

WARHAMMER® THE HORUS HERESY®



The Battle of Trisolian: Vengeful Spirit



EXEMPLARY BATTLES OF
The Age of Darkness

EXEMPLARY BATTLES OF THE AGE OF DARKNESS

Vengeful Spirit

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.



++Carta Segmenta++

Name: Trisolian

Classification: Mechanicum Forge World

System Data: Ne/2825//p/CE

Stellar Grid: 12-MS-5513/Epsilon

Segmentum: Obscurus

Notation: Fiefdom of Magos Domina Hester

Aspertia Sigma-Sigma, Supreme Magos

Militara of Trisolian

As the threat of the Warmaster's forces engulfed the galaxy, the tensions between the Emperor's loyal sons stretched to breaking point. While Rogal Dorn and his Imperial Fists made their preparations to defend humanity's home world against the inevitable assault of the Traitor Legions, his fierce and battle-hungry brothers, Jaghatai Khan and Leman Russ, railed against such static and defensive tactics. In the face of the Praetorian of Terra's incensed demands, the Wolf King refused to hide behind high walls and await the coming of their enemies. Russ and what remained of his Legion would seek out the Warmaster's fleet and attempt to land a mortal blow against Horus himself, a strike at the very heart of the Traitor Legions.

To this end, in the early days of 012.M31, Russ rallied those of his sons who had survived the bitter fighting in the Alaxxes Nebula and made his way to the embattled Trisolian system. The Supreme Magos Militara of the Mechanicum-held system, Hester Aspertia Sigma-Sigma, had refused the traitorous command of the Fabricator General to reject the Emperor as the Omnissiah and submit her forces to the Warmaster's rebellion. For its defiance of the Warmaster's demands, the manufactorium-enclaves of Trisolian had been besieged by a massive fleet of the XVIth Legion (Sons of Horus), commanded by Horus himself from aboard his flagship, the *Vengeful Spirit*. It was here, while the Sons of Horus were engaged by the Mechanicum counter-offensive, that the Space Wolves would make their strike.

The few accounts from survivors and the data-capture of the Mechanicum forces aboard the Sons of Horus flagship suggest that the VIth Legion (Space Wolves) attackers knew all too well that they would not last long in a direct engagement with entrenched defenders within the *Vengeful Spirit*, so the Space Wolves sought to provoke an incautious and overconfident response from the Warmaster's Legion. Spread throughout the length and breadth of the ship, independent Space Wolves raiding parties struck hard and fast at locations of strategic or materiel value, ammunition magazines, void shield generators, and other vital operational objectives. The Space Wolves sought to force the hand of the Sons of Horus, leading the defenders into numerous smaller engagements and drawing their strength away from the Warmaster's command position, giving Russ the opportunity to strike.

Yet their raids were not limited to strictly military targets. Such objectives would garner defensive action from the Sons of Horus, but what the Wolves needed to overcome the desperate imbalance of forces was their foe acting on rage rather than practised military doctrine; to goad the Traitors into hot-blooded recklessness. To this end, the Space Wolves struck also at targets which the proud Cthonian Legion could not ignore: mausoleums of the honoured dead, galleries of hard-won trophies and campaign tapestries from throughout the Legion's history, and vaults containing relics from the Warmaster's home world. The Sons of Horus may have damned themselves in service to cruel and hateful gods, but no Legion could sit idly by as their legacy was eradicated.

This bitter task was entrusted to a warrior whose heart burned to punish those who had betrayed their brothers and turned their backs on the Emperor. Geigor Fell-Hand, Thegn of the Vlka Fenryka, the Crown-breaker had cut a bloody swathe across the battlefields of Prospero, so great was his desire for vengeance against the Thousand Sons, whom he had long suspected of faithless treachery against his Legion. And now that fiery ire was turned upon the Sons of Horus, that Legion whose betrayal threatened to topple the entire Imperium. The skjalds of the Space Wolves tell of the blood oaths the Fell-Hand swore that day and of his vows of vengeance, but this once boastful warrior had no braggart's swagger left, only grim promises of savagery against Lupercal's sons and all that their pride held dear.

Geigor had at his command a war host numbering scores of Space Wolves Legionaries and at their forefront, a band of merciless killers, a Jorlund Hunter Pack whose saga included not only the death of thousands, but the eradication of a dozen cultures, scoured forever from the reckoning of mortal memory by the Hunter Pack's flammers. The Ulgathan Dynasty, the Wyzaat Consortium and several others now remained as nothing more than the names on the Fenrisian Legion's tally, all other evidence of their existence set alight in the Hunter Pack's wake. Now, aboard the *Vengeful Spirit*, Geigor would unleash their fury upon the Sons of Horus.

