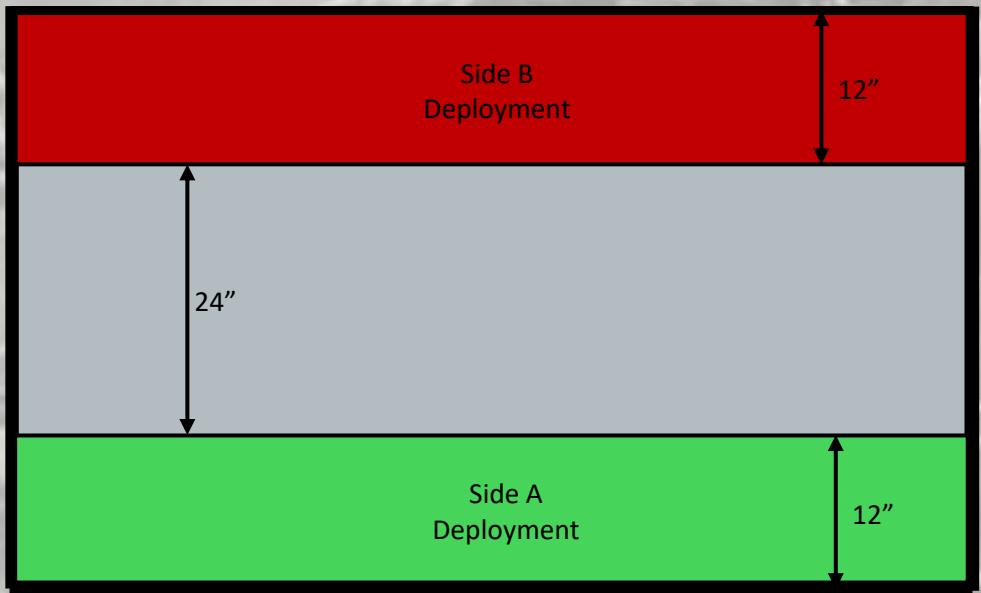
Search & Destroy



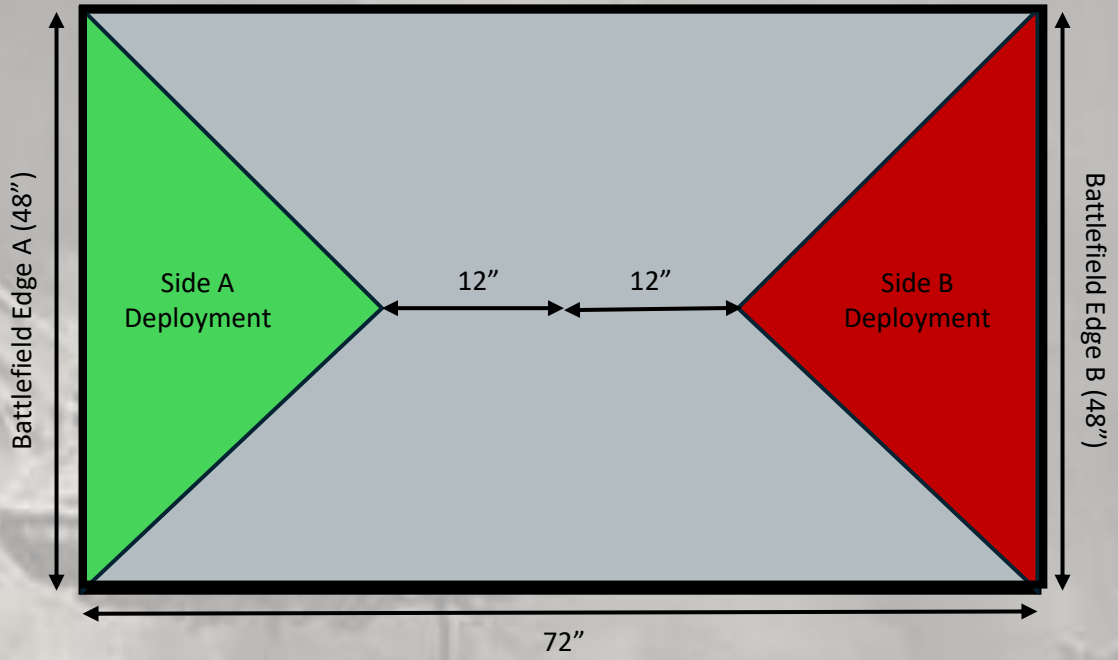
Hammer & Anvil



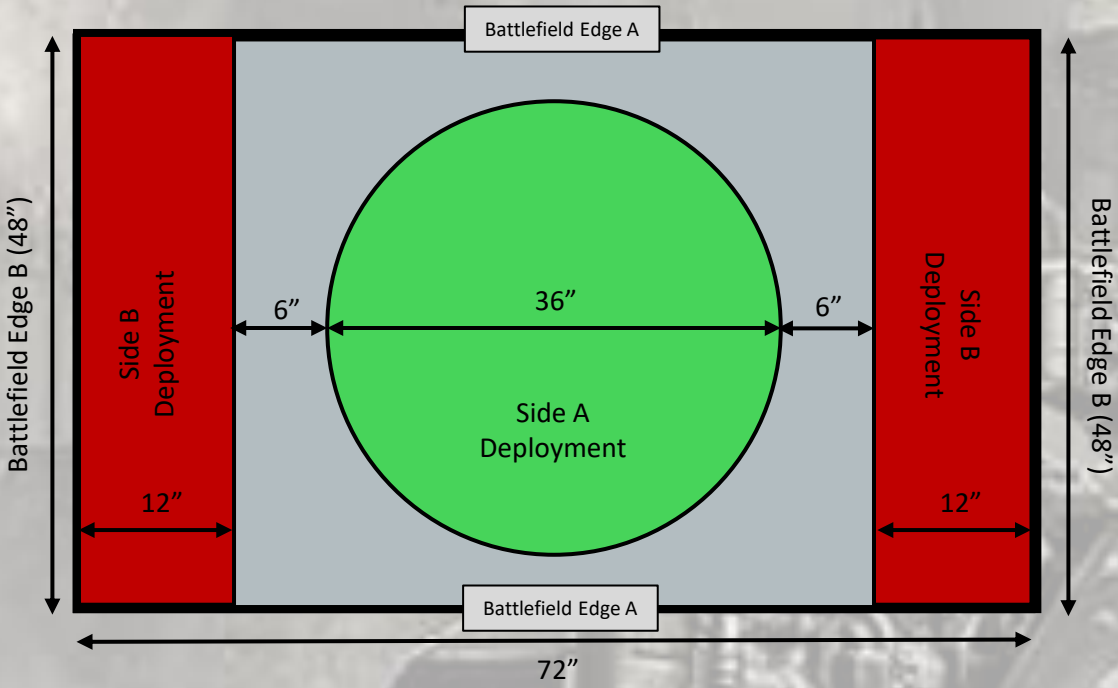
Dawn of War



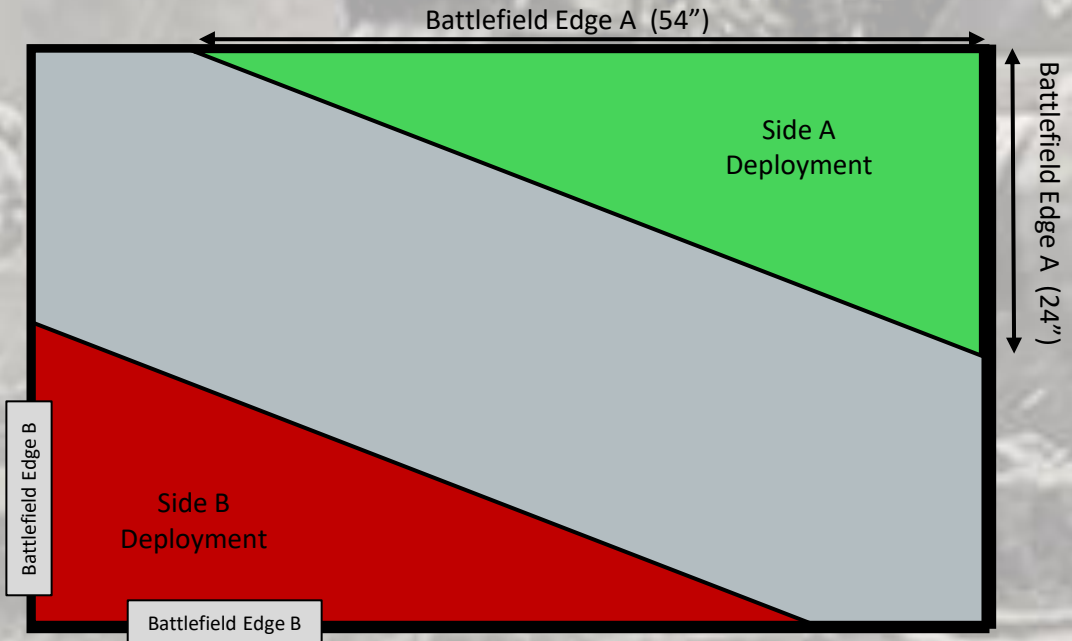
Clash of the Line



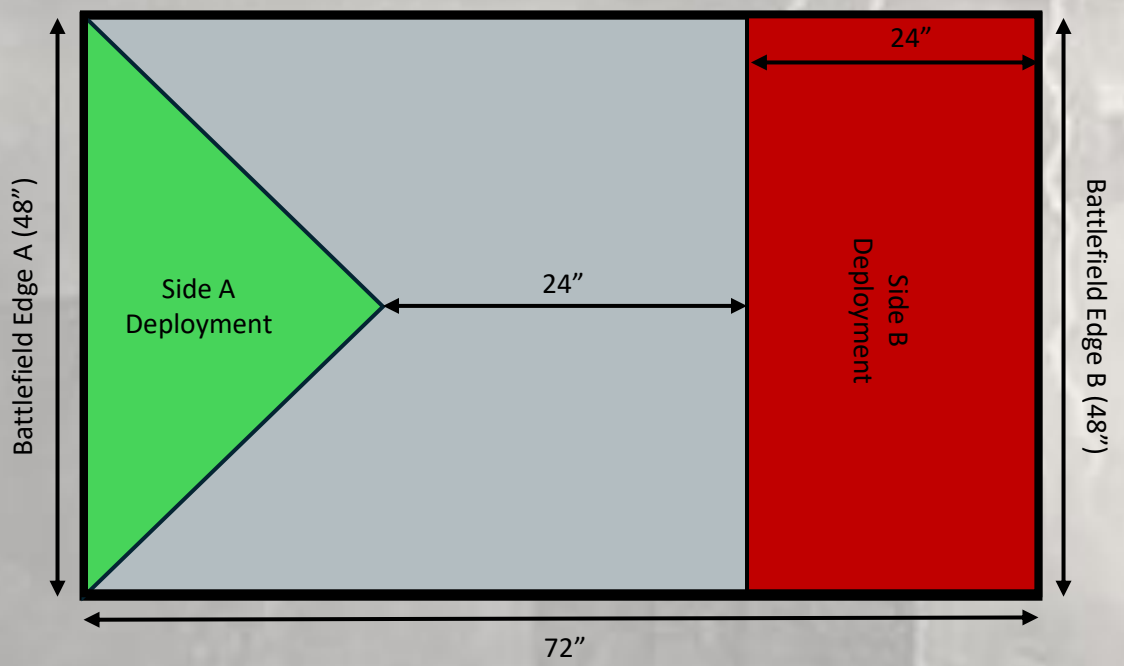
Ambush



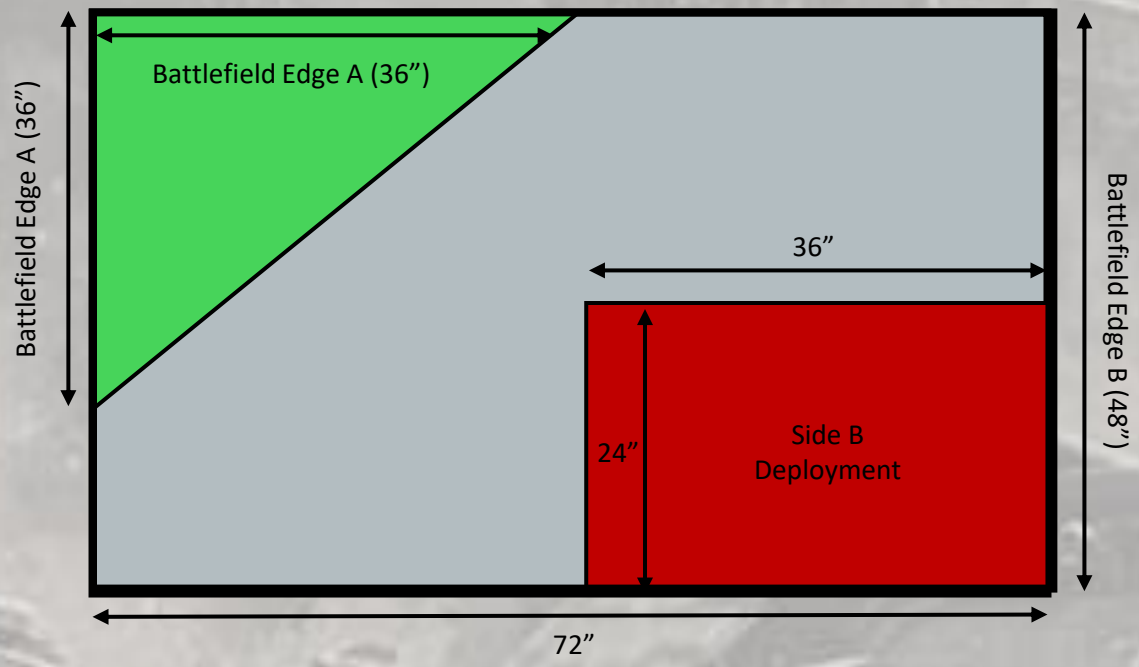
Vanguard Strike



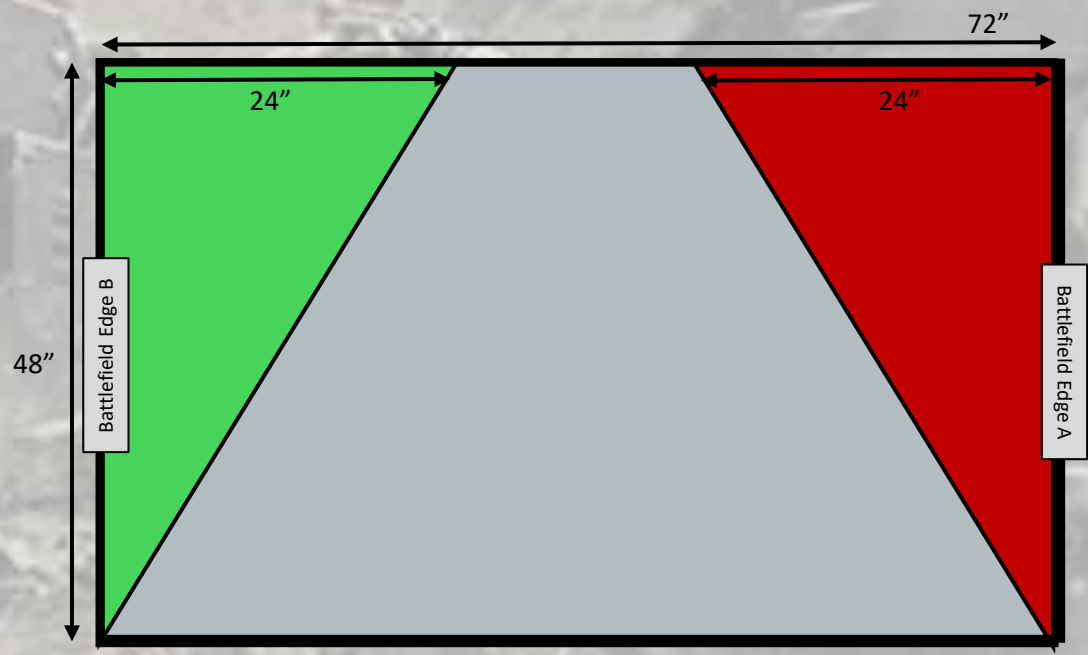
Stronghold

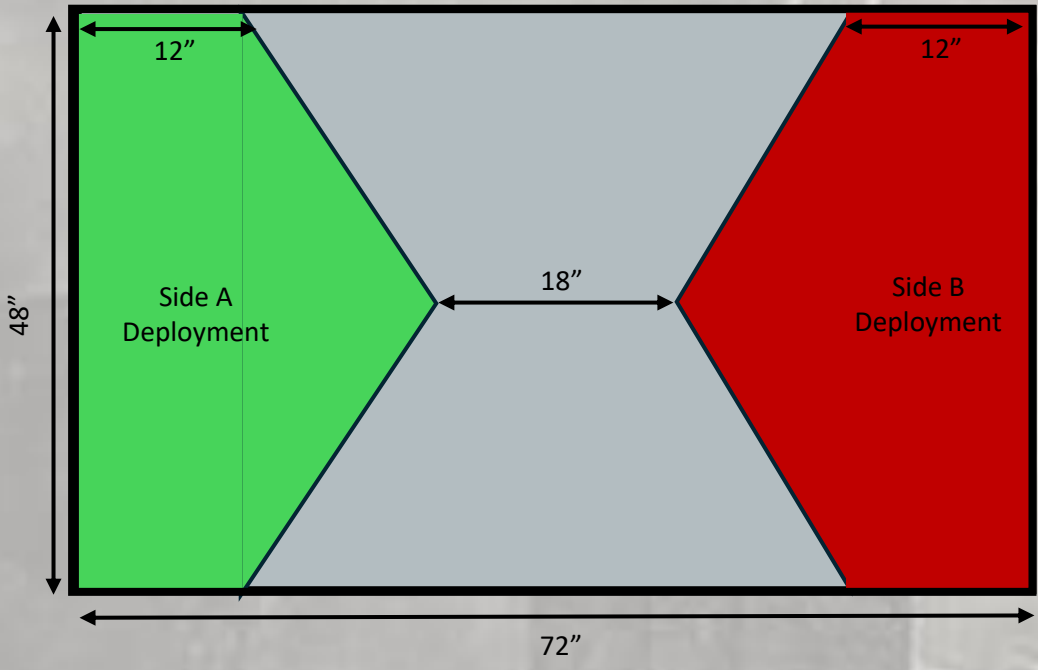


Heavy Ordnance

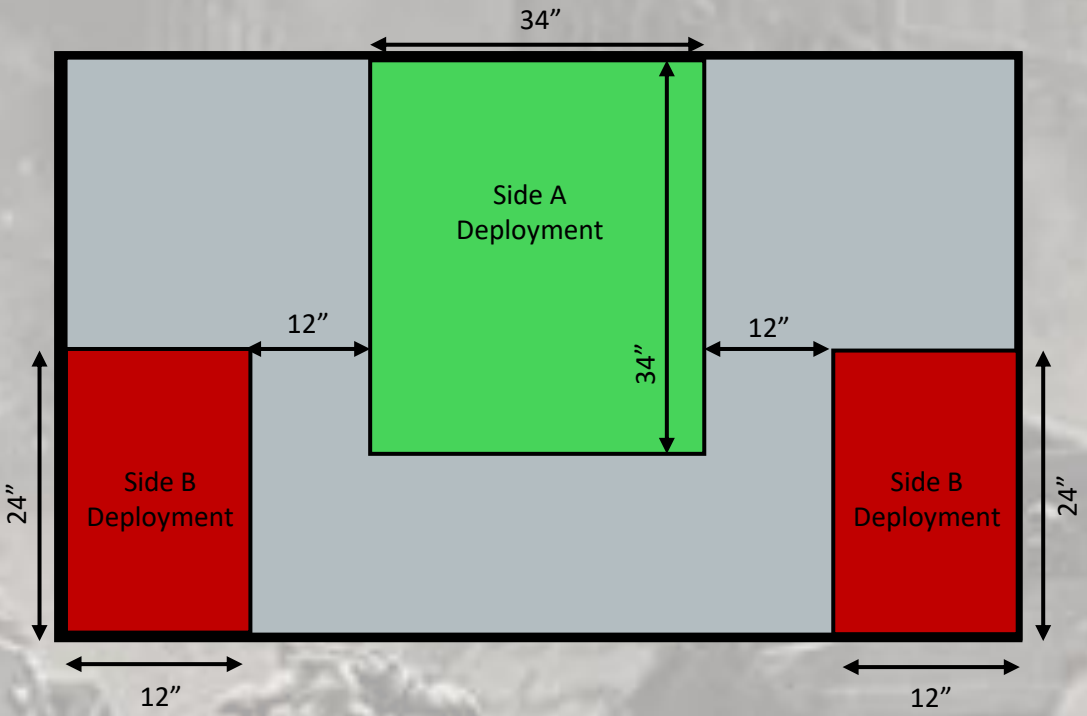


Valley of Death





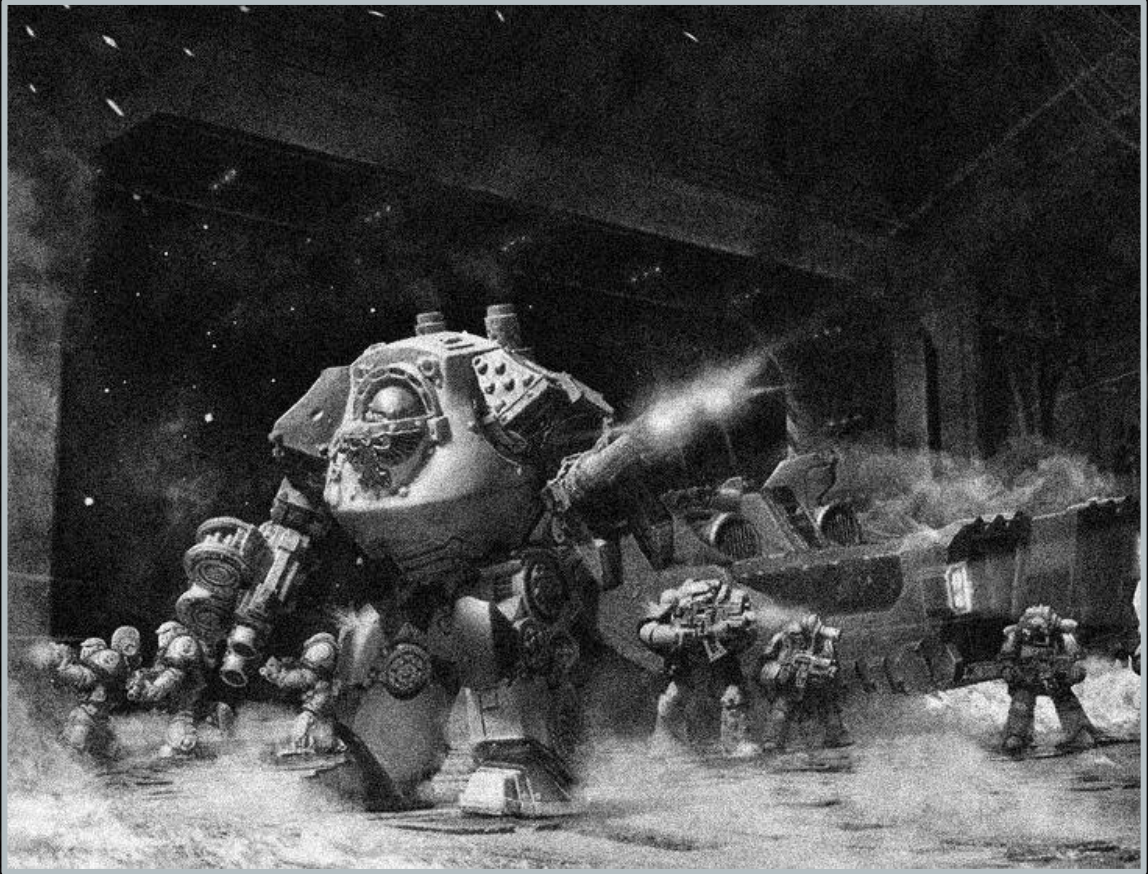
Arrowhead



Gauntlet

WARHAMMER

THE HORUS HERESY



Expansion Missions

Expansion Missions

The following pages contain Expansion Missions for your games of Horus Heresy 3rd Edition. They are additional missions on top of the three Core Missions presented in the core rulebook.

Players may select one of the following Expansion Missions that they both agree on or roll 2D6 and use the below table to choose a randomly selected mission.

Note that all the standard steps of the Core Mission Setup steps from Step 2 onward remain the same, unless otherwise contradicted in these missions.

Dice	Result
2	Blood Feud
3	Onslaught
4	Shatter Strike
5	Tide of Carnage
6	War of Lies
7	Push the Line
8	Hold All Quarters
9	Bitter Endurance
10	Scything Blow
11	Relics of Conquest
12	Anvil Strike

Expansion Mission One

Blood Feud

'Blood will have blood, Sorrow piles Upon Sorrow, Vengeance Breeds Vengeance...'

