

THE HORUS HERESY<sup>®</sup>  
EXEMPLARY BATTLES  
OF THE AGE OF DARKNESS



THE BATTLE  
OF ARMATURA

# EXEMPLARY BATTLES

As the Age of Darkness ground ever onwards, the fires of war would spread throughout the entire galaxy, consuming everything in their path. Armies and worlds were reduced to nothing more than ash, in many cases leaving no one alive to bear witness to the sacrifices made or the atrocities committed. During this time, each Legion employed unique formations to prosecute their own style of war, whether by choice or through necessity, making use of unconventional, often abhorrent,

tactics and weapons. Many of these formations would be lost during the dark years following the Horus Heresy, their traditions wiped out and the last stockpiles of their weapons exhausted. Some, however, have been preserved in these records, that future generations may learn of the terrors unleashed upon the galaxy by the Emperor's turncoat sons and the valiant heroes who stood against them.



Armatura was the key to the Five Hundred Worlds of the Ultramarines' stellar empire. Rivalling in importance the crown jewel of Ultramar that was Macragge, Armatura was a war-world and acted as a vital strategic nexus for the Ultramarines' desperate battle for survival in the Eastern Fringe. Its industrial production capacity was vast and matched that of some of Ultramar's minor Forge Worlds, with the Armaturan manufactorums providing the armies of the Ultramarines with a continuous supply of weapons, armour and tanks. Most importantly, it ensured the XIII<sup>th</sup> Legion's continued survival, through the thousands of recruits drawn from its vast population that were destined to replace the casualties of war. The Traitor Primarchs Lorgar and Angron knew that as long as Armatura stood, the Ultramarines would recover from the catastrophic losses they had suffered during the Calth Atrocity and potentially rise to oppose Horus' advance on Terra. And so, in the latter years of 007.M31, the combined fleets of the World Eaters and Word Bearers Legions carved a path of destruction towards Armatura, leaving a trail of butchered worlds and shattered Loyalist fleets behind them.

As the Traitor armada arrived in the Armatura System, it made no attempt to cover its advance. So vast was the host coming to murder Ultramar's principal war-world that it ignored the scattered out-system fortress-stations when its ships breached realspace. The Traitors cared not if their foe signalled to warn Armatura or called to distant allies for aid, for the combined might of two Legions' fleets could not be repelled by any force the defenders would be able to muster, and no Loyalist fleet patrolling the nearby stars could change the fate awaiting the world.

Ultramarines Evocatii sentry warships pushed their engines to the brink of meltdown in a bid to intercept the Traitor onslaught before it could reach Armatura. Engaging the larger fleet at point-blank range, the XIII<sup>th</sup> Legion vessels unleashed furious broadside cannonades and even resorted to ramming the enemy ships in a suicidally valiant effort to delay the Traitors and grant the Loyalist forces below time to prepare for the coming invasion. Irreplaceable vessels that had served Mankind since the dawn of the Great Crusade perished as swarms of torpedoes and unrelenting laser fire gutted their hulls, spilling their

innards and crew into the void. The Traitors' superior numbers quickly overwhelmed the Loyalist fleet, and the arrival of two Abyss class kingships, bristling with enough weapons to end entire star systems, sealed the outcome of the void battle. The *Trisagion* and the *Blessed Lady*, as the two monstrous vessels were baptised by Primarch Lorgar, unleashed their fury on the Loyalists, and a dozen Evocatii warships were slain in the blink of an eye. As Ultramarines ships on the periphery of the battlezone withdrew to avoid total annihilation, the Traitor fleet turned its guns on Armatura's planetary defence platforms. Millions of Ultramar's fighting men and women perished in the fires of the orbital fortresses' demise as they were systematically blown apart by the macro cannons and lances of the Traitor armada. The *Conqueror*, flagship of the XII<sup>th</sup> Legion, was the first Traitor warship to reach low orbit amidst the burning wreckage of weapon bastions and defence stations, as the debris left in the wake of the void war was captured by Armatura's gravity well and began falling towards the planet's surface. By Angron's own edict there would be no orbital bombardment preceding planetfall. The enemy would not be granted the mercy of a swift death inflicted by his fleet's guns; he demanded instead that the Ultramarines and their servants bleed under the roaring chainaxes of the XII<sup>th</sup> Legion.

