

# THE HORUS HERESY<sup>®</sup>

## EXEMPLARY BATTLES OF THE AGE OF DARKNESS



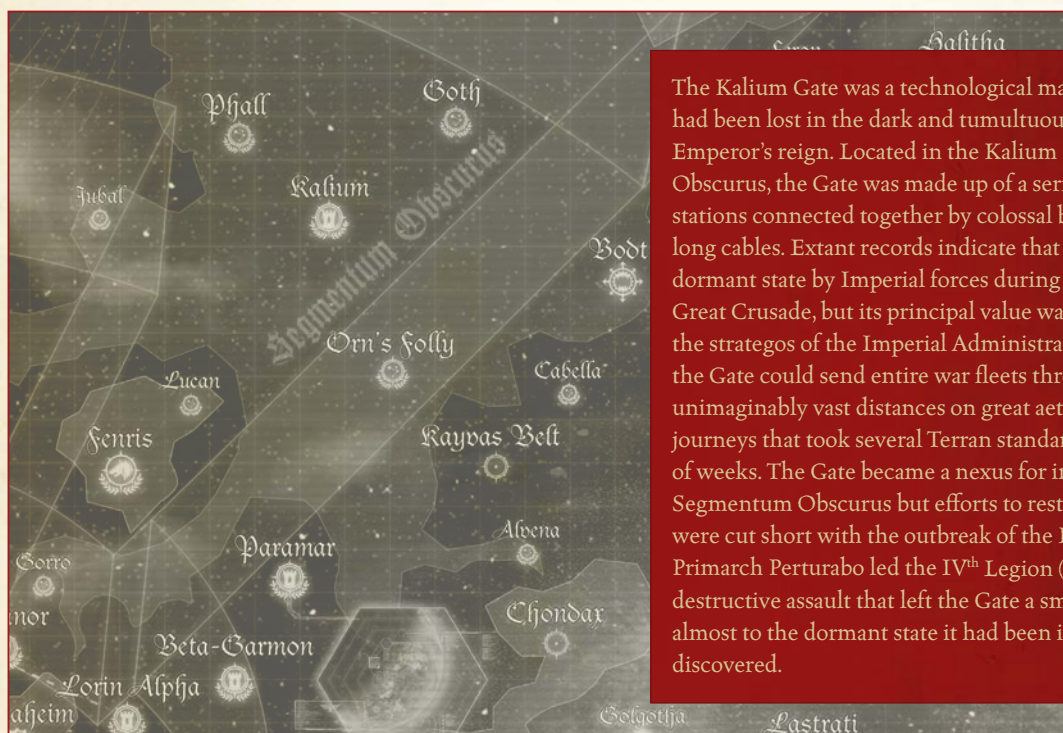
### THE BATTLE FOR KALIUM GATE



# 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.



The Kalium Gate was a technological marvel, the origins of which had been lost in the dark and tumultuous aeons that preceded the Emperor's reign. Located in the Kalium system of the Segmentum Obscurus, the Gate was made up of a series of interlocking void stations connected together by colossal bundles of kilometres-long cables. Extant records indicate that it was discovered in a dormant state by Imperial forces during the early years of the Great Crusade, but its principal value was quickly realised by the strategos of the Imperial Administratum. Once awakened, the Gate could send entire war fleets through the Warp, across unimaginably vast distances on great aether-currents, making journeys that took several Terran standard years last only a handful of weeks. The Gate became a nexus for interstellar travel in the Segmentum Obscurus but efforts to restore it to its full potential were cut short with the outbreak of the Horus Heresy – when Primarch Perturabo led the IV<sup>th</sup> Legion (Iron Warriors) in a destructive assault that left the Gate a smouldering tomb, reduced almost to the dormant state it had been in when it was first discovered.

In the latter half of 010.M31, the V<sup>th</sup> Legion (White Scars) was cut off in the Segmentum Obscurus and surrounded on all sides by overwhelming enemy forces. Loath to waste the lives of his sons in pitched battles, the Primarch Jaghatai Khan desperately sought a way to evade his foes and reach the Sol System ahead of the Warmaster's hosts. Chief among the Khan's pursuers was Lord Commander Eidolon – a vainglorious and arrogant warrior who, in the absence of his Primarch Fulgrim, had become the self-appointed master of the III<sup>rd</sup> Legion (Emperor's Children). Seeking to validate his newfound pre-eminence among the Emperor's Children, Eidolon hounded the White Scars across the stars, believing the prize of Jaghatai Khan's head would earn him the recognition he so craved. With his Legion bloodied and lacking the sheer numbers required to break through the Traitor lines, the ever-resourceful Khan devised a plan to deceive the enemy and draw their strength away from the main concentration of his force.