- Unknown

VICTORY CONDITIONS:

The following mission objectives are used in this mission.

Primary Mission Objective

- Destroy the enemy forces, particularly key unit types decided at the beginning of the game.

Secondary Mission Objectives

- Slay the Warlord (3)
- Giant Killer (3)
- Last Man Standing (5)
- First Strike (5)

PRIMARY OBJECTIVES CONDITIONS:

Each destroyed enemy unit in this game is worth 1 Victory point, as are any enemy units routed at the end of Turn Four.

As well as these victory points, each player will select a blood feud target which will be worth an additional amount of victory points if destroyed/routed at the end of Turn Four.

At the start of the game after setting up both armies but before play begins, each player should secretly select and note down one of the Blood Feud targets from the table to the right. At the end of the game, the player's chosen Blood Feud is revealed.

Each player receives additional bonus victory points for each Blood Feud Target destroyed or routed at the end of Turn Four. This is in addition to the +1 Victory point for destroying the unit.

All Victory Points should be recorded during play, and tallied at the end of Turn Four.

Unit Type	Victory Points
High Command	+3
Command	+3
Retinue	+2
Elites	+2
War-Engine	+2
Troops	+1
Support	+1
Transport	+1
Heavy Assault	+2
Heavy Transport	+3
Armour	+2
Recon	+2
Fast Attack	+2
Lords of War/Primarch	+5