On the surface of the beleaguered world below, the Ultramarines initiated the defensive protocols laid down by their Primarch Roboute Guilliman, mobilising all available forces to defend Armatura. In the Decalian District, a key area that guarded the approaches leading to the XIII<sup>th</sup> Legion's planetary headquarters, Consul-Praetor Aettius Vasta marshalled the deployment operations of five XIII<sup>th</sup> Legion Evocatii battalions and three divisions of the Highborn Wardens Solar Auxilia Cohorts. Three maniples of Titans from Legio Lysanda marched alongside the infantry to their predetermined defensive positions in accordance with the Legion's protocols as the skies over Armatura darkened. The burning debris of dead warships and orbital platforms fell on fiery trails to end their meteoric descent among the district's bustling barrack-zones, demolishing buildings and toppling monuments. Hundreds of the Solar Auxilia who had been too slow to seek shelter were

crushed to death, and even the Reaver Titan *Venator Ultor* was obliterated in a colossal explosion when a piece of shattered defence platform collided directly with the venerable engine. A suffocating cloud of ash and dust was blasted out in every direction, and the Decalian District reeled in shock, but this was only the beginning.

The bright falling stars of Legiones Astartes drop pods filled the skies in the wake of the orbital wreckage, followed by Thunderhawks and Stormbirds bedecked in the dirty white and faded blue of the World Eaters. The XII<sup>th</sup> Legion attack landers ploughed through volleys of laser fire from Armatura's air defence batteries, and while dozens were destroyed, hundreds more made it through intact. Behind them came gargantuan transport barges bearing the howling firewolf sigil of Legio Audax, ferrying dozens of caged Warhound and Dire Wolf class scout Titans to the surface of Armatura. Fire Raptors and Storm Eagles strafed the XIII<sup>th</sup> Legion's positions with a hail of avenger cannon and heavy bolter shells, their engines roaring in tune with the staccato fire of their weapon systems as they poured their anger upon the Ultramarines. The attack landers touched down amidst the dust clouds and dropped their ramps, unleashing the Eaters of Worlds upon Armatura. The speed of the World Eaters' onslaught stole the strategic initiative from the Ultramarines, who were forced to meet the sons of Angron blade to blade across the twisted rubble of the city. There, in the bloody crucible of close-quarters fighting, where the XII<sup>th</sup> Legion excelled, the Ultramarines found the theoretical of carefully planned tactics unravelled by the practical of pure, blind fury.

The fighting was thickest around the Via Maxima, where the Ultramarines desperately fought to prevent the rampaging World Eaters from breaking through their lines and attacking the XIII<sup>th</sup> Legion's principal command base in the vaunted Academy District. In the vanguard of the World Eaters' assault fought a cadre of warriors of which scant accounts exist, for few were the witnesses left behind to mark their deeds – Destroyer squads bearing the mark of the Red Hand – or 'Blood Hand' as it was known in the gladiatorial pits of the XII<sup>th</sup> Legion –

blazoned across their faceplates or chests. These warriors fought like men possessed, roaring guttural war cries as they forced a path through masses of dead and injured Highborn Wardens to engage in brutal personal combat with the Legionaries of the Ultramarines. Scores of Ultramarines and Highborn Wardens were torn to pieces by the weapons these grim warriors carried into battle: axes, flails and paired swords, all reminiscent of the ritualistic gladiatorial weapons of the ancient Romanii. Bolter rounds and las bolts ricocheted from the armour of the Destroyers in showers of sparks, only managing to penetrate their blackened plate in places where it had been subjected to heavy radiation and thermic damage from the Destroyers' own rad weaponry. The Ultramarines' losses steadily mounted as the World Eaters relentlessly forced their way deeper into the Decalian District, slaughtering all who stood in their path. The XII<sup>th</sup> Legion held no ground and established no lines of supply; instead they simply pressed on, driven by a furious bloodlust and a hunger to kill. The Red Hand Destroyers' furious assault drove a wedge into the XIII<sup>th</sup> Legion's lines that threatened to create a gap through which the World Eaters could pour into and surround the Loyalists. Forced onto the defensive, the morale of the defenders suffered another blow as the blare of war horns cut through the battle's cacophony to announce the sudden departure of Legio Lysanda, lured from its position in support of the Ultramarines' defensive lines to engage their rivals, Legio Audax, in distant war zones. Stripped of the Titan Legion's support, the collapse of the Via Maxima defences seemed inevitable.