In the wake of the destruction unleashed by the Iron Warriors, elements of the Emperor's Children Legion had moved in to rebuild the Kalium Gate's fearsome defences, not only to secure

and plunder an asset of strategic value, but also to prevent the Loyalists from re-awakening its arcane technologies and using it to escape. The Khan sent the hardened veterans of approximately six Brotherhoods – formations shattered in past battles against Eidolon's hunter-killer fleets but hungry for vengeance – to attack the Kalium Gate. The Dictatus class battleship, *Lance of Heaven*, led the attack; one of the Legion's oldest vessels and veteran of a dozen major engagements since the outbreak of the Horus Heresy. Alongside the *Lance of Heaven* came seven venerable warships, surrounded by a swarm of smaller frigates, destroyers and other support craft. The White Scars ships hurtled towards their target with the speed their Legion was famed for, leaving the enemy's auspex grids to chase after shadows while the Khan's sons closed in for the kill, their guns and torpedoes primed.

The Emperor's Children war vessels that rose from the shadow of the Kalium Gate to oppose the sleek White Scars cruisers were of equal displacement to their counterparts and, though fewer in number, they were bolstered by the heavy gun batteries and defensive emplacements of the Gate. Having paid a heavy price



in blood during past engagements with the Khan's sons, the Emperor's Children had learned well not to underestimate the cunning and unpredictable tactics of the White Scars. The heavy warships of the III<sup>rd</sup> Legion and accompanying escort vessels spread out to engage the incoming White Scars flotilla, creating a defensive cordon that would hold the Loyalist onslaught at bay long enough for the Emperor's Children manning the Gate's defences to prepare for the inevitable ground attack. Long range guns opened fire, sending beams of superheated energy lancing through void shields to pierce the flanks of warships and kill thousands of the ships' crew in the space of a single heartbeat. Macro cannon shells and cluster warheads buckled and shattered armour plates on impact, setting off chains of devastating internal explosions that blew apart entire sections of superstructure, leaving dozens of vessels aflame and dead in the void. As the two fleets closed the distance between them, vicious boarding actions were launched and terrible destruction was unleashed across multiple ship decks as Legionaries sought to cripple or capture enemy vessels.

White Scars vessels burst through the defensive cordon of the Emperor's Children ships, pushing their reactors to breaking point as they desperately tried to close the distance with the Kalium Gate. The Gate's fearsome defensive weapons spoke as one and the first vessels to emerge from the tumult of the naval battle, recorded to have been the frigates *Horselord* and *Hunter of the Plains*, took the full brunt of their fire and were simply erased from existence. Larger White Scars battleships soon reached the Gate, their void shields straining under heavy fire from its fearsome defensive batteries, but this time it was the Loyalists' turn to unleash their fury upon the Traitors below. The space surrounding the Gate's void stations became a sea of fire as lance strikes and punishing fusillades from bombardment cannons thundered against faltering power fields raised over the defences. Here and there, these shield barriers shuddered and failed, leaving mobile defence launchers and gun emplacements unprotected from the devastating guns of the White Scars warships, which obliterated both the weapons and their crews.

Hard on the heels of the destructive barrage came swarms of fighter craft and heavy attack landers carrying the warriors of the Ordu, the horde of Jaghatai. Fire Raptors and Xiphon interceptors dived from above to strafe enemy positions with their deadly payload of high-calibre bolt shells and missiles, forcing the Emperor's Children to seek shelter behind shielded curtain walls or within prefabricated bunkers as the Gate's infrastructure disintegrated around them in a maelstrom of explosions. Thunderhawk gunships touched down on the cavernous hangars of the colossal void docks, disgorging hundreds of Legionaries among the scattered detritus and silent machinery of the Gate's long dead past. Breacher and Tactical squads swiftly moved to clear the surrounding areas of defenders with blade and boltgun, giving the Emperor's Children no mercy and expecting none in return. The White Scars proved relentless in the pursuit of their objectives, venting their repressed fury on the warriors of the Legion that had hounded them for years. The assault of the first wave was executed the way the White Scars had always taken joy in waging war – hard and fast, with an artful precision and timing that allowed the enemy no time to react.

With the primary objective of securing the Legion's landing sites achieved, the White Scars next moved to silence the Gate's mighty defence batteries. Stormbird attack landers were brought in to form mobile firebases that could withstand heavy ground fire while their cargo of troops, war machines and mobile gun-platforms disembarked. Armoured columns of Sicaran battle tanks and Rhino armoured transports filled with V<sup>th</sup> Legion Despoiler squads were deployed on the hard permacrete floors and steel sheeting of the hangars to press the attack, turning the battle into something more akin with fighting across the surface of a dwarf planet. Void Dock Theta-4 and Void Dock Theta-5 quickly fell to the relentless attack of the White Scars, their berthing zones overrun by Loyalist troops and vehicles.