Vanguard Units add their Vanguard (X) rule to any Points for units they can wipe out and that they score the killing blow upon. Expendable and its counterparts **DO NOT** affect the above additional points. Line Units (and Line Equivalents such as Comptroller) will score their Line (X) as victory points if they survive and are not routed at the end of Turn Four.

MISSION SPECIAL RULES

- Reserves
- Seize the initiative
- Four Turn Game

Expansion Mission Two

Onslaught

'Victory is won by the precise application of force at the point of maximum vulnerability. All else – deft manoeuvre, honour, glory, skill-at-arms – all are worthless trivia in comparison, no matter what pretty lies my brothers may spout to the contrary'

- Perturabo, Primarch of the Iron Warriors

VICTORY CONDITIONS:

The following mission objectives are used in this mission.

Primary Mission Objective

- Control the Onslaught Objective in your opponents Deployment Zone. This objective is worth 5 Victory Points.

Secondary Mission Objectives

- Slay the Warlord (3)
- Giant Killer (3)
- Last Man Standing (3)
- First Strike (1) - see additional

PRIMARY OBJECTIVE CONDITIONS:

Onslaught represents an attempt to break the enemy line through shock and brute force. At the end of the game, the player who has scored the most victory points is the winner. If players have the same number of points, then the game is a draw.

After both sides have deployed, including infiltrators each player must place an Onslaught Objective Marker in their opponent's deployment zone, at least 6" from a battlefield edge with the player taking Turn One placing the first objective.

Note the objective in a players own deployment zone is worth no victory points to that player, only the objective in their opponent's deployment zone can be scored. The objective in your own Deployment zone cannot be contested by your forces, but can be used to score Vanguard.

The objective in the enemy deployment zone is worth **5 Victory Points**.

SECONDARY OBJECTIVE CONDITIONS

Any enemy units, including vehicles, killed in the first turn are worth an additional 1 Victory Point.

Vanguard Units add their Vanguard (X) bonus to these units – but only in the First Turn.

MISSION SPECIAL RULES

- Reserves
- Seize the Initiative
- Counter Offensive
- Five Turn Game

STAGED DEPLOYMENT

Rather than deploy the entire army at once, the player who deploys first deploys a single unit, then their opponent deploys a unit, in the staged deployment order shown below. After this is done, players continue to alternate deployment of their units until both are fully deployed (except for reserve units and flyers)

It is possible one side will run out of units before the other. If this is the case, then the player with the larger number of units may deploy all their remaining forces as they wish after their opponent has run out.