Unwilling to let his Legionaries be destroyed in the murderous entanglement that had developed in the streets, Aettius Vasta called for the disengagement and withdrawal of his forces to the secondary defence lines closer to the Academy District. It was a testament to the courage and discipline of the Evocatii and the Highborn Wardens that, having suffered such brutal losses, they did not succumb to disarray in the face of the XII<sup>th</sup> Legion's onslaught. Instead, the tattered remnants of broken squads rallied together and held the World Eaters at bay by maintaining a steady rate of fire, valiantly sacrificing themselves while the rest of their forces withdrew. The World Eaters pursued the Loyalists in a howling rush, pouring more of their warriors into the Via Maxima to chase them down, penning in those too slow or too stubborn to retreat and butchering them mercilessly.

Autocannon and plasma fire tore into the World Eaters from entrenched XIII<sup>th</sup> Legion heavy weapon squads, failing to halt their advance but holding them back long enough for the rearguard of the Ultramarines to extricate their forces. The Ultramarines rallied around the command squad of Aettius Vasta and on the Consul-Praetor's command, explosives buried under the roads or rigged into the buildings lining the Via Maxima were detonated. Tower spires toppled as the buildings shuddered and tonnes of falling rock came crashing down onto the avenues below. The roads split and sank into the earth, burying hundreds of World Eaters under the ruins of the city district in moments, halting their murderous rampage and giving the Ultramarines precious time to regroup their forces.

Having anticipated the pre-planned demolition of the buildings, the Legionaries of the XIII<sup>th</sup> Legion reacted quickly and surged forwards from their positions, launching an assault into the rubble-strewn avenues. Amidst the choking dust and blinding cloud of debris, the warriors of both Legions sought their foes; blades crashed and blood spilled in the obscuring fog of war. Ultramarines Recon squads hiding on the remaining rooftops and balconies above identified officers of the XII<sup>th</sup> Legion through the infra-sight scopes of their sniper rifles and sent highly accurate shots lancing through the World Eaters' helmets, dropping them where they stood. Such tactics might have caused disarray and sent lesser foes searching for cover, but the World Eaters simply carried on fighting, lost as they were to the bloody song of the Butcher's Nails. Gunships in the cobalt blue and gold of the XIII<sup>th</sup> Legion soared overhead, batteries of heavy bolters and reaper autocannons sending a stream of tracer rounds flashing in the dust haze to reap a fearsome tally of World Eaters rushing to join the brutal melee unfolding in the front lines. Aettius Vasta ordered his forces to press the attack and move to seize control of the war zone, relying on the co-ordination of his Legionaries and their calculated engagement patterns to carry the battle. The Loyalist force, taking advantage of the momentum it had gained, had pushed the enemy back to the very edge of the Ultramarines' original defence lines when the skies above them lit up and a fresh rain of death began falling.

This time it was not the burning debris of dead warships, but a fresh wave of Red Hand Destroyers descending on the bright contrails of their jump packs. A deluge of rad grenades and phosphex bombs was dropped among the Ultramarines' lines before the Destroyers engaged the Evocatii in a frenzy of chainaxe strikes and spitting rage, uncaring of the deadly effect the forbidden weaponry they had unleashed would have on their own. The World Eaters cut down their foes with war cries born of blood madness, while the Ultramarines met the brutal rage of their brother Legion with a righteous fury, refusing to give ground. Scores fell on both sides amidst the radiation clouds engulfing the dying city, the Red Hand Destroyers' assault carrying them into the command echelon of Consul-Praetor Aettius Vasta, which resolutely held the centre of the Loyalist lines. The battle devolved into fractured anarchy as the World Eaters grappled with the Ultramarines under the once-proud war banners of the Evocatii, now reduced to burnt and shot-through remnants of their former glory. Around them was nothing but a chaos of hacking brutality and cursing warriors, the XII<sup>th</sup> Legion Destroyers tearing their foes apart with savage strikes of their chainaxes in an insanity of pure, homicidal rage that even the veteran warriors of the Ultramarines could not stand against. The Evocatii fought with valour and contempt until one by one they fell, overwhelmed by foes that seemed to have abandoned all thought of survival and sought only to kill and destroy without recourse to any other concern. Among the last to fall was Aettius Vasta, his intricately artificed plate pierced and hacked open in a dozen places, his body trampled into ground that had already drunk so much Loyalist blood, to become lost amongst the corpses of his brethren.

