

# WARHAMMER® THE HORUS HERESY®



## — The Death of Canopus —



EXEMPLARY BATTLES OF  
The Age of Darkness



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# THE DEATH OF CANOPUS

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.



*'A true warrior is forged by the enemies he chooses. Their valour is the only honour he requires, for it speaks of his own. Their defiance is the only reward he can ask, for it challenges his own. It is in the fate he metes for them that he sets the seeds of his own.'*

Attr. Horus Lupercal

Silence had enveloped the remote world of Canopus since Horus had raised the flag of rebellion on distant Istvan III. No news of the war, of the terrible betrayal that had taken place or of the blood shed between brothers, had reached the defenders of its vast refineries, only an ominous quiet. By order of Sanguinius, the Great Angel himself, some two thousand of the IX<sup>th</sup> Legion stood warden over Canopus, bound by honour to hold that world until relieved and unable to abandon their duty to seek answers among the distant stars where, to their knowledge, the Great Crusade continued without respite or interruption. It was a stagnant and dreary refuge, but one that could not last as the fires of the Horus Heresy spread to encompass all the worlds of the galaxy.

As months turned to years, 008.M31 began without contact from any agent of the Imperium. No word came from the Great Angel, nor did any Imperial fleet arrive to collect the precious wealth of the refineries, and Praetor Amranthus, seneschal of Canopus and Archein of Wrath, grew troubled. His orders forbade the garrison from leaving their post, but they did not forbid the sending forth of astropathic missives, and such a call was broadcast on the Praetor's orders, seeking news from any Imperial force that might receive it. That which came in answer to the Blood Angel's summons would offer little succour and no answers, for rather than a relief force of the IX<sup>th</sup> Legion or an Imperial tithe fleet, it was an armada of the grim war-barques of the Iron Hands that came to Canopus.



The warships of the X<sup>th</sup> Legion broke from the æther with gun ports open and weapons primed for battle. They had come not as brothers in arms and fellow veterans of the Great Crusade, but as warriors made bitter by treachery and belligerent by blood and loss. They closed about Canopus arrayed for war, eschewing the ceremonies of innocence, a rough beast forged in the fires of the Dropsite Massacre and seeking to replenish their losses however they must. One message they sent to Canopus and its defenders, a message that offered the Blood Angels no answers and posed only questions: *'We shall not allow the Traitor to prosper, nor shall we offer blind trust even as the Gorgon's blood cools on the black soil of Isstvan. Yield before us or perish.'*

Dark iron dropships fell upon Canopus, disgorging the warriors of the Iron Tenth onto the blasted and pitted wastelands that bordered the vast equatorial refineries. Rank upon rank of grim Space Marines formed up, their flesh and armour scarred from the battles at Isstvan and the brutal penance they had exacted upon themselves for their failure there, all suffused with a bitter fury that drove them to confront the Blood Angels not as potential allies but as foes. As proof of their grim resolve, they bore not only the traditional arms of their ilk, but also more than a dozen nucleonic devices, weapons of last resort and terrible potency. Praetor Amranthus, flanked by two dour, crimson and ebon armoured angels of the Ofanim and a small honour guard, came forth to meet the massed ranks of the Iron Hands, only for his attempts at diplomacy to be rebuffed. Before he could even reach the drawn-up ranks of the Iron Hands, warning blasts of plasma fire halted his entourage, their message clear. The Iron Hands had no interest in negotiation – the Blood Angels would surrender the world they protected in Sanguinius' name or they would face their brothers in battle.

Ensconced within the heart of the Iron Hands' formation, guarded by hulking Morlock terminators, Iron-Father Karrak saw the overtures of the Blood Angels as yet another pretence. A trick, wrought by Traitors to lure his brethren into another ambush, another massacre. The Iron-Father had walked the bloody plains of Isstvan V where the corpses of his brothers littered the ground, slain by those they had called brothers, and had sworn never to allow such tragedy to occur again. A brief span he would grant the Blood Angels, to maintain the semblance of honour, and then his Iron Hands would redeem the honour of Ferrus Manus and his sons in battle, claiming a victory here to burn away the failure he had endured at Isstvan V.