Staged Deployment Order

First: Fortification

Second: Lords of War & Primarchs (with Retinues)

Third: Armour & Heavy Transports

Fourth: Troops & Support

Fifth: Elites, Shock Assault & War-Engines

Sixth: Command (with Retinues)

Seventh: High Command (with Retinues)

Eight: Fast Attack & Transports

Nine: Recon

Expansion Mission Three

Shatter Strike

'It is not enough to take from an enemy their life – rather take from them also their places of safety, their allies, their homes and their loved ones. Crush all those in their care, lay their chattels to waste and then drive them alone and naked into the darkness. Take everything they have and burn it for the mere pleasure of seeing the ash crackle between your fingers, and call it nothing more than a beginning...'

- Jaghatai Khan, Primarch of the White Scars

VICTORY CONDITIONS:

The following mission objectives are used in this mission.

Primary Mission Objective

- Take ground from the enemy, moving units into your enemy's deployment zone.

Secondary Mission Objectives

- Slay the Warlord (5)
- Giant Killer (5)
- Last Man Standing (7)
- First Strike (3)
- Attrition (5) - see additional

PRIMARY OBJECTIVE CONDITIONS:

At the end of the game, each player scores 2 Victory Points for each unrouted friendly unit they have in their opponent's deployment zone. Line Units (and their equivalents) add their Line (X) bonus to these victory points.

Vanguard Units (and their equivalents) can score their Vanguard (X) bonus if they either wipe out a unit in their own deployment zone, or if they force an enemy unit to rout and flee out of their own deployment zone – note this movement may happen in one of the following enemy turns, but will still count for the purposes of Vanguard.

For this mission, Vehicles count toward scoring Victory Points, but all vehicles only score 1 Victory point.

SECONDARY OBJECTIVE CONDITIONS

Attrition: The player that has killed the greatest number of units (including vehicles) at the end of the game scores an additional 5 Victory Points. If both players are tied for the number of kills then no points are scored.

MISSION SPECIAL RULES

- Reserves
- Seize the Initiative
- Five Turn Game

Tide of Carnage

'All I wish to hear from your imperfect world is the silence of its dead'

- Lord Commander Lothreal Sabine, Emperor's Children

VICTORY CONDITIONS:

The following mission objectives are used in this mission.

Primary Mission Objective

- Forcing the enemy from the battlefield and claiming ground.

Secondary Mission Objectives

- Slay the Warlord (3)
- Giant Killer (3)
- Last Man Standing (5)
- First Strike (3)

PRIMARY OBJECTIVE CONDITIONS:

Each sector of the battlefield is worth a certain amount of Victory points for the side who controls it at the end of the game. In order to claim a sector, a side must have units in the zone, and no enemy units in the same zone.

The sectors of the battlefield are defined as below:

Players Own Deployment Zone: 3 points

No Man's Land: 5 points

Opposing Player's Deployment Zone: 7 points

If enemy units are within a sector, that enemy unit can be countered by a Line Unit (or line equivalent) in the same sector. If a Line Unit is in the same sector as enemy unit(s) then treat the sector as a contested objective and follow the rules for controlling objectives. Multiple Line Units can contest multiple enemy units, including enemy Line Units.

Vanguard Units can score using the Vanguard (X) by wiping out units or forcing them to route in either No Man's Land or the Enemy Deployment Zone. These victory points are collected immediately upon slaying them or routing them.

As well as claiming ground, all routed enemy units at the end of the game are worth +1 Victory Point per unit.

HEAVY ARMOUR

In addition to the usual scoring units, all vehicles (not including flyers or Drop Pods) are classed as Scoring Units for this mission.

MISSION SPECIAL RULES

- Reserves
- Seize the Initiative
- Counter Offensive
- Five Turn Game

Expansion Mission Five

War of Lies

'I'm the one that keeps secrets.'

- Alpharius, Primarch of the Alpha Legion (unconfirmed)

VICTORY CONDITIONS:

The following mission objectives are used in this mission.

Primary Mission Objective

- Capture Uncertain Objective Markers

Secondary Mission Objectives

- Slay the Warlord (1)
- Giant Killer (1)
- Last Man Standing (1)
- First Strike (1)

PRIMARY OBJECTIVE CONDITIONS:

This mission will use five objective markers. During the setup of objectives, the initial objective should be placed as close to the centre of the map as possible. Each player (starting with the player who will go first) will then take turns placing two objectives each, elsewhere on the battlefield.

These should be no closer than 12" from another objective marker and no closer than 6" from any battlefield edge. Objective Markers should not be placed in either players deployment zone. These objectives are only scored at the end of the game.

At the end of the game, roll a D6 for each Objective and refer to the table to the right for how many points will be scored by the controlling player.

Line Units (and their equivalents) will add their Line (X) only on rolls of 3 – 4 or 5 – 6.

D6	Result
1 - 2	No Victory Points
3 - 4	1 Victory Point
5 - 6	3 Victory Points

Vanguard Units can score using the Vanguard (X) by wiping out units or forcing them to route from objectives they are claiming – a unit is 'claims' an objective by being within 3" of the centre of the objective.

Players will score 1 Victory Point for every full enemy unit they are able to destroy or remove from play via routing. These points are scored as soon as the unit is killed/leaves the table.

MISSION SPECIAL RULES

- Reserves
- Seize the Initiative
- Five Turn Game

Expansion Mission Six

Push the Line

'Make war and move on, and again, and again, until nothing breathes which stands against us. All else is sophistry and pretty lies.'

- Ferrus Manus, Primarch of the Iron Hands

GAME SETUP

For this mission, players should use one of the following Deployment Maps from the core rulebook (page 305) or Expansion Deployments from this document:

- **Search & Destroy**
- **Hammer & Anvil**
- **Dawn of War**
- **Clash of the Lines**
- **Vanguard Strike**
- **Stronghold**
- **Heavy Ordnance**

If choosing random deployment and mission type, and your deployment is not on the above list then re-roll the mission type.

VICTORY CONDITIONS:

The following mission objectives are used in this mission.

Primary Mission Objective

- Capture Objective Markers and force your enemy back.

Secondary Mission Objectives

- Slay the Warlord (5)
- Giant Killer (5)
- Last Man Standing (7)
- First Strike (5)

PRIMARY OBJECTIVE CONDITIONS:

This mission uses three Objective markers. Place the first objective marker directly in the centre of the board (or as close as possible). Then place the remaining two marker either side of the central marker, 12" apart so the objectives form a straight line. This line can be set long ways, short ways or diagonally on the board, but the objectives should not initially be in either deployment zone.

Push the Line: Each objective is worth three victory points when scored. If an objective is scored, then at the end of the Victory Sub-Phase the objective will move 6" toward the farthest away enemy board edge in a straight line by the shortest route possible.

If an objective moves into impassible terrain, then continue moving the objective until it is in an accessible area once again.

MISSION SPECIAL RULES

- Reserves
- Seize the Initiative
- Five Turn Game
- Counter Offensive

Expansion Mission Seven

Hold All Quarters

"Battles are won by the application of superior force, war is won by the application of superior resources."

- The Principia Belicosa

VICTORY CONDITIONS:

The following mission objectives are used in this mission.