With the death of the Ultramarines' Praetor and his veteran Legionaries, the centre of the Loyalist line and all further efforts of a co-ordinated defence in the Decalian District collapsed. Thousands of World Eaters poured through the gap created to swarm the rear positions of the Loyalists, butchering all who stood in their path, be they an active combatant, wounded warrior or civilian. It soon became apparent to the bloodied and vastly outnumbered defenders that the Decalian District was lost, and so the Ultramarines began withdrawing their remaining forces towards the Academy District's Valika Junction. The Red Hand Destroyers pursued these survivors, carving a trail of destruction at the head of a vast rampaging host of World Eaters.

In the wake of the XII<sup>th</sup> Legion's victory in the Decalian District, the Word Bearers made planetfall. Thunderhawk gunships and Stormbird assault landers deployed hunter-killer forces in areas where small pockets of Ultramarines and Highborn Wardens stubbornly held out. The din of battle continued to flare and die away as the Loyalists sold their lives bitterly against the Traitors, who sought to turn each valiant stand into a sinister atrocity of occult significance. Only ritually mutilated corpses and desecrated ground remained in the wake of the Word Bearers, with an eerie, otherworldly chanting lingering in the air long after the XII<sup>th</sup> and XVII<sup>th</sup> Legions had withdrawn the bulk of their forces back to their fleets in orbit. Extant records indicate that the Red Hand Destroyers were present in most of the major engagements that would decide the fate of Armatura and were the last of Angron's sons to depart its blackened ruins, refusing to leave until the last drop of Loyalist blood had been spilled. As a final insult to the XIII<sup>th</sup> Legion, Armatura was subjected to an orbital bombardment so fierce that only ashes remained on the surface of the once-proud war-world, before the Traitors departed the system in search of fresh planets to drown in oceans of blood.



## ELITES

Amongst the XII<sup>th</sup> Legion, those who proudly bore the mark of the Blood Hand – or as it was known by some, the ‘Butcher’s Mark’ – upon their armour would be drawn together, not through brotherhood or camaraderie, but through rivalry and enmity. The symbol, held in higher regard than almost any other honour or accolade borne by the World Eaters, marked these individuals out as having demonstrated exemplary ferocity or violence in the name of the Legion, be it through the sheer number of enemies butchered in battle or through taking the head of a foe of superior rank in single combat. Amongst the Destroyer companies of Angron’s Legion, those warriors who bore this mark formed cohorts known amongst their brethren as Red Hand squads. As the Horus Heresy unfolded, these squads would consistently take their place in the vanguard, roaring inhuman cries of bloodlust as they sought to prove themselves ever-worthy of bearing this gory embellishment.

## RED HAND DESTROYER ASSAULT SQUAD

115 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Ravager	4	4	4	4	1	4	2	9	3+
Blood Bonded	4	4	4	4	1	4	3	9	3+

### Unit Composition

- 4 Ravagers
- 1 Blood Bonded

### Unit Type

- Ravager: Infantry
- Blood Bonded: Infantry (Character)

### Wargear

- Two bolt pistols
- Chainsword or combat blade
- Frag, krak and rad grenades
- Power armour

### Special Rules

- Legiones Astartes (World Eaters)
- Hardened Armour
- Counter-attack
- Bearers of the Blood Hand
- Ravaging Assault

### Dedicated Transport

- A World Eaters Red Hand Destroyer Assault Squad numbering 10 models or fewer and not equipped with jump packs may choose a Rhino or Land Raider Proteus as a Dedicated Transport. Note that if it is using one of the Rites of War special rules (see *The Horus Heresy: Legiones Astartes Age of Darkness Army List*), other Dedicated Transport options may be available for the squad.