At Void Dock Theta-3, Zargan Khan, Praetor of the Brotherhood of the Obsidian Serpent, led his Legionaries towards the mighty orbital guns hammering the White Scars fleet with relentless volleys of ship-killing missiles and las blasts. The precisely calculated attack patterns of his White Scars had brought them to the very edge of the shielding overlays protecting the gun batteries, but there savage resistance was encountered from dug-in Traitor forces and the assault faltered. In the vanguard of the Emperor's Children defenders fought heavy support squads bearing the mark of the Sundered Star upon their gilded panoply, marking them out as the elite Sun Killers formation. These warriors had gained renown across the Imperium due to their exploits during the Great Crusade, where they had, time and again, sought out and defeated the deadliest xenos monstrosities and armoured behemoths. Great explosions signalled the fiery death of White Scars tanks as murderous volleys of lascannon beams lanced through their armour to explode their ammunition reserves or ignite their fuel tanks. Armoured transports were targeted and crippled in a meticulously calculated pattern that funnelled the disembarking Legionaries into predetermined kill-zones, where they were mercilessly cut down by arcing volkite beams and bolts of incandescent plasma. Dozens of White Scars Legionaries fell in the opening minutes of the Sun Killers' deadly salvoes and the attack on Void Dock Theta-3 ground to a bloody halt as the momentum of the assault was lost.

In the primary hangar of Dock Theta-3, where the enemy fire was at its most furious, Zargan Khan led a spearhead of veteran Legionaries towards the Sun Killers' positions. There, the Emperor's Children had constructed an intricate network of defences that would bog down any direct offensive against the Gate's defensive batteries. Aegis lines, razor wire snares and prefabricated bastions forced any attacker into choke points and dead ends overlooked by hidden redoubts, creating overlapping fields of fire that ensured the destruction of any enemy that ventured into that deadly maze. The Sun Killers maintained a steady rate of fire, their deadly aim blunting the Loyalists' frontal assault and forcing the White Scars to seek cover or risk being obliterated. Knowing full well the White Scars' skill in manoeuvre and fluid warfare, Consul Tritus Castion of the Emperor's Children ordered the deployment of fresh troops from reserves to strengthen the front line. A dozen squads of Legionaries, held back just for a moment such as this, rushed forward to bolster the Sun Killers' positions, led by Consul Tritus Castion himself and a cadre of his elite Palatine Blades.

Where other Legions might have met the open challenge of these foes head-on as a matter of pride, the White Scars split their forces and flowed around their enemies like the waters of a fast-flowing stream enveloping and wearing down even the mightiest boulder. Squads of Legionaries darted in to harry and bleed the Emperor's Children before withdrawing again, assassinating Traitor squad leaders and specialists in a bid to wear down the intricate command structure that their enemy depended on to coordinate the defence. The sons of the Khan placed their trust in speed and mobility to evade the Sun Killers' murderous volleys, moving among the shadows of sagging machine towers and enormous loading cranes to mount sudden assaults on isolated enemy positions. Knowing the Emperor's Children could ill afford to be caught in a battle of attrition with the Loyalist fleet still bearing down on the Kalium Gate, Tritus Castion's recently arrived reserves abandoned their defensive positions and surged forwards in a furious counter-assault, enveloping and gunning down those White Scars whose vengeful fury had driven them recklessly close to his forces. Among the nightmarish maze of tangled dock infrastructure, the Sun Killers tracked the movement patterns of the fleet White Scars with the infravisors and auspex locators built into their armour and blasted the Loyalist Legionaries apart with their heavy energy weapons. The battle for Void Dock Theta-3 became a fractured anarchy of hit and run combats and short range firefights, but the Emperor's Children's superior numbers steadily drove the White Scars back, threatening to completely overrun them.

Zargan Khan sensed the momentum the Traitor counter-assault was gaining and knew that the enemy would soon push the White Scars back to their landing sites, eventually hurling them into the burning void beyond. However, the guerilla tactics of his Legionaries had bought enough time for the White Scars warship *Riders of the Storm* to deploy its second wave of attack landers on Void Dock Theta-3. Several squads of Sun Killers were forced to divert their fire towards this new threat, bringing the leading craft down with concentrated lascannon fire but leaving their positions exposed to the sudden onslaught of the White Scars they had previously kept at bay.





Many more attack landers were able to reach their designated targets and from within the darkness of their holds emerged a host of grim warriors whom the White Scars shunned, considering them cursed for the savage, unrestrained way they waged war. Their power armour was painted a deep crimson, in contrast to the White Scars' usual pearlescent white livery, and was embellished with shamanic charms that the Legion's Stormseers had applied to ward off the evil tidings that followed in their wake. The Dark Sons of Death, or Karaoghlanlar as they were known among the sons of Jaghatai Khan, ignited their jump packs and soared across the smouldering killing fields to fall upon the Emperor's Children with a fury befitting more that of Angron's World Eaters.