Primary Mission Objective

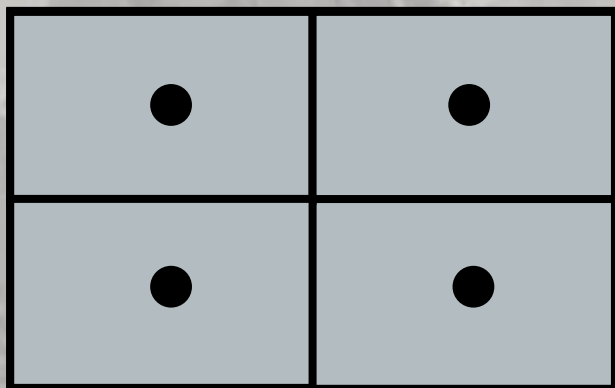
- Capture and Hold Objective Markers, Deny the Enemy

Secondary Mission Objectives

- Slay the Warlord (3)
- Giant Killer (1)
- Last Man Standing (1)
- First Strike (3)

BATTLEFIELD SETUP:

To set up the game, divide the board into equal quadrants as per the diagram below.



PRIMARY OBJECTIVE CONDITIONS:

This mission will use four objectives. Each objective should be set up in one of the four quadrants, as close to the centre of the quadrant as possible.

Hold All Quarters:

Each individual objective is worth 2 Victory Points.

If a player is able to control three objectives at the same time, then each objective is worth 4 Victory Points.

Vanguard Units will have the value of Vanguard (X) doubled for the duration of this mission.

MISSION SPECIAL RULES

- Reserves
- Seize the Initiative
- Four Turn Game
- Counter Offensive

Expansion Mission Eight

Bitter Endurance

'Mankind's stoicism in the face of suffering is founded upon its ignorance of the alternatives'

- Erebus, First Chaplain of the Word Bearers

VICTORY CONDITIONS:

The following mission objectives are used in this mission.

Primary Mission Objective

- Capture and Hold Objective Markers

Secondary Mission Objectives

- Slay the Warlord (2)
- Giant Killer (2)
- Last Man Standing (2)
- First Strike (3)

PRIMARY OBJECTIVE CONDITIONS:

This mission will use six objective markers. Each player should take three objective markers each, and take alternate turns placing each objective on the battlefield.

These objectives should be at least 8" away from each other and no closer than 6" to a board edge or deployment zone.

Bitter Endurance:

Each individual objective is worth 2 Victory Points.

At the beginning of each Battle Turn, except in the first Battle Turn, before any objectives are scored, check which of the Objective markers are controlled.

If there are any Objective markers that are not controlled by either player, but at least one Objective marker is controlled by a player, the players should roll off.

The winner removes one Objective marker currently not controlled by either player from play.

When a marker is removed from play, the player who removed it selects the closest controlled Objective marker to its previous position and increases the number of Victory points that objective scores by +2.

If there are multiple controlled Objective markers equally close to it, the player removing the objective chooses which it goes to.

Vanguard Units will have the value of Vanguard (X) doubled for the duration of this mission.

MISSION SPECIAL RULES

- Reserves
- Seize the Initiative
- Five Turn Game
- Counter Offensive

Expansion Mission Nine

Scything Blow

*'Pain is an illusion of the senses, fear an illusion of the mind –
beyond these only death waits as silent judge o'er all'*

- Mortarion, Primarch of the Death Guard

VICTORY CONDITIONS:

The following mission objectives are used in this mission.

Primary Mission Objective

- Destroy the enemies command structure

Secondary Mission Objectives

- Slay the Warlord (7)
- Giant Killer (4)
- Last Man Standing (4)
- First Strike (4)

PRIMARY OBJECTIVE CONDITIONS:

This mission is a battle to remove the enemies command structure utterly, leaving no survivors to pull their forces back together.

The players will score victory points for destroying the following unit type.

Unit Type	Points
High Command	5 Victory points
Command	3 Victory Point
Sergeants	1 Victory Points

Note that Sergeants include leaders of any infantry squads regardless of type.

A Time of Heroes and Villains:

As well as any additional rules, all High Command and Command units gain the following special rules.

Vanguard

All High Command and Command models gain the Vanguard (X) special rule. High Command models gain Vanguard (5) while Command gain Vanguard (3)

Slayer of Heroes

As well as the previous victory points highlighted, a model will gain +5 Victory Points for winning any challenge during the game, even if they are removed from play afterward.

Vanguard Units add their Vanguard (X) rule to any Points for units they can wipe out and that they score the killing blow upon.

Line Units (and Line Equivalents such as Comptroller) will score their Line (X) as victory points if they survive and are not routed at the end of Turn Five.

MISSION SPECIAL RULES

- Reserves
- Seize the initiative
- Five Turn Game
- Counter Offensive

Expansion Mission Ten

Relics of Conquest

“They said the device was ten-thousand years old, though they never named it, nor explained its function – not to the likes of us at least. Even before the Troop Master had voxed High Command, the wind stirred. On it we heard the unmistakable sound of a Knight’s footfalls, and in minutes the traitor’s were upon us.”

- Rifleman Mhidfal, Auxiliary 234th Field Army

VICTORY CONDITIONS

The following mission objectives are used in this mission.

Primary Mission Objectives

- Locate the Data Relic
- Hold the Data Relic Until the end of the final turn.

Secondary Mission Objectives

Only to be used if neither side claims the relic

- Slay The Warlord (2)
- Giant Killer (2)
- Last Man Standing (2)
- First Strike (2)

PRIMARY MISSION CONDITIONS

Both sides have learned of the general location of a priceless relic from the Dark Age of Technology. Now both sides send hunting parties to claim the relic at all costs.

The Relic is represented by an objective marker, however the marker is worth no points – although it can be captured and contested in line with the rules regarding objective markers found in the core rulebook.

To win the game, one side must have the relic in their possession at the end of the final turn. To possess the relic, a side must have a unit with the Infantry, Cavalry, Walker, Automata or Knight subtype within 3” of the centre of the relic to claim it. Vehicles and Units with status effects cannot claim or contest the relic.

If neither side possesses the relic at the end of the final turn, then the score from the Secondary Objectives should be used to choose a winner.

MISSION SPECIAL RULES

- Reserves
- Four Turn Game, with a fifth turn being played on a roll of a 4+ at the end of Turn Four, and a sixth turn being played on a roll of a 5+ at the end of Turn Five.

LOCATION UNKNOWN

Before set up, players should roll off – the winner is the attacker. They will deploy first and take the first turn.

After terrain is placed but before any forces are deployed, the players take turns placing six objective markers on the battlefield – starting with the attacker. No objective marker may be placed within 12” of a board edge or within 6” of another marker. One of the players objectives may be placed within their own deployment zone, but the other two must be outside of it.

Each of the objective markers represents a potential location that the relic may be in, but neither side truly know which is the real location. In the Victory Sub-Phase, roll a D6 for each objective marker your side claims – this is your side ‘investigating’ the site. On the roll of a 1 – 5, the objective marker is discovered not to be the relic and is removed from the table. On the roll of a 6, the relic has been successfully identified. All other objective markers should be immediately removed from the table.

If only a single objective marker remains on the table at any point that has yet to be ‘investigated’, then this final objective is automatically the relic’s location. If at the end of the game the relic has been found by neither side, then the score from the mission’s secondary objectives are to be used.

HOLD AT ALL COSTS

The relic is of paramount importance, and the High Command of each side has laid out in no uncertain terms that it is to be held at all costs.

A unit cannot have its Leadership, Cool, Willpower or Intelligence modified in any way while it controls the Relic. It also gains a 6+ damage mitigation save while locked in combat and against volley attacks while in control of the relic.