### Options

- The Red Hand Destroyer Assault Squad may take:
  - Up to 10 additional Ravagers ..... +15 points each
  - The entire squad may take melta bombs ..... +25 points
  - The entire squad may be equipped with jump packs ..... +5 points per model
- Any Ravager may exchange their chainsword or combat blade for:
  - Meteor hammer ..... +2 points per model
  - Excoriator chainaxe ..... +10 points per model
  - Twin falax blades ..... +2 points per model
  - Barb-hook lash ..... +2 points per model
- For every five models in the squad, one Ravager may exchange one of their bolt pistols for:
  - Missile launcher equipped with a suspensor web and rad missiles (and no other type) ..... +20 points each
  - Thunder hammer ..... +20 points each
- The Blood Bonded may exchange either a chainsword or combat blade for one of the following:
  - Power weapon ..... +10 points
  - Power fist ..... + 15 points
  - Single lightning claw ..... + 15 points
  - Thunder hammer ..... + 20 points
- The Blood Bonded may upgrade their power armour to:
  - Artificer armour ..... +10 points
- The Blood Bonded may take up to:
  - Three phosphex bombs ..... +10 points each

### **Bearers of the Blood Hand**

*Those that bore the mark of the Blood Hand cared not for the remembrance of past glories or trivial commendations. Instead, each warrior strove to embody the principles of fury and bloodlust that earned them the honour up until the moment they would finally be slain on the field of battle, surrounded by the torn and ruptured bodies of their enemies.*

A unit made up of models with this special rule must declare a charge if able when they begin the Assault phase within 12" of an enemy unit. If there is more than one eligible target, the controlling player chooses the target of any charges made. Note that this does not allow models with this special rule to charge a different unit to one that they made a shooting attack against in the previous Shooting phase.

### **Ravaging Assault**

*Few could stand before the sheer violence unleashed by the brutal killers of the XII<sup>th</sup> Legion and even less, those of them marked by the Blood Hand. Attacking with an insatiable fury, their hacking blades slick with blood and gun barrels glowing white-hot, they roved the fields of battle seeking ever more lives to bring to an end.*

On a turn in which they have charged, a unit with this special rule gains a bonus of +1 to the amount of wounds inflicted when determining who has won a combat. Additionally, they gain a bonus of +1 to the result of any Sweeping Advance roll they make in a combat that they are on the winning side of. These bonuses do not stack with any other rules that increase the amount of wounds inflicted when calculating who has won a combat and the result of a Sweeping Advance roll.

## UNIT SHOWCASE

Shown below are some examples of World Eaters Red Hand Destroyer Assault Squads that have been built and painted by members of the studio staff. The squads are based on the Legion MKIV Destroyer Squad with Jump Packs, with a selection of upgrade parts from the Forge World range, including the Legion MKIV Power Weapons Set and the Proteus-II pattern Missile Launchers Set.





# RAZING OF THE DECALIAN DISTRICT LEGENDARY MISSIONS

Both Angron and Lorgar led their Legions on a campaign to eradicate life across the Five Hundred Worlds. Whilst it was through the machinations of the Lord of the Word Bearers that these actions were embarked upon, the brutality and ferocity with which they waged war could not match that of the World Eaters who wreaked murder and ruin on a vast scale.

Armatura became the focus of some of the most intense fighting. An armoury, shipyard and barracks world, it was of significant value to the Ultramarines Legion, and its destruction would starve

them of a significant amount of much-needed resources. Such was the desire to fulfil this mission, both Primarchs would take to the field amidst the debris and ruins of the city.

The missions presented here can be used to recreate key conflicts of the Battle of Armatura, representing the ruthless attack of the traitorous World Eaters forces upon the Ultramarines-held defences on the planet's surface and their retaliatory actions. Players may wish to vary the forces used in these scenarios to portray alternative conflicts in the Age of Darkness.

## Playing as a Campaign

The missions provided here can be played as one-off games, but should players wish to use them as a campaign they can be played in sequence, with the player that scored most Victory points in Mission One: Sector Control and Mission Two: Line Advance combined assuming the role of the Attacker in Mission Three: Ambush.

## Mission Special Rules

The following additional special rules are used in these legendary missions to represent the battlefield conditions of Armatura. They can also be used to represent similar aspects of urban warfare elsewhere in the Age of Darkness, if players wish to use alternative forces.

### Roads

*For as long as human civilisation has existed, roadways have acted as the veins and arteries of its cities, ferrying vital supplies and populations in times of peace, and munitions and soldiers in times of war.*

Areas defined as Roads count as open ground. Additionally, when moving only through areas defined as Roads, all models, including vehicles, except those Embarking or Disembarking from a Transport vehicle, may add an additional +2" to the distance moved during the Movement phase. This additional movement has no effect on the ability to Run, move Flat Out, make shooting attacks, Embark or Disembark from Transport vehicles or to declare charges.