The Dark Sons of Death lashed out with arcing sweeps of their power glaives and tulwar swords to decapitate or dismember, ripping their foes apart with an inhuman, cold rage. Simply killing their foes was not enough for the Karaoghlanlar, for only the utter annihilation of their enemies, body and spirit, would satisfy their dark appetite for destruction. The armour of dead Emperor's Children was marked with runes that carried the blackest curses of old Chogoris, their corpses mutilated and heads taken as trophies. The progenoid glands of the fallen, organs carrying the gene-seed required to create future warriors of their Primarch's bloodline, was desecrated by chemicals that mutated the glands and rendered the gene-seed useless. The Emperor's Children held their ground, putting up a valiant fight, worthy of their vaunted reputation, but even the sublime warriors of Chemos had no hope of fending off the savage fury of the White Scars Destroyers in the close confines of the nightmarish defensive maze they themselves had created. Deadly, even in the face of certain doom, the Sun Killers fought back with bitter arrogance – discharging their heavy weapons at point blank range until their ammunition ran dry, striving to deprive Terra of as many future defenders as they could before meeting their end.

The White Scars were an unstoppable spear of destruction, cast directly at the heart of Void Dock Theta-3, and in the face of their shock assault, the Traitor defensive efforts collapsed. Indefatigable and roaring his defiance among the bloody corpses of his men and the tattered banners of his Legion, Consul Tritus Castion was amongst the last of Fulgrim's sons to fall, slain in personal combat with an unknown Karaoghlanlar squad leader. The golden palatine aquila adorning the chestplate of the Consul's gilded armour was taken as a trophy and his helmeted

head was caved in by the heavy pommel of his killer's tulwar sword, consigning Tritus Castion to meet his afterlife bearing the mark of a faceless traitor. With the death of their commander, the remaining pockets of Emperor's Children resistance at Void Dock Theta-3 broke and their positions were overrun by the vengeful White Scars.

The Karaoghlanlar were the first of the Khan's sons to reach Void Dock Theta-3's defensive batteries, where they mercilessly butchered the gun crews and station menials, not sparing even the tech-servitors that blindly carried out their tasks at their work stations. Zargan Khan and the surviving Legionaries of his Brotherhood soon caught up with the rampaging Destroyers and were repulsed to discover clusters of rad bombs and cannisters of alchemical bio-agents planted alongside the melta charges traditionally used to destroy such targets. Simple martial victory was not enough for the Dark Sons of Death, the site of the battle had to be irrevocably tainted so no living soul could step foot on it again in a dark simile of the ancients' salting of the earth. The explosions that followed reduced the mighty gun batteries to ruin and the resulting radiation clouds that spread through Void Dock Theta-3 signalled its final death knell. By that time, an urgent vox signal had come from Legion command, ordering the immediate withdrawal of all White Scars forces back to their ships. All across the void docks and berthing zones of the Kalium Gate, White Scars formations were lifted to safety by disciplined flights of Thunderhawk transporters and Stormbirds, under the cover of a continuous barrage from flights of void fighters. The Karaoghlanlar were the last White Scars to depart the desolate ruin of Void Dock Theta-3, refusing to leave until their final rites of malediction were complete. With the return of the last of their forces, the White Scars fleet withdrew as suddenly as it had come, leaving behind it the Kalium Gate aflame and in ruins.

It is impossible for someone not of the Legion to know whether the assault on the Gate was considered a victory or a defeat in the eyes of the White Scars. Many point to the White Scars' other offensives at the time and suggest that, like the Legion's assault at Memnos, the battle of the Kalium Gate was nothing more than another diversion, a feint concealed amongst other feints. Few of the Khan's sons can recite that tale, and they do so rarely. When they do speak of it, they do so in hushed reverence. To them, it is a testament to the dedication and sacrifice of their Legion and a lament for the hidden shame of relying on the cursed Dark Sons of Death to carry the day. They point to the death of their beloved master of the Keshig, Qin Xa, during the battle of Kalium Gate, as proof of the curse the Karaoghlanlar carry and the ill fortune that follows in its wake. Whether there is any truth in such superstitious claims none can be certain, but extant records indicate that Jaghatai Khan did not hesitate to utilise the Dark Sons of Death extensively during the harrowing journey to reach Terra, and in the numerous battles that followed the arrival of the White Scars in the Sol System.