The interior of the Warmaster's flagship was a maze-like network of narrow accessways and wide corridors, but owing to the clandestine reconnaissance of their brothers among the Knights-Errant, Geigor and his raiding force knew the route to their target. The vaults of the Sons of Horus were located along the spine of the mighty warship, spanning three central decks. From their beachhead, the raiding party had kilometres of tunnel defences and bulkhead redoubts to traverse to reach their objective. Though their landing had been violent and bombastic, they were met with little resistance as they made their first forays into the enemy ship. Russ' plan to strike simultaneously along multiple points of ingress while the Traitors were engaged with the Forge World's counter-attack, had effectively spread the Warmaster's sons too thin, leaving areas of the ship all but undefended. Yet, as Geigor's warband made its way through the twisted and corrupted corridors of the vast command vessel, they did not go uncontested for long. The deeper they went, the more resistance they faced as the Sons of Horus redeployed their forces to slow the Space Wolves' assaults.

The thunderous roar of boltguns and the howl of chainblades echoed through the halls of the *Vengeful Spirit* as the Sons of Horus defenders sought to blunt the advance of Geigor's strike team. Yet, time and again, at each new impasse, the single-minded fury of the Space Wolves overcame the harried determination of the Sons of Horus. The attackers pressed onward toward their objective, leaving a trail of the dead behind them, both friend and foe. Their assault had not yet been stopped, but each new step forward cost the lives of brothers they had fought beside for decades. The cost was paid with grim acceptance, for each Space Wolf knew that this strike at the Traitors' heart would likely be their last.

By the time Geigor's band reached the central vaults, they had lost nearly two thirds of their attacking strength, only a few dozen remaining among their ranks. Yet their objective was in sight, and their passage through the *Vengeful Spirit* had caused the disruption they sought. With the boom of breaching charges, the Space Wolves cored a ragged hole through the vaults' ostentatious doors. As the smoke cleared, a kilometre-long gallery of proud relics stretched out before them. Campaign banners of the Karthyd Xenocide, the Scouring of the Tauth and the many wars of Compliance fought by the 63rd Expeditionary Fleet during the Great Crusade hung from the walls, above scores of displayed weapons and devices taken as trophies from foes laid low by the Sons of Horus throughout their once-proud history, and countless skulls from mighty enemies slain in battles across the length and breadth of the galaxy, gilded in the tradition of the barbarous gangs of the Cthonian underhive.

Once, a chamber such as this would have swelled the warrior spirit of any who looked upon it, a declaration of the might of the Imperium and the dominion of Mankind over the galaxy. Yet now, as Geigor and his pack looked upon the artefacts of the Sons of Horus, among the trophies of their conquests during the Great Crusade, they saw vile reminders of how far their brothers had fallen. Placed amid the skulls of xenos eradicated by the XVIth Legion were the heavy skulls of Legionaries from a dozen Loyalist Legions.

With an enraged snarl, Geigor ordered the Jorlund Hunter Pack to set about their grim business. The remaining Space Wolves took up defensive positions about the massive chamber as the Hunter Pack set crusade banners alight and reduced artefacts from throughout the history of the Sons of Horus Legion to smoking wreckage.

As they had intended, the Space Wolves' desecration of the vault had not gone unnoticed. Several squads of Sons of Horus Legionaries emerged from the darkness deep within the vault itself. First into the light was a phalanx of shield-bearing warriors adorned with devices of Cthonian runes and proudly displaying the red eye icon of their Primarch. Each was a veteran of their Legion with a battle record that could have earned them a place among the officer cadre, had these Chieftains of the Sons of Horus not foregone such personal glory that they might instead dedicate their service to safeguarding the heroes and honour of their Legion.

From among the ranks of the Chieftains, a Captain encased in artificer-wrought armour of sea-green, black, and gold, swept a gauntleted hand towards the Space Wolves marauders, and in thickly accented Low Gothic bellowed the order to open fire. Anhur Hekras, Captain of the 68th Company, Custodian of the Vaults, and the Legion's Master of Legacy would see these marauding savages exterminated for their offence.