If multiple friendly units control the relic, then the player should declare at the start of their turn which unit will benefit from this buff.

If the relic is contested, then both contesting units benefit from this buff.

Expansion Mission Eleven

Anvil Strike

*'And so it was that here, the hammer blow fell the hardest...
And the slaves of the blind sun died.'*

- Excerpt from the Musings of the Blind Seer of Agriolex

VICTORY CONDITIONS:

The following mission objectives are used in this mission.

Primary Mission Objective

- Break through the enemy lines and extract to safety.

Secondary Mission Objectives

- Slay the Warlord (3)
- Giant Killer (3)
- Last Man Standing (3)
- First Strike (3)

PRIMARY OBJECTIVE CONDITIONS:

This mission represents a desperate scramble by a routed force to escape - but unfortunately for them, their way out is blocked, and they must break through the enemy's lines to escape.

At the start of the game, players should decide who is the attacker and who is the defender. If no agreement can be reached then roll off, with the highest dice roll taking the role of the attacker.

Extraction: The Attacker's forces have been encircled, and they must break through the enemy's lines to escape utter destruction. In order to be Extracted, a unit must have a majority of its surviving models within 4" of the Defender's Board Edge in the player's own Victory Sub-Phase – the unit is removed from play during the end sub-phase.

Once extracted, the unit is removed from play at the end of the battle turn, but awards no Victory Points to the Opposing Player for being removed. Models locked in combat cannot be Extracted.

Any model which arrives from Reserves, such as via Deep Strike Assault, may not be placed within 24" of the Defender's Board Edge. In addition, no unit may be Extracted on the same turn in which it enters play.

At the end of the game, the attacker scores 3 Victory Points for each unit they are successfully able to extract. Line units and their equivalents add their Line (X) value to this score if they extract. The will score 1 Victory Point for each unrouted unit they have in the enemies deployment zone, but has not been able to extract.

The Defender scores 3 Victory Points for each of the Attackers units still on the battlefield at the end of the game that is not in their deployment zone.

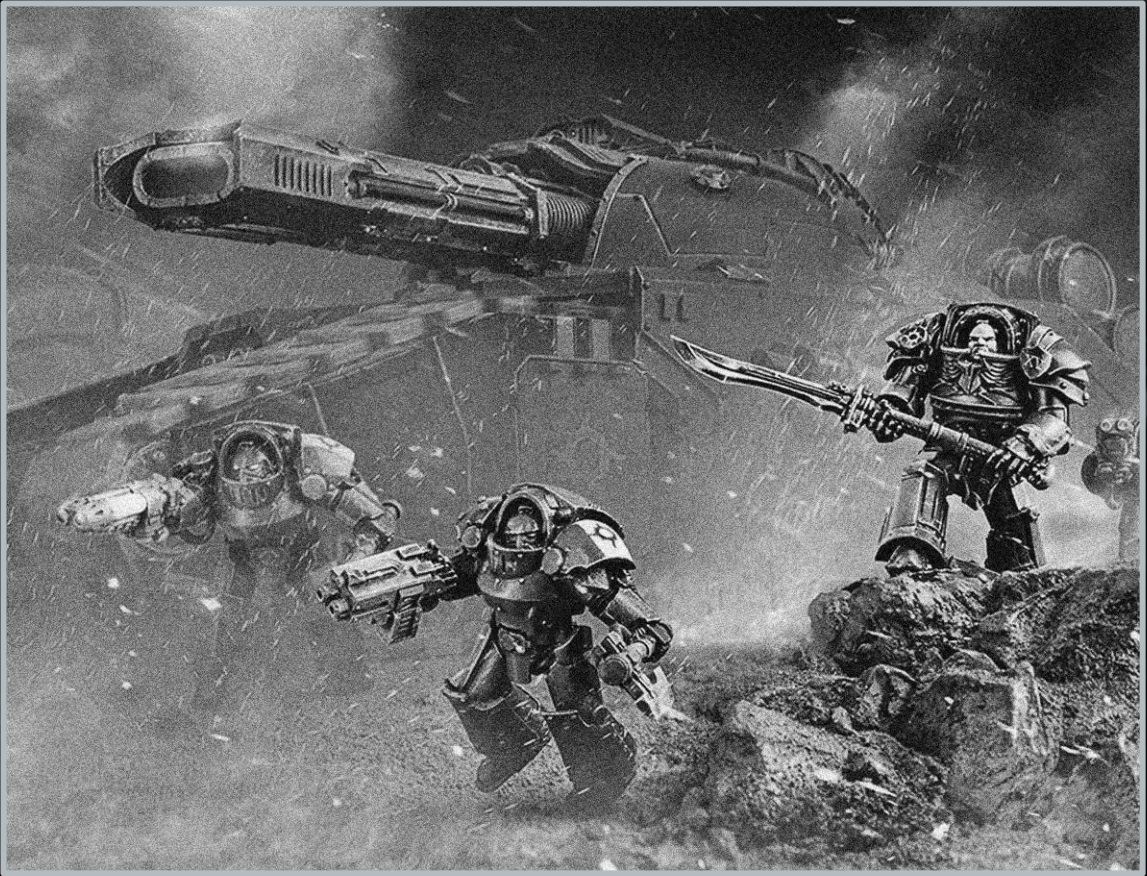
Vanguard Units on both sides add the value of Vanguard (X) for any units they successfully destroy or rout during the mission.

Both players score +1 Victory Point for each unit they can completely destroy.

MISSION SPECIAL RULES

- Reserves
- Seize the initiative
- Five Turn Game

WARHAMMER THE HORUS HERESY



Legendary Missions

Legendary Mission One

The Invasion of Lowen VII

'What empire has ever been anything more than the ruins that are discovered by the one that rises after it? They never last, ever. And neither will this one.'

- Angron, Primarch of The World Eaters

Deployment: Dawn of War, Player Deployment 12" x 60"

Game Length: 4 Turns – a 5th Turn will be played if at the end of Turn 4 a 5+ is rolled on a D6.

Victory Conditions

Take and hold the three objectives outlined in the deployment map.

Starting from **Game Turn Two**, each player scores 1 Victory Point for each objective they control at the start of their Victory Sub-Phase.

The objective in the Defender's Deployment Zone is worth 3 Victory Points, but only for the Attacking Player.

The Attacking Player scores 1 Victory point for every full enemy unit they are able to remove from the board either via casualties or routing.

The Defending Player scores 2 victory points for every full enemy unit they are able to remove from the board either via casualties or routing.

Vanguard Units for both sides will add their Vanguard (X) bonus to any units they are able to fully kill either via shooting or close combat.

Cavalry Units may control and contest objectives. If statused then they follow all rules for statused units and scoring as highlighted in the rulebook.

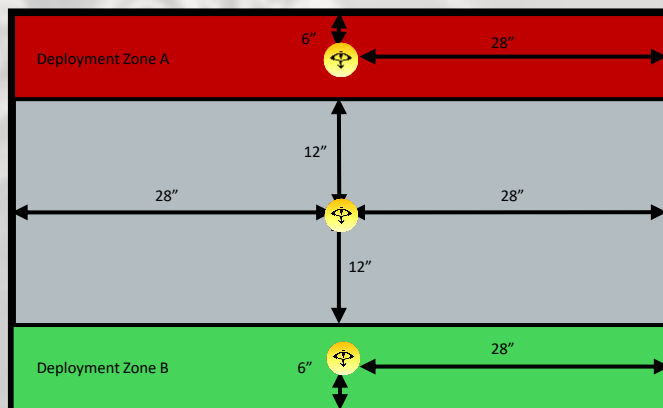
The Attacking Player will get the first turn, as well as deploying first. The Defending player will choose which of the deployment zones each player will deploy in. Roll off at the start of the game for who will get each role.