### Fog of War

*The cataclysmic destruction of a city creates a hostile environment for those engaged in combat within it. From clouds of choking dust to chunks of ferrocrete tumbling from ruins, there are deadly threats beyond the guns of the enemy to account for.*

At the beginning of the game, roll a D6 to determine the effects of Fog of War. The individual effect indicated by the result of the roll applies for the duration of the game.

### D6 Result

- 1-2 Obscuring Smog** – *Acrid smoke and ferro-magnetic dust particles hang in the air, compromising vision and augur scans alike.* All models gain a 6+ Cover save against shooting attacks.
- 3-4 Billowing Dust Cloud** – *The recent explosive collapse of a massive building has filled the precinct with a thick cloud of fine dust.* Line of sight is reduced to a maximum of 18". Note that line of sight may still be drawn from a model equipped with a nuncio-vox when firing a weapon with the Barrage special rule.
- 5-6 Scouring Winds** – *Collapsing structures and the venting reactor cores of fallen void craft and god-engines alike stir up hurricane-force winds of particulate matter to form a scouring tempest, ripping exposed flesh from bone and abrading even the hardest armour seals.* Models of the Infantry type suffer a penalty of -1 Toughness when in areas of open ground, to a minimum Toughness characteristic of 1. This reduction does not affect the Instant Death threshold.

## MISSION ONE: SECTOR CONTROL

In response to the attack on *Armatura*, the Ultramarines enacted defensive protocols and rapidly sought to take up positions in an effort to repel their assailants. Under furious assault, even reaching these points proved to be deadly as the World Eaters rushed through the city with a wild disregard to any strategy aside from overwhelming violence.

### THE ARMIES

The World Eaters player should take the role of the Attacker and the Ultramarines player the role of Defender. Players should choose their armies using *The Horus Heresy: Age of Darkness* rules, but the Attacker may not take any Fortification choices. This scenario is intended to be played with armies of at least 3,000 points per side. If players are using this scenario with alternative forces, they must decide who will be the Attacker and who will be the Defender.

### SETTING UP THE GAME

- Determine the deployment map.
- Set up terrain for the battlefield using buildings and ruins to represent the Decalian District.
- Players can use specifically modelled terrain or agree to define some open areas as Roads, criss-crossing the board as per the Mission Special Rules.
- The Defending player should place 5 Objective markers, represented by counters or coins 1" in diameter, within their board half. Otherwise, these markers should be placed in accordance with the rules for Placing Objective Markers in *The Horus Heresy: Age of Darkness Rulebook*.
- Determine Warlord Traits and Psychic Powers.

### DEPLOYMENT

- Both players should select any units that will be placed in Reserves and set them aside from the units they will deploy on the board.
- The Attacker and Defender should alternate placing a single unit at a time, except units with the Infiltrate special rule, in their own deployment zones, starting with the Defender.
- If the Attacker and Defender have an unequal number of units in their army, the player with more units should deploy the remainder of their own force before any units with the Infiltrate special rule or Scout special rule are deployed or redeployed by either player.
- Players now deploy units with the Infiltrate special rule and redeploy any units with the Scout special rule as per *The Horus Heresy: Age of Darkness Rulebook*.

### FIRST TURN

The Attacker has the first turn, unless the Defender can Seize the Initiative.

### GAME LENGTH

The game uses the Variable Game Length rules in *The Horus Heresy: Age of Darkness Rulebook*.

### VICTORY CONDITIONS

This mission represents the attacking forces of the World Eaters pressing an assault against the defensive positions of the Ultramarines. The positions represent areas of strategic importance or tactical value, or alternatively may simply be a line on a map across which the Ultramarines have vowed that no World Eater can be allowed to pass. The player with the most Victory points at the end of the game is the winner.

### Primary Objectives

The Attacker must attempt to capture each of the Objective markers placed by the Defender. Once the Attacker has captured a marker, they may remove it from the board and set it aside for the purposes of calculating Victory points at the end of the game.

To capture an Objective marker, the Attacker must have a scoring unit within 3" of it. The objective is captured if the Defender has no scoring units or denial units within 3" of it at the end of any of the Defender's turns. A single unit may only capture or deny a single objective in any turn, and the controlling player must make it clear which objective each unit is capturing or denying.