With but a moment's warning, Geigor gave the order to strike as the Sons of Horus Legionaries came into view. The Space Wolves had taken up covered firing positions behind what obstructions they could find in the vast gallery, waiting in ambush as their prey was drawn to the desecration of their most honoured relics. Several of Horus' sons were struck down by plasma blasts and bolt shells that lanced out of the billowing smoke from the Jorlund Hunter Pack's scouring flamers. The Space Wolves' munitions tore through campaign banners and shattered display plinths bearing elaborate trophies, their attack adding to the flamers' purge.

Amid the opening volley, the Sons of Horus charged headlong into the main corridor of the gallery. Loath to wreak more havoc upon the artefacts within their own vaults, the Sons of Horus stowed their boltguns, pulling blades and axes from their scabbards as they charged. The concussive detonations of Space Wolves bolters was joined by the thundering tread of power armoured boots on the gallery flagstones and the growling rumble of chainblades. Surrounded and outnumbered, the Space Wolves would have been easy prey for the Sons of Horus in an open engagement, but in the confines of the vault, amid the smoke and precious relics, they had forced their foes to meet them hand to hand, where they might sell their lives at a much higher blood-price. With a subvocal growl across the VIth Legion vox network, Geigor unleashed his war party. From out of the smoke and dust, the Space Wolves charged in unison. They were met with the eager blades of Horus' sons, Fenrisian ferocity matched by Cthonian brutality. The vault became a tempest of clashing blades and spilled blood.

As the Space Wolves pressed forward, the Sons of Horus veterans closed ranks around their captain, shield to shield, creating an impenetrable wall of adamantium and ceramite. Thundering rounds from the Space Wolves' bolt pistols detonated harmlessly against the stout shields of the Chieftains. Space Wolves Legionaries crashed into the shieldwall, their axes and chainswords landing staggering blows, yet their foes held their ground, immovable and unrelenting. In unison, the Traitor veterans heaved forward, driving the Space Wolves back a step. With practised coordination, gaps formed in their seamless shieldwall and Cthonian chainaxes lashed out in lightning-quick arcs. Warriors of the Vlka Fenryka fell, armour rent and flesh torn, and as quickly as they had formed, the gaps in the shieldwall closed, the Chieftains once again safely behind their impenetrable bulwark.

From his position on the far side of the gallery, the Fell-Hand rushed toward the melee surrounding the enemy captain and his shield-bearing retinue. He cleaved through the ranks of Sons of Horus Legionaries, his relic claws spraying too-red blood and viscera upon the marble decking of the vault. As he went, his brethren followed, gathering about him in a snarling, bloodstained pack, hurtling towards dangerous prey. Seeking to circumvent their defensive formation, the Thegn and his impromptu pack circled around the flank of the Chieftains' phalanx, but as they prepared to charge, they were slowed by a hail of bolter fire from a squad of Sons of Horus Legionaries supporting their Captain's retinue. This momentary pause was all the Chieftains needed to redress their ranks, their formation shifting to extend their line and interpose their shields before the oncoming onslaught.



Geigor and his pack crashed into the shieldwall like a thunderbolt, and while it held for the moment, the press of grey-clad Space Wolves would eventually overwhelm even the Chieftains' warrior skill and endurance. Yet, Geigor knew all too well that time was not on the Space Wolves' side. Outnumbered as they were, each moment saw their doom draw ever closer. They had achieved their objective in drawing the defenders away from their Primarch's seat of power and though he knew that their survival depended on making their retreat towards their landers, the Fell-Hand's blood was up and his desire for vengeance against the Traitors would see the captain of the Sons of Horus laid low. Such a desire could see the end of what remained of his Hunter Pack, but in that moment, Geigor's reddened gaze could see nought but his target.

And in that moment, as the Thegn might have condemned his brethren to death within those desecrated vaults, the sharp hiss of a vox transmission cut through the battlelust that consumed the Space Wolves. The Primarch was mortally injured. The Space Wolves were in retreat. The Wolf King had failed to kill the Warmaster. Red hot fury was quenched in icy dread at such a bitter report. All thought of vengeance was driven from Geigor's mind, replaced by the grim reminder of what failure would cost them all. The Space Wolves made their withdrawal, though they lost many brothers in doing so. The Sons of Horus were merciless indeed, and by the time Geigor's pack made it back to their landing zone, barely a score remained.

Russ' attack on the *Vengeful Spirit* nearly cost his Legion everything. Grievous losses were suffered throughout its ranks, losses they could little bear after the brutality of Prospero. This defeat was only compounded in the weeks that followed, as the Space Wolves were pursued by the Warmaster's fleet and run to ground on Yarrant. It was only due to the intervention of the Raven Guard that the Wolves were not exterminated entirely.