## HEAVY SUPPORT

The informal cognomen of 'Sun Killer' was given to III<sup>rd</sup> Legion veteran heavy support squads armed exclusively with heavy energy weapons. These squads would operate far ahead of the battle line and seek out the largest enemy bioforms or war machines so that they and they alone could enact their destruction. In the rare instances that Fulgrim's impeccable warriors opted to make a strategic departure from the field, it fell to the Sun Killers to provide covering fire, compelled not by oath or duty, but out of boastful pride. Arrogance is suspected to be the reason behind the Sun Killers eschewing primitive weapons that fire indiscriminate hails of shot and shell. Instead, more elegant and precise energy weapons are employed to deliver exacting precision and defined kill shots. It is of curious note that surviving records of Sun Killer squads that have failed in their mission, or have fallen to the enemy, are all but unknown. Some believe that all such failures are stricken from the Legion's records by order of Fulgrim himself, leaving nothing to tarnish the flawless honour associated with the title Sun Killer.

## EMPEROR'S CHILDREN SUN KILLER SQUAD

250 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Sun Killer	4	5	4	4	1	4	1	8	3+
Novaetor	4	5	4	4	1	4	1	9	3+

### Unit Composition

- 4 Sun Killers
- 1 Novaetor

### Unit Type

- Sun Killer: Infantry
- Novaetor: Infantry (Character)

### Wargear

- Lascannon
- Bolt pistol
- Chainsword or combat blade
- Frag & krak grenades
- Power armour

### Special Rules

- Legiones Astartes (Emperor's Children)
- Precision Fire
- Fortified Position

### Dedicated Transport

- An Emperor's Children Sun Killer Squad numbering 10 models or fewer 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 book*), other Dedicated Transport options may be available for the squad.

### Options

- The Sun Killer Squad may take:
  - Up to 15 additional Sun Killers..... +40 points each
- Any model in the unit may exchange their lascannon for one of the following:
  - Volkite culverin ..... Free
  - Plasma cannon ..... Free
  - Multi-melta ..... Free
- The Novaetor may take any of the following:
  - Augury scanner ..... +5 points
  - Melta bombs ..... +5 points
  - Artificer armour..... +10 points
- The Novaetor may exchange their lascannon for one of the following options:
  - Bolter..... Free
  - Combi-weapon..... Free
  - Single Lightning claw..... Free
  - Power fist ..... +5 points
- The Novaetor may exchange their chainsword or combat blade for one of the following:
  - Power weapon ..... +10 points
  - Charnabal blade ..... +5 points



### **Precision Fire**

*Sun Killers elevated the use of their chosen weaponry to an art form and were able to direct their fire with exacting precision. No camouflage, nor cover, could offer their targets protection from their perfectly timed and unerringly accurate shots.*

An enemy model that suffers a Wound, Penetrating Hit or Glancing Hit inflicted by a Shooting Attack, made by a model with this special rule that has not moved in the preceding Movement phase, may not take cover saves.

### **Fortified Position**

*Such was the formidable destructive power of large squads of Sun Killers and the conspicuous discharge of their signature weapons, their presence in battle would rarely go unnoticed and enemies would rapidly target a known position as a matter of priority. To aid in their resilience against such concentrated attacks, squads would often use the respite offered by deployable defence lines to augment the topography of the battlefield.*

In games that allow the use of Fortifications, an Emperor's Children Sun Killer Squad that has not selected a Dedicated Transport may instead select an Aegis Defence Line without using up the Fortification Force Organisation choice, but the cost in points must be counted towards the army total. The Aegis Defence Line may be upgraded with a single item from the Obstacles and Battlements and Battlefields lists as per *The Horus Heresy: Age of Darkness Rulebook*.



## WHITE SCARS DARK SONS OF DEATH SQUAD (KARAOGHLANLAR) 145 POINTS

### ELITES

In the instances where their enemy had fallen so far from humanity's light, the hope of Imperial Compliance was lost, or an abhorrent xenos-train stood before them that could not be permitted to exist, the White Scars would call upon the Karaoghlanlar to bring about the unmaking of their foes. The Dark Sons of Death, a moniker used by those not of Chogorian descent, were deployed as a final, irrevocable measure; accordingly, unleashing them was a decision that few commanders took lightly. Broadly, the 7<sup>th</sup> Legion had a respect and reverence for both the life and death of an enemy warrior, the Karaoghlanlar not only sought to destroy the enemy physically, but also, through ritual Chogorian rites, spiritually. This connection with total and all-encompassing death caused them to be regarded with unease by their battle brothers and as such, their armour was often marked with wards of banishment and adorned with talismans of purification to avert the spirits of darkness that followed in their passing.