- The Attacker gains 1 Victory point for each marker they have captured at the end of the game.
- The Defender gains 1 Victory point for each marker that remains on the board at the end of the game.

The game ends at the end of the player turn in a victory for the Attacker if the Attacker is able to capture every objective, as long as they still have at least one unit that has not been removed from the battlefield and is not Falling Back.

### MISSION SPECIAL RULES

- Reserves
- Roads
- Fog of War

### DEPLOYMENT MAPS

Players should determine the deployment map used based on those shown in *The Horus Heresy: Age of Darkness Rulebook*, by rolling on the following table:

#### D6 Result

- 1-2 Clash of the Line
- 2-3 Dawn of War
- 5-6 Vanguard Strike

## MISSION TWO: LINE ADVANCE

As the intensity of the battle within the city reached a crescendo, the beleaguered defenders would be forced to accept the possibility of defeat. Across some regions, Loyalist forces would valiantly resolve to stand in the path of their enemies' fury and simply attempt to hold them at bay. Resisting waves of attacks and launching their own counter-assaults, these battles would devolve into tumbling melees amidst the broken ruins of the once-majestic city.

### THE ARMIES

The World Eaters player should take the role of the Attacker and the Ultramarines player the role of Defender. Players should choose their armies using *The Horus Heresy: Age of Darkness* rules, but the Attacker may not take any Fortification choices. This scenario is intended to be played with armies of at least 3,000 points per side. If players are using this scenario with alternative forces, they must decide who will be the Attacker and who will be the Defender.

### SETTING UP THE GAME

- Set up terrain for the battlefield using buildings and ruins to represent the Decalian District.
- Players can use specifically modelled terrain or agree to define some open areas as Roads, criss-crossing the board as per the Mission Special Rules.
- Determine Warlord Traits and Psychic Powers.

### DEPLOYMENT

- Both players should select any units that will be placed in Reserves and set them aside from the units they will deploy on the board.
- The players roll off. The winner decides who will deploy first and who will deploy second.
- The side who will deploy first must select a board edge and set up a unit on the board within 12" of the selected edge.
- The side who will deploy second must then set up a unit within 12" of the opposite board edge, with players alternating placing a unit in their own deployment zone.
- If the Attacker and Defender have an unequal number of units in their force, the player with more units should deploy the remainder of their own force before any units with the Infiltrate special rule or Scout special rule are deployed or redeployed by either player.
- Players now deploy units with the Infiltrate special rule and redeploy any units with the Scout special rule as per *The Horus Heresy: Age of Darkness Rulebook*.



### FIRST TURN

The Attacker has the first turn, unless the Defender can Seize the Initiative.

### GAME LENGTH

The game uses the Variable Game Length rules in *The Horus Heresy: Age of Darkness Rulebook*.

### VICTORY CONDITIONS

This mission represents a headlong charge into enemy territory by the World Eaters. Although each metre of progress is paid for in the blood of many warriors, few can stand before the unbridled fury of the XII<sup>th</sup> Legion. The player with the most Victory points at the end of the game is the winner.

#### Primary Objectives

- At the start of turns 1 and 2, the Attacking player gains 1 Victory point for each scoring unit within Zone 1 that is not Falling Back or Pinned. The base of each model that has not been removed as a casualty must be fully within the zone in order for the Victory point to be gained.
- At the start of turn 3 and 4, the Attacking player gains 1 Victory point for each scoring unit within Zone 2 that is not Falling Back or Pinned. The base of each model that has not been removed as a casualty must be fully within the zone in order for the Victory point to be gained.

- At the start of turn 5 and beyond, the Attacking player gains 1 Victory point for each scoring unit within Zone 3 that is not Falling Back or Pinned. The base of each model that has not been removed as a casualty must be fully within each zone in order for the Victory point to be gained.
- The Defender gains 2 Victory points for every enemy unit that it destroys.
- The Defender gains 1 Victory point for every friendly unit that survives the game.

#### Secondary Objectives

- Last Man Standing

#### MISSION SPECIAL RULES

- Reserves
- Roads
- Fog of War



## MISSION THREE: AMBUSH

As consummate strategists, the sons of Guilliman had factored countless theoreticals, and during the darkest days of Horus' rebellion the potential of an assault on any world was a distinct possibility; Armatura was no exception. There would be no price too high and no act beyond consideration when it came to denying the Traitor forces victory. Explosive charges would be set to bring the buildings of Armatura down atop their assailants in a resolute effort to halt the onslaught of the attackers.