Secondaries:

- First Strike (2)
- Slay The Warlord (2)
- Last Man Standing (2)
- Giant Slayer (2)

Active Special Rules

- Reserves
- Counter Offensive



Indiscriminate Bombardment

As the ships above Lowen VII bombard the planet, and the defenders rain shells on the enemy landing zones, no one is safe from the spectre of anonymous long-range, explosive death.

After an objective is scored during the Victory Sub-Phase, roll a D6 for that objective.

On a roll of a 1 – 4, the objective is scored as normal with no further effect.

On the roll of a 5 or a 6, the objective is still scored but in addition all units within 12" of the objective immediately suffer D6 x Strength 10, Damage 2, AP 2 hits. Invulnerable saves, cover saves and damage mitigation saves may be taken as normal.

Legendary Mission Two

Minefields of Mazandaran

This Imperium is ours. We fought for it. We built it with blood and sweat and wrath. We forged it with the worlds we took. The empire is built upon foundations of our brothers' bones...

- Abaddon, First Captain of The Sons of Horus

Deployment: Clash of The Line

Game Length: 4 Turns - a 5th Turn will be played if at the end of Turn 4 a 5+ is rolled on a D6.

Victory Conditions

Split the board into four equal zones highlighted in the deployment map.

Each zone is worth a certain amount of victory points depending on who controls it at the **end of the final turn**.

To claim a zone, a side must have an unrouted unit **wholly** within the zone at the end of the final turn, and no unrouted enemy units **wholly** in the same zone.

0 Zones: 0 points per zone

1 zone: 1 point per zone

2 zones: 2 points per zone

3 zones: 3 points per zone

The attacker scores 2 Victory point for every full enemy unit they can remove from the board either via casualties or routing.

The defender scores 1 victory point for every full enemy unit they can remove from the board either via casualties or routing.

Vanguard Units for both sides will add their Vanguard (X) bonus to any units they are able to fully kill either via shooting or close combat.

Cavalry Units and vehicles may both claim zones. Units with Statuses at the end of Turn Four cannot claim a zone. Line (X) and their equivalents have no impact on the above Victory points.

Attrition: Whichever side has killed the most enemy units by the end of Turn Four scores an additional 3 VP.

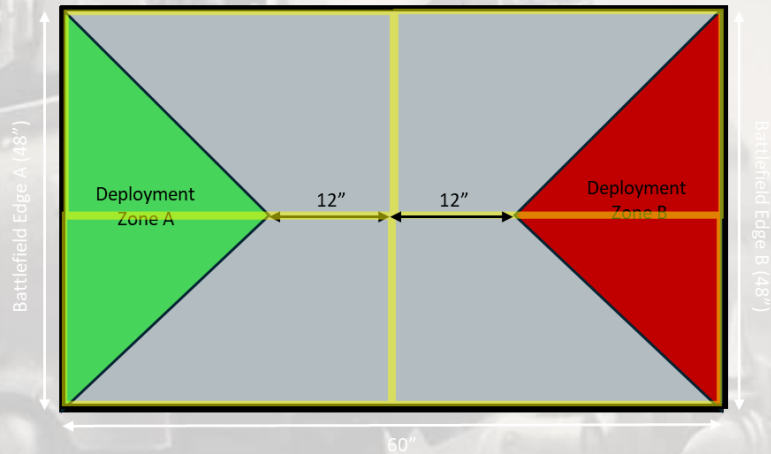
The Attacker will get the first turn as well as deploying first. The Defender will choose which of the deployment zones each player will deploy in. Roll at the start of the game to see which player gets each role.

Secondaries:

- First Strike (3)
- Slay The Warlord (3)
- Last Man Standing (3)
- Giant Slayer (3)
- Attrition (3)

Active Special Rules

- Reserves



Mine Fields

In preparation for the invasion, the Solar Auxilia Siege Engineering Corp. laid a plethora of devastating minefields across the landing zones of the traitors. However, in the chaos of battle the exact locations of each minefield has been lost.

In the Move Sub-Phase, when a unit moves fully or partially from one zone to another, roll 2D6 at the end of their move and compare the result to the unit's current combined wounds value, starting wounds total for Walkers or starting hull points vehicles.

If the score is equal to or above the value then no further effect occurs. A score of a double 6 is always a pass.

If the score is under the value, then the unit has set off a mine and rolls a D3 receiving a status at the end of their movement;

1: Pinned

2: Stunned

3: Suppressed

Each model in the unit must also pass a Dangerous Terrain Test. A roll of a double 1 is always a fail.

Units moving as part of a Reaction in the Move Sub-Phase will also need to test to see if they set off mines.

Anti-Grav Units and Flyers are not affected by Mine Fields in any way and do not need to test.

Mines are only triggered in the Movement Phase, movements in any other phase do not trigger them.

Legendary Mission Three

Weapons of The Dark Age

"I have seen the future and it is dead"

- Kyril Sindermann, Iterator Primus

Deployment: Vanguard Strike

Game Length: 4 Turns – a 5th Turn will be played if at the end of Turn 4 a 5+ is rolled on a D6.

Victory Conditions

No objective Markers are placed on the table. Rather, every time an enemy unit is destroyed or removed from the table as casualty you will score 2 Victory Points.

High Command and Command count as their own unit for scoring purposes. A unit with a High Command or Command unit attached counts as two units when destroyed or removed.

Units consisting of a single model that start the battle with 6 or more wound/hull points score a further one victory point when destroyed (for a total of 3 VP)

Killing a unit equipped with Dark Age Weaponry (see right) will score the active player 5 Victory Points.

If a unit with Dark Age Weaponry destroys itself, then this is worth no victory points.

Roloff at start of game, the winner will deploy first and take the first turn. The other player will select which deployment zone each player will deploy in.

Secondaries:

- First Strike (5)
- Slay The Warlord (5)
- Last Man Standing (5)
- Giant Slayer (7)

Active Special Rules

- Reserves

Dark Age Weaponry

The brutality of the planetary bombardment has revealed the secret caches of the Xth Legion, and these terrifying weapons have been plundered by both sides.

Now the horrors of the Dark Age of Technology have come again.

At the start of the game, after deployment but before the first turn begins each player can choose up to three of their units to be equipped with **Dark Age Weaponry**.

You should place a marker against them so you and your opponent know who they are. You do not need to give any of your units Dark Age Weaponry if you do not want to.

For the duration of the game, these units ranged weapons will have +1 RS, +1 AP (to a max of AP2) and +1 Damage but also gain Overload (1). If the weapon already has Overload then this is increased by +1.

The units close combat weapons gain -1 IM, Poison (3+) and Breaching (6+). If they already have Poison then this is upgraded to Poison (2+). If they already have an IM, then this is modified by -1. If they already have Breaching, then this is improved by 1 to a maximum of (3+).

If a character has joined a unit with Dark Age Weaponry at the start of the game, then they will also automatically gain Dark Age Weaponry.