The absence of the Space Wolves among the defenders of Terra during the Traitors' invasion has been a source of great lamentation since those dark days. The motivation that drove Russ to leave his brothers on Terra and make such a desperate attempt upon the Warmaster's life has been the subject of much conjecture and debate. Many believe Russ' mission to be evidence of the Primarch's unthinking savagery, though it cannot be denied that if successful, he could have brought an end to the war in a single stroke. In the final tally, the campaign of vengeance that Horus waged against the Space Wolves greatly delayed the arrival of the Traitor forces, giving Dorn and his brothers vital time to bolster their defences, which may have turned the tide in the final days.

TROOPS

Upon the battlefield, the VIth Legion moved with a predatory coordination that was both terrifying and awesome to behold. Many believed the individualistic Space Wolves to be incapable of discipline and cohesion, but this couldn't be further from the truth. Their tactics required supreme coordination, and each warrior's thirst for glory was secondary to the needs of the pack. Speed and ferocity played equal parts to cunning and determination. These traits were all embodied in the Jorlund Hunter Packs seen in numerous battles across the Imperium during the Horus Heresy. Swift and agile, the Hunter Packs would sweep into the enemy's lines, driving their foes before them with roaring torrents of fire. Those that were not consumed in promethium-fuelled flame were cut down by the howling Hunter Packs as they moved on to the next foe.

JORLUND HUNTER PACK125 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Hunter	7	4	4	4	4	1	4	1	7	3+
Hunt-master	7	4	4	4	4	1	4	2	8	3+

Unit Composition

- 4 Hunters
- 1 Hunt-master

Wargear

- Hand flamer
- Chainsword
- Frag grenades
- Krak grenades
- Power armour

Dedicated Transport

- A Jorlund Hunter Pack numbering no more than 10 models may take a Legion Rhino Transport, Legion Termite Assault Drill or Legion Land Raider Proteus Carrier as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

Options

- The Jorlund Hunter Pack may take:
 - Up to 10 additional Hunters..... +15 points each
- For every five models in the squad, one model may exchange their hand flamer for:
 - Flamer +5 points each
 - Volkite serpenta..... +5 points each
- One Hunter may take a:
 - Legion vexilla +10 points
- The Hunt-master may take:
 - Melta bombs..... +5 points
 - Artificer armour..... +10 points
- The Hunt-master may exchange his hand flamer for:
 - Plasma pistol +10 points
- The Hunt-master may exchange his chainsword for:
 - Frost blade +15 points

Scouring Tempest

Guided by unshakeable faith in the scrying of battle-seers, Jorlund Hunter Packs accompany VIth Legion vanguard forces and range ahead of the line of battle to incinerate their enemies with cleansing flame.

Once per battle, during the Shooting phase of one of their turns as the Active player, the controlling player of a unit made up entirely of models with this special rule may choose to activate Scouring Tempest before the unit is selected to make a Shooting Attack. Until the end of the Phase, all Flame weapons in the unit gain the Pinning and Torrent (3") special rules.



HQ

In the tribal gang cultures of the Cthonian underhives, the title of Chieftain was given to those among the gang lord's most loyal coterie of warriors, each entrusted with command of one of the gang's war posses. Following in the tradition of their home world, the Sons of Horus carried the title into their Legion hierarchy, bestowing the honour upon junior officers. In rare cases, bands of these Chieftains would be called together to fight at the side of their overlord, asked to set aside the duties of command for the honour of safeguarding a hero of the Legion and bearing his banner onto the battlefield.

CHIEFTAIN SQUAD.....125 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Chieftain	7	5	4	4	4	2	4	2	8	3+
Standard Bearer	7	5	4	4	4	2	4	2	8	3+

Unit Composition

- 4 Chieftains
- 1 Standard Bearer

Unit Type

- Infantry (Heavy)

Wargear

- Banestrike bolter (Chieftains only)
- Legion standard (Standard Bearer only)
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades
- Power armour
- Boarding shield

Special Rules

- Legiones Astartes (Sons of Horus)
- Chieftain Retinue
- Chosen Warriors
- Kingslayers
- Relentless

Options

- A Chieftain Squad may include:
 - Up to 5 additional Chieftains +20 points each
- Any model may exchange its chainsword with one of the following weapons:
 - Chainaxe +2 points each
 - Power weapon..... +10 points each
 - Power fist +15 points each
- The entire unit may exchange its power armour for:
 - Artificer armour +5 points per model