	WS	BS	S	T	W	I	A	Ld	Sv
Dark Son	4	4	4	4	1	4	2	9	3+
Death's Champion	5	4	4	4	1	4	3	9	3+

#### Unit Composition

- 4 Dark Sons
- 1 Death's Champion

#### Unit Type

- Dark Sons: Jump Infantry
- Death's Champion: Jump Infantry (Character)

#### Wargear

- Bolt pistol
- Chainsword
- Frag & krak grenades
- Rad grenades
- Power armour
- Jump pack

#### Special Rules

- Legiones Astartes (White Scars)
- Invocation of the Razing Tempest
- Counter-attack
- Stormseer's Conclave
- Ritual of Unmaking

#### Options

- The Dark Sons of Death Squad may take:
  - Up to 10 additional Dark Sons ..... +20 points each
- Any model in the unit may exchange their chainsword for one of the following:
  - Charnabal sabre ..... +5 points each
  - Power glaive ..... +10 points each
- For every five models in the squad, one Dark Son may exchange their bolt pistol for one of the following:
  - Plasma pistol ..... +15 points each
  - Hand flamer ..... +10 points each
- For every five models in the squad, one Dark Son may take one of the following:
  - Plasma gun ..... +15 points each
  - Melta gun ..... +15 points each
  - Flamer ..... +10 points each
- The unit may take any of the following:
  - Melta bombs ..... +25 points per unit
- The Death's Champion may exchange their chainsword for one of the following:
  - Power weapon ..... +5 points
  - Power fist ..... +10 points
  - Single lightning claw ..... +5 points
- The Death's Champion may exchange both their bolt pistol and chainsword for:
  - A pair of lightning claws ..... +15 points
- The Death's Champion may exchange their bolt pistol for one of the following:
  - Plasma pistol ..... +15 points each
  - Hand flamer ..... +10 points each
- The Death's Champion may upgrade their power armour to:
  - Artificer armour ..... +10 points



### **Stormseer's Conclave**

Set apart from the Brotherhoods that formed the organisational structure of the V<sup>th</sup> Legion, the Karaoghlanlar fought in battle under the direct command of a Stormseer, an individual responsible for unleashing the Dark Sons of Death only with the approval of the Great Khan himself.

A Dark Sons of Death squad may be taken as a Retinue for any Librarian with a jump pack and the Legiones Astartes (White Scars) special rule.

### **Invocation of the Razing Tempest**

The warriors of the Karaoghlanlar would perform ritual libations to align their energies and focus their desire to annihilate their enemies, allowing them to exceed even the bounds of the trans-human physiologies they possessed for a short period of violent fury.

Once per game, at the start of the White Scars player's turn and before the start of the Movement phase, the White Scars player may declare they are activating Invocation of the Razing Tempest. For the duration of that player turn, a unit made up of models with this special rule and any Librarian that has joined them may gain the Fleet and Rage special rules.

### **Ritual of Unmaking**

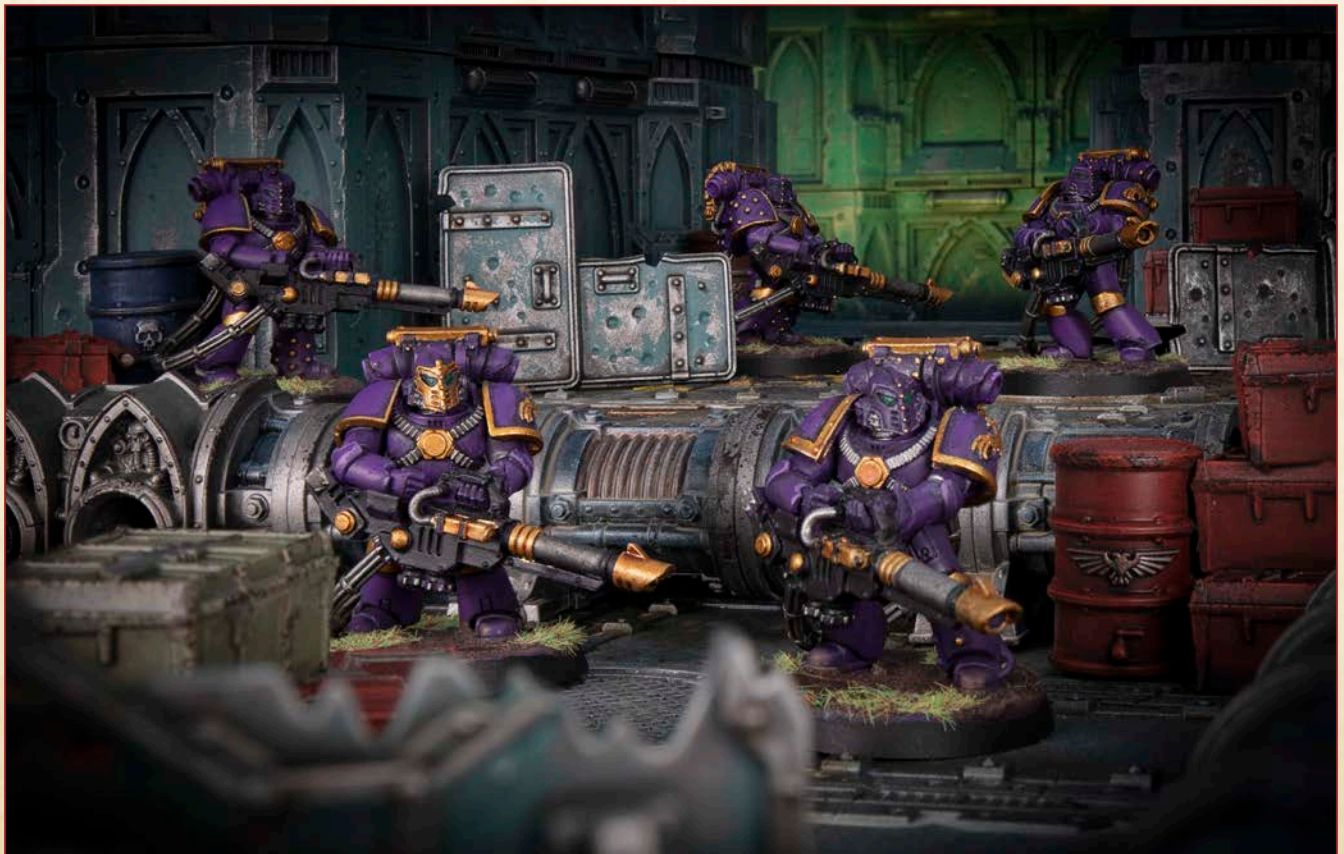
The chilling rituals performed over fallen enemies by the Karaoghlanlar are believed to ensure a complete death, an unmaking of one's existence. To witness them enacted strikes fear into the core of their foes, draining their will to fight.