### THE ARMIES

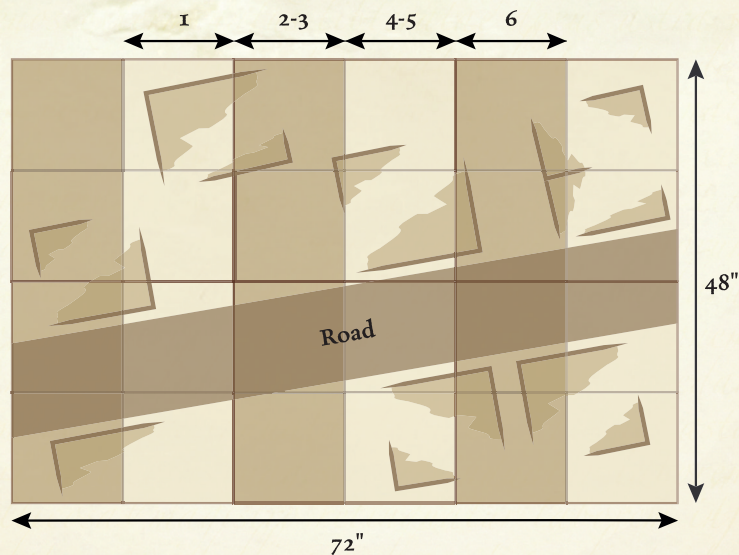
The Ultramarines player should take the role of the Attacker and the World Eaters player the role of Defender. Players should choose their armies using The Horus Heresy: Age of Darkness rules, but the Defender may not take any Fortification choices. If players are using this scenario with alternative forces, they must decide who will be the Attacker and who will be the Defender.

### SETTING UP THE GAME

- Set up terrain for the battlefield using buildings and ruins to represent the Decalian District.
- A clear area or specially modelled terrain at least 6" in width, to represent a Road, must be placed across the longest dimension of the board or running between diagonally opposite corners. Other sections of road terrain may branch off of this route, but both players should agree on a section of primary road.
- Determine Warlord Traits and Psychic Powers.

### DEPLOYMENT

- The Attacker must roll a D6. They must then place a temporary marker anywhere on the primary road section that passes through the board sector corresponding to the number rolled.
- The Defender must then deploy their Warlord and any unit they have joined, along with the rest of their army, not including any units they have chosen to place in Reserves, within 12" of the marker. Note that the effects of the Infiltrate and Scout special rules must be ignored in regards to the Defender's Warlord and any unit that they have joined.
- The marker may then be removed. Any units that cannot be deployed should be placed in Reserves.
- The Attacker may then deploy their army anywhere on the board that is at least 24" away from any enemy model. Any units that cannot be deployed should be placed in Reserves.
- The short board edges are the Defending player's board edge, while the long board edges are the Attacking player's board edge (representing the gathering forces of the Attacker making their approach through the city district, and the Defender's reinforcements arriving from along the road route). Models will fall back towards the controlling player's closest board edge.



### FIRST TURN

The Attacker has the first turn, unless the Defender can Seize the Initiative.

### GAME LENGTH

The game uses the Variable Game Length rules in *The Horus Heresy: Age of Darkness Rulebook*.

### VICTORY CONDITIONS

In a desperate effort to halt and contain the advance of the World Eaters, the Ultramarines resorted to the use of demolition charges to bring down entire city blocks upon their enemies before sweeping the ruins and gunning down any survivors. This mission represents such a strike on a column or convoy moving through the Armaturan city districts.

### Primary Objectives

If the Defender's Warlord is removed from the board as a casualty, the Attacker gains an additional 3 Victory points.

If, at the end of the game, the Defender's Warlord has not been removed as a casualty, they automatically win, regardless of the number of Victory points scored by either side.

### Secondary Objectives

The following Secondary Objectives from *The Horus Heresy: Age of Darkness Rulebook* are used to calculate Victory points for this mission:

- First Blood
- Last Man Standing
- Attrition

### MISSION SPECIAL RULES

- Reserves
- Roads
- Fog of War

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