All along the squat, gun-studded walls of the refineries, crimson armoured warriors took their places, weapons primed and ready. Praetor Amranthus took no joy from the battle that now seemed inevitable, but he could not abandon his post, and he could not attack those he ought to name brother, so he waited and took solace in duty. He knew not of the pain that tormented the Iron Tenth and saw only the bitter hatred that drove them inexorably onwards to the waiting blades of his warriors. As if summoned by his dread, a phalanx of grey-iron terminators a hundred strong, survivors of the Morlocks at their fore, advanced in battle formation towards the wall, singing the grim battle songs of Medusa, and behind them a thousand more of their lesser brethren. No words could now stay their fury, and as Praetor Amranthus beheld the wasteful spectacle that unfolded before him, bright and terrible explosions blossomed among the packed ranks of the Iron Hands.

Warriors in dull-iron armour were torn apart in the blasts, bloody holes ripped into the advancing phalanx, and despite this the guns of the Blood Angels remained silent. Squadron after squadron of sea-green gunships and landing craft burst from the turbulent skies of Canopus, searing las blasts and missile contrails serving as their vanguard and reaping a brutal toll of the Iron Hands on the wastelands below. Protected by the fortifications of the refinery walls, the Blood Angels were unharmed by the sudden arrival of another Legion bent on the destruction of its erstwhile brothers, yet they found little solace as they watched the sons of Ferrus Manus suffer under the guns of the Sons of Horus. Slamming into the coarse dirt of Canopus, the Cthonian Storm Eagles let loose the ferocious warriors of Horus' reavers, their fury met without hesitation by the Iron Hands, who pressed forwards in a frenzy to meet their hated foe in combat.

The wasteland around the great refinery was now a teeming melee, where sea-green fought against iron-grey, warriors crashing into each other like waves in a ferocious storm. Gunships circled overhead and blasted fire and flame into the maelstrom below, yet the Iron Hands did not relent. The Sons of Horus brought more warriors to bear upon the foe and still the sons of Medusa fought on, giving no regard to their fate. The battle for Canopus might well have been decided in that moment, the Iron Hands annihilated by their own rage and the Blood Angels isolated, but for the arrogance of the Sons of Horus. Their Chieftain, Ishker Sekuhar, had attacked without warning and offered his kin nothing but death, no hope of honour or surrender, and to the Blood Angels this was not the act of a true son of the Emperor. Finally, the guns of the refinery spoke in anger, their shells clawing the Cthonian aircraft from the sky, and the gates groaned as they swung wide to loose an echelon of the warriors of Baal at the heart of the melee.



The Blood Angels struck the mass of struggling warriors like a spear, breaking the Sons of Horus' outer ranks and stabbing towards the heart of the battle. At the point of that spear were the Ofanim, under writ of the Great Angel himself to punish treachery wherever it was to be found and driven to a cold fury by the thought that a Space Marine Legion could turn against its brothers in open war. The Ofanim sought out the champions among the ranks of the foe, the greatest of Horus' sons, and tested the strength of their treacherous conviction in single combat – only to find them wanting. They left the Traitors' pride in the dust, and in the face of the combined onslaught of the Blood Angels and Iron Hands, the Sons of Horus vanguard fell back across the wastes.

However, this was but a small victory. For, while Space Marine had fought Space Marine on the surface, the Sons of Horus had driven the Iron Hands from orbit and now began landing three full companies of the Legiones Astartes, reinforced by thousands of auxilia. The Eye of Horus banner flew above them, with no sign of the Emperor's aquila, they declared themselves openly as rebels and Traitors with no fear of the garrison's wrath. In the face of such force of arms, only the combined strength of the Iron Hands and Blood Angels together could hold Canopus for the Emperor, yet Iron-Father Karrak and his grim kin had no trust left for any but their own. As the Blood Angels fell back to the fortified refinery, the Iron Hands took to the wastelands, choosing to save their nucleonic warheads and instead fight their own bloody war amid the dunes and tangled wrack-weed forests that concealed them from orbital scanners. From the parapets of the fortress-refinery Archein Amranthus saluted their valour, even as he grieved for the stubborn pride that doomed them both.