Chieftain Retinue

A Chieftain Squad in a Detachment that includes at least one model with both the Master of the Legion and Legiones Astartes (Sons of Horus) special rules may be selected as a Retinue Squad instead of as an HQ choice. The model with both the Master of the Legion and Legiones Astartes (Sons of Horus) special rules is referred to as the Retinue Squad's Leader for the purposes of this special rule (if the Detachment includes more than one model with both the Master of the Legion and Legiones Astartes (Sons of Horus) special rules then the controlling player selects one as the unit's Leader). A Chieftain Squad selected as a Retinue Squad does not use up a Force Organisation slot and is considered part of the same unit as the model selected as its Leader. A Chieftain Squad selected as a Retinue Squad must be deployed with the model selected as its Leader deployed as part of the unit and the Leader may not voluntarily leave the Retinue Squad during play.

Kingslayers

The Chieftains of the Sons of Horus had earned their rank through loyalty, honour and sheer bloody-handed violence, their dedication and quality measured against countless foes and never found wanting. These champions of the Legion often sought out the most revered heroes among their enemies to test their mettle, blade to blade against the best their foes had to offer.

When any models with this special rule are used to make Melee Attacks against an enemy unit that includes any models with the Independent Character special rule or the Primarch Unit Type, all failed To Hit rolls of '1' may be re-rolled. When a model with this special rule that is Engaged in a Challenge is used to make Melee Attacks against a model with the Independent Character special rule or the Primarch Unit Type, all failed To Hit rolls may be re-rolled.



UNIT SHOWCASE

UNIT SHOWCASE

Shown below are some examples of the Sons of Horus Chieftains and Space Wolves Jorlund Hunter Packs that have been built and painted by Studio staff.

The Sons of Horus Chieftains are based on the Legion MkIV Tactical Squad and the Forge World Legion MkV set, with a selection of parts from the Forge World range such as the Space Marine Boarding Assault upgrade set.

The Space Wolves Jorlund Hunter Packs are based on the Legion MkIV Tactical Squad and the Forge World Space Wolves Legion Deathsworn Pack with a selection of upgrade parts from the Forge World range such as the Grey Slayers upgrade packs and the Legion MkIII Power Weapons upgrade pack.



THE VAULTS OF THE VENGEFUL SPIRIT LEGENDARY MISSION

Sabotage

As the Sons of Horus laid siege to the Mechanicum stronghold of Trisolian, Leman Russ, Primarch of the Space Wolves led a coordinated assault into the heart of the Warmaster's flagship, the *Vengeful Spirit*, in a desperate attempt to strike down Horus himself. To sow confusion and draw out the XVIth Legion defenders aboard the battle barge, the Space Wolves raiding party spread throughout the ship, striking at numerous vital targets simultaneously. Yet, outnumbered as they were, the Space Wolves could not afford to be drawn into lengthy engagements with the Warmaster's Legion.

This mission uses the Zone Mortalis rules featured in *White Dwarf 477* alongside the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*.

THE ARMIES

The mission presented here can be used to recreate the events that took place within the deepest vaults of the *Vengeful Spirit*, representing forces from the Space Wolves as they seek to erase the legacy of the Sons of Horus. The Space Wolves player should take the role of the Attacker and the Sons of Horus player the role of the Defender.

However, players may wish to vary the forces used in these scenarios to portray alternative conflicts in the Age of Darkness. In this case, the players should roll off to see which side will be the Attackers or Defenders.

The Attacker's recommended army size is between 1,000-1,500 points. The Defender's army size is half again the size of the Attacker's (for example, if the Attacker's army size is 1,000 points, the Defender's is 1,500 points; if the Attacker's is 1,500 points, the Defender's is 2,250 points). The Attacker may not place any models in Reserve during deployment, therefore the Attacker may not select units or Rites of War that require models be set up in Reserve as part of their army for this mission.

SETTING UP THE GAME

- A 4'x4' battlefield will give the players the most engaging experience.
- When setting up the battlefield, a central corridor 2' wide should be left mostly clear of walls or doors, representing the main gallery of the central vaults. Columns and areas of Hazardous Terrain, as well as ladders and stairs to raised platforms are all acceptable features within this gallery.
- After terrain is placed, 6 Objective markers are placed within the central corridor, as shown in the diagram that follows.

DEPLOYMENT

- The Attacker's deployment zone is within the central corridor within 18" of the Attacker's battlefield edge. The Attacker must deploy their entire army within their deployment zone, including models with the Infiltrate special rule. Models in the Attacker's army with the Scout special rule may then be redeployed.
- The Defender's battlefield edges are the remaining three battlefield edges. If any of the Defender's units must Fall Back, the Defender must move them towards the Defender's battlefield edge that is closest to the majority of the models in the unit that is Falling Back.
- The Defender's entire army is placed in Reserves using the Interdiction Reinforcements mission special rule (see page 12).

FIRST TURN

In this mission, the Attacker gets the first turn, unless the Defender can Seize the Initiative.

GAME LENGTH

After four turns, the Defending player rolls a D6. On a result of 4+, a fifth and final turn is played.

VICTORY CONDITIONS

The Attacker achieves their victory conditions by demolishing the valuable objectives on the battlefield, while the Defender achieves their victory conditions by killing the invaders before they can do too much damage. At the end of the battle, the player who has scored the most Victory points has won the battle. If the players have the same number of Victory points, the battle ends in a draw.

Primary Objectives

- **Relic Objectives:** At the end of the battle, the Attacking player gains 1 Victory point for each Objective marker that has been removed from the battlefield (see the Relic Objectives special rule).
- **Exterminate the Invaders:** At the end of the battle, the Defending player gains 1 Victory point for each enemy unit they have destroyed (note that for the purposes of this mission, this does not include units that are Falling Back at the end of the battle or that were removed as a casualty as a result of contacting a battlefield edge while Falling Back).

Secondary Objectives

- **Slay the Warlord:** If a player causes the enemy Warlord to be removed as a casualty for any reason before the end of the battle, that player scores 1 Victory point. If the enemy player's Warlord also had the Primarch Unit Type then the player that caused it to be removed as a casualty scores an additional Victory point.

MISSION SPECIAL RULES

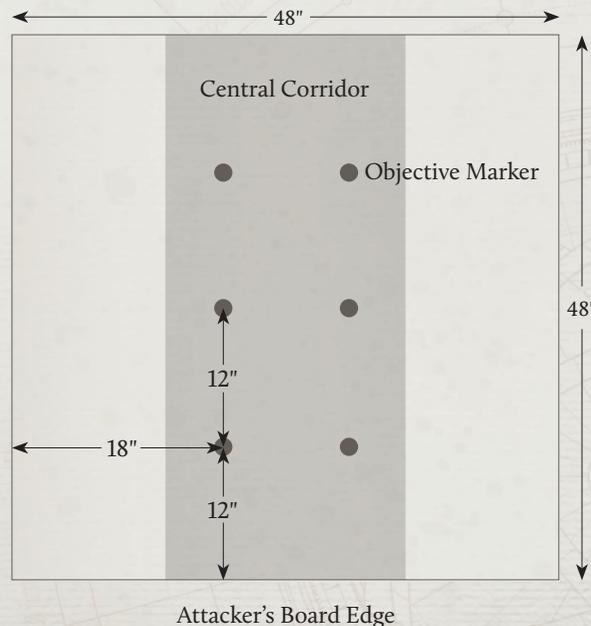
- Relic Objectives
- Interdiction Reinforcements

Relic Objectives

During the Attacking player's turn as the Active player, units in their army may remove Relic objectives from the battlefield. At the end of the Movement phase of the Attacking player's turn as the Active player, they may select any number of units they control made up entirely of models with the Infantry, Cavalry, Dreadnought, Automata, Daemon or Primarch Unit Types with at least one model within 1" of an Objective marker. The selected units become Pinned until the start of the controlling player's next turn as the Active player. At the beginning of the controlling player's next turn as the Active player, if the selected unit is neither destroyed nor Falling Back and has at least one model within 1" of an Objective marker, the controlling player may remove that Objective marker from the battlefield. Only one Objective marker may be removed from the battlefield in this way per selected unit each turn. If more than one Objective marker is within 1" of models from a single selected unit, the controlling player may choose which one to remove from the battlefield.

Interdiction Reinforcements

The Defending player begins rolling for Reserves at the start of their first turn as Active player, rolling separately for each unit placed in Reserves as normal. From the start of Game Turn 3, all Reserve rolls for the Defending player are considered to automatically succeed. Any unit for which a successful Reserve roll has been made must move onto the battlefield from one of the Defending player's battlefield edges.





Permission to download/print for personal use only.
© Copyright Games Workshop Limited 2022
www.forgeworld.co.uk

CITADEL
MINIATURES

Forge World
MINIATURES



warhammer.com