When a unit made up of models with this special rule is called upon to make a Sweeping Advance, they may choose to automatically fail that Sweeping Advance roll. If they choose to fail the Sweeping Advance roll, all enemy units with at least one model within 6" of a model from the winning unit with this special rule after any Consolidation moves are made must take a Leadership test. If the test is failed, the enemy unit suffers a penalty of -1 to their WS until the end of their controlling player's next turn.



## UNIT SHOWCASE

Shown below are some examples of both White Scars Dark Sons of Death and Emperor's Children Sun Killers that have been built and painted by members of the Studio staff. The Dark Sons of Death 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. The Emperor's Children Sun Killers squads are based on the Citadel MkIV Tactical Squad kit and include upgrade parts from the Forge World Emperor's Children MkIV' upgrade heads, the Ryza Pattern Lascannon set and the Mars Pattern Plasma Cannon set.











# THE BATTLE FOR KALIUM GATE



## MISSION: ASSAULT ON VOID DOCK THETA-3

To think of the Kalium Gate as a void station or satellite belied the immense scale of the construct and its defences prior to Perturabo's assault, which rivalled that of the prime planet of any system. What was left after the ruin wrought by the IV<sup>th</sup> Legion remained just as gigantic in proportion, with internal spaces sufficient to manoeuvre entire armoured companies within and external areas with artificial atmosphere processors. One such sector of the Kalium Gate was Void Dock Theta-3, a position made strategically valuable by its vast hangars, loading and refitting bays that offered a void-borne army a perfect landing zone and staging point for further assaults. There the Great Khan's White Scars would find themselves set against the might of the Emperor's Children who, despite having only a brief window within which to set their defence amongst the ruins of Void Dock Theta-3, had created a gauntlet of fixed weaponry, overlapping fields of fire and ambush points to punish any force that sought to seize that strategic stronghold.

### THE ARMIES

The mission presented here is intended to represent the White Scars' assault on the Kalium Gate's Void Dock Theta-3 against the entrenched forces of the Emperor's Children. Players may, however, wish to vary the forces used in these scenarios to portray alternative conflicts in the Age of Darkness, using the recommended army size of between 2,500-3,000 points and the Crusade Force Organisation chart.

### SETTING UP THE GAME

- A 6'x4' battlefield is recommended when playing this mission. Citadel Miniatures Sector Mechanicus and Munitorium Armoured Containers terrain or similar industrial terrain can be used to represent the vast dockyard spaces of the Kalium Gate in which the III<sup>rd</sup> Legion establish their defensive lines.

### DEPLOYMENT

- Using the deployment map below, the Emperor's Children player must first select any short board edge as their own. They must then deploy four Emplacements, the rules for which can be found on page 15, according to the following Mission Special Rules.
- The Emperor's Children player must then deploy the remainder of their army within their deployment zone, minus any units they choose to place in Reserves and may choose to deploy units using the Forward Deployment special rule.
- The White Scars player must then deploy their entire army, minus any units they choose to place in Reserves, within the deployment zone bordered by the short board edge directly opposite that of the Emperor's Children player's.