His lightning assault thwarted, Chieftain Sekuhar of the Sons of Horus turned to siegeworks to seize his prize for the Warmaster. Canopus' wealth was needed for Horus' war, for intact it could feed a hundred fleets and destroyed it served only as a grim reminder of the cost of defiance. Legions of auxilia laboured to dig trenches in the caustic dirt and to raise siege engines, while the Sons of Horus duelled from afar with the crimson warriors on the walls with nemesis bolter, mortar and artillery. The warriors of Horus had little wish to waste themselves in futile assaults on the high walls, while the Blood Angels lacked the numbers to sweep the Traitors away should they sally forth. Days passed, and for each angel that fell from the walls a Traitor's corpse was left bleeding on the wastes, a grim stalemate that the Loyalists' lesser numbers could not withstand.

Even as cannon roared and keen-eyed snipers battled, the Iron Hands wrought for themselves a bitter vengeance. From the depths of the wastes they sallied forth to raid the siegeworks, dark-iron clad despoilers bursting from the wrack-weed to shred auxilia foragers and engineers in a welter of blood and gore. Such raiding parties could do little more than delay the vast Traitor army, pin-pricks in the hide of a juggernaut, and the death toll among their servants was a price the Sons of Horus would willingly pay to take Canopus intact. Separated, the two Loyalist forces, numbering no more than two thousand together, could not stop the Sons of Horus, and soon they stood ready to make their assault. Great engines of war rolled towards the walls of the refinery and sea-green assault troops massed, eager to be about real war once again. The beat of thousands of Space Marines marching to war was such that the dust it raised from the wastes turned day into night; it seemed the end had come for the defenders of Canopus.





The Blood Angels stood fast along the walls, grim-faced and resolute. They were veterans all, and knew well the ferocious skill of their adversary; they knew they could expect no mercy and offered none in return. Guns spoke on both sides as tracked, armoured towers as tall as the fortifications ground across the wastes towards the walls, warriors sheltered from shot and shell within. Shells fired by macro cannon atop the walls tore apart some, each fallen tower spilling armoured bodies to the ground as it collapsed, but still more came on. In return, Traitor guns in the siegeworks to the rear tore holes in the wall to silence the defenders – but were careful to avoid damaging the refinery itself. Under cover of their fire the siege engines reached the walls, and the Traitor guns fell silent, seemingly to allow their brethren to attack, and the Sons of Horus surged against the parapets and the thin line of crimson waiting for them.

For an hour they battled, knots of warriors marked by the Eye of Horus struggling to force a path through the ranks of red atop the walls. The dead were piled up high, spilling over the fortifications to fall upon the wastes below, Loyalist and Traitor reconciled in death while their brothers fought on above. Wherever a breach was cut in the defence, the Ofanim scattered the attackers in a flurry of powered blades, their steadfast ferocity steadying the warriors around them time and time again. The initial assault faltered, and the Sons of Horus fell back from the walls, intending for their guns to punish the recalcitrant Blood Angels as they regrouped for a second attack. Yet the guns remained silent, instead of the comforting roar of their own guns, it was the roar of Medusan battlecries that washed over the weary Traitors.

Having overrun the artillery crews, the Iron Hands threw themselves into the rear lines of the Sons of Horus, eager for blood and vengeance. The command post directing the attack on the walls fell within minutes, its defences breached by graviton implosions and defenders scattered by the hulking forms of implacable Morlock terminators. Chieftain Sekuhar of the Sons of Horus lost an arm to the fury of the sons of the Gorgon, and was carried from the field by his lifeguard, his fall signalling a general withdrawal by the Sons of Horus. Yet, these were Space

Marines, and in retreat they still fought, and their guns reaped a toll of the victorious Iron Hands, each squad moving to cover another as they fell back in good order – beaten, but not broken.

Atop the walls the Blood Angels cheered the sight of the enemy in retreat, taking up the songs of their grim brethren in honour of their victory. Archein Amranthus met the Iron-Father amid the ruins of the Sons of Horus command post, where the master of the Iron Hands had draped the war banner of the enemy about him like a cloak, and treated once more for an alliance. All about them lay the dead, as many in iron-grey as sea-green, and further to the rear the Sons of Horus once more gathered, their numbers far in excess of the two Loyalist hosts. The Archein offered to the Iron Hands a simple oath: blood. Together they would pay homage to Ferrus Manus, each enemy felled in his honour, each drop of blood lost in tribute to his sacrifice. A simple nod was the Iron-Father's bond, and the Iron Hands joined their new allies upon the wall.

Bonded by blood and oaths, the Loyalists held for four long months of roaring cannon and bitter fighting. Bolstered now by the numbers and exotic weaponry of the Iron Hands, the defences would prove more formidable to the foe, forcing them to wear down the defenders rather than risk a single assault that might see the Traitors broken on the walls. Each attack wrought upon them a brutal toll, with fewer and fewer warriors to hold the walls, and for all their valour the tide of Traitors seemed never to ebb or falter. No call for aid received an answer and the defenders knew not if they were the last outpost of the Imperium to hold against the turncoat Warmaster, if perhaps even Terra itself had fallen while they still fought. By the end of 008.M31 there remained barely a hundred defenders and Archein Amranthus of the Blood Angels was wounded so badly he could barely stand to continue the fight, it was the end for the valiant garrison of Canopus. Rather than end their struggle in failure, Iron-Father Karrak offered a different end, a sacrifice worthy of the Gorgon himself. He deployed fourteen tri-cobalt nucleonic warheads across the facility, rigged by the techmarines of the Iron Hands to detonate in sequence and obliterate the refinery and all within it.



Archein Amranthus, all but dead of his injuries, ascended one last time to his post atop the walls, the most loyal of his warriors at his side. All the other defenders that remained stood guard over the warheads, for one last battle to mark their deaths, Blood Angels and Iron Hands standing as one amid the metal canyons of the vast refinery. Detecting the energy signature of atomic weapons, the Sons of Horus threw the full force of their host against the defences, holding back nothing now that the Loyalists threatened the prize they had shed so much blood to claim. Chieftain Sekuhar, his right arm now an augmetic claw of bronze and ceramite, led the assault personally. His terminator bodyguard overran the gatehouse within an hour, forced to slaughter the Blood Angels that defended it to the last, with Archein Amranthus the final Son of Baal atop the walls to fall. Sekuhar cleaved the Blood Angel's head from his shoulders, seeking to claim the skull as a trophy even as his warriors spilled at last into the refinery itself.

There, amid the labyrinthine passageways and vast canyons of steels and concrete, the Loyalists fought their final battle. Spread across the refinery dozens of small forces battled to misdirect and delay the enemy as the warheads armed. A lone Ofanim held one intersection for twenty minutes, killing three champions of the Sons of Horus in duels before a sea-green dreadnought tore him in half, and a dozen Morlocks briefly recaptured the gatehouse in a desperate charge that only ended when a trio of Vindicator siege tanks blasted apart the tower where they sheltered. The blood of heroes, each unknown and long since forgotten, was trampled underfoot as the host of the Sons of Horus advanced towards the heart of the vast refinery complex.

Nine of the warheads were captured undetonated by the Sons of Horus, their defenders butchered in furious combat, and three more were destroyed by pinpoint strikes from neutron beam lasers. Efforts to disarm captured devices were slowed by Iron Hands snipers that

lay hidden as the main forces passed them by, waiting to ambush enemy techmarines as they moved up in the second wave, but the Sons of Horus stood poised to capture the refinery and thwart the efforts of the Loyalists. In a final sacrifice, Iron-Father Karrak led the last of his Morlocks and a cadre of Crimson Paladins into combat, making a suicidal assault on the centre of the enemy lines. There, he came once more for Chieftain Sekuhar, and the Sons of Horus champion summoned his warriors to defend him, slowing the advance.

Iron-Father Karrak spent the lives of his warriors with abandon to draw in the Sons of Horus. Of the thirty warriors he led into combat, only two remained standing as he reached the chieftain and his bodyguard. Those two, one in the heraldry of Baal, the other that of Medusa, stood back to back to hold off the Sons of Horus as the two warlords met one last time in combat. Karrak fought with the fury of one already dead, swinging his great hammer to tear the augmetic claw from the Traitor's shoulder, once more claiming the chieftain's arm and sending him staggering back in agony. The Sons of Horus warlord, left with only his combi-bolter, loosed a point blank melta blast that tore through the terminator plate of his foe and left him smoking on the ground.

The Sons of Horus gathered about, summoned to their lord's aid, and stood witness to the