### FIRST TURN

In this mission, players must roll off to determine who takes the first turn. The player with the highest result goes first. In the event of both players getting the same result, the White Scars player goes first.

### GAME LENGTH

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

### VICTORY CONDITIONS

The White Scars player wins if, at the end of any turn, both of the following conditions have been met:

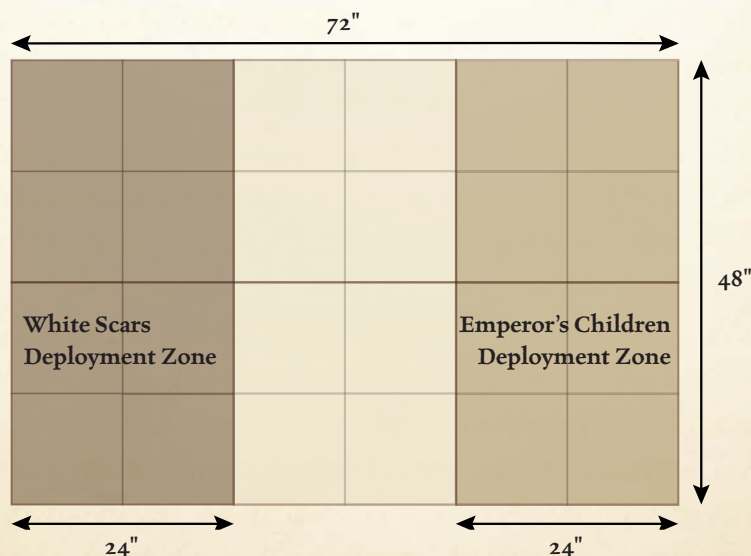
- All Emplacements have been Wrecked, destroyed or occupied by a unit under the White Scars player's control.
- No units under the control of the Emperor's Children player that are not Falling Back or Pinned are present in the Emperor's Children player's deployment zone.

### SECONDARY OBJECTIVES

- Slay the Warlord
- First Blood
- Attrition

### MISSION SPECIAL RULES

- Emplacements
- Forward Deployment





### **Emplacements**

*From the Rhino chassis-based, rapidly deployable bunkers favoured by the IV<sup>th</sup> Legion to simple slabs of reinforced ferrocrete expediently slotted together to offer troops a respite from incoming fire, defensive positions have been established and augmented with mounted weapons in almost every conflict across the galaxy, stretching back to the earliest battles fought by Mankind.*

Four Emplacements using the unit profile on page 15 must be deployed within the Emperor's Children player's deployment zone. They may not be deployed within 6" of another Emplacement or the board edge and start the battle claimed by the Emperor's Children player. The Emperor's Children player may only deploy units selected as Heavy Support Force Organisation chart choices embarked in an Emplacement.

### **Forward Deployment**

*It is the belief of many generals and warmasters that aggression should supersede stoicism in the conduct of defence, ordering their troops to range forth from the protection of their lines to meet their assailants beyond the shadows cast by their walls.*

The Emperor's Children player may deploy up to two units selected as Fast Attack Force Organisation chart choices anywhere within 12" of an Emplacement, including outside of the normal deployment zone. Units deployed outside of the normal deployment zone may not use the Scout or Infiltrate rules during deployment.





## FORTIFICATION

The primary defences of the Kalium Gate were razed by Perturabo's Legion, leaving the once formidable fortress vulnerable to attack. Upon their arrival, the Emperor's Children set about restoring intricate networks of bunkers and emplacements. Although their efforts were a pale imitation of the original fortifications, defence lines and weapons batteries were installed to turn the large areas of open ground into killing fields.

## EMPLACEMENT

### Composition

- One Emplacement

### Terrain Type

- Small building (Armour Value 14) with Battlements\*

### Options

- None

### Weapons

- Emplaced twin-linked heavy bolter

### Special Rules

- Enlarged Fire Points
- Fully Automated
- Protective Aegis

### Access Points & Fire Points

- One Access Point
- One Fire Point

#### Enlarged Fire Points

Up to five occupying models can fire out of each of this building's Fire Points.

#### Fully Automated

Emplaced weapons on an Emplacement can only fire using the Automated Fire rule – models occupying an Emplacement cannot use the Manual Fire rule to fire any of its emplaced weapons.

*\*Designer's Note: It is recommended that the models used to represent Emplacements do not exceed 4"x4" in size, and feature a single firing point on each front, back, left and right facing.*

#### Protective Aegis

When targeted by a shooting attack made by an enemy unit that is 36" away or more, an Emplacement with a Protective Aegis gains a 5+ Invulnerable Save against damage inflicted by that shooting attack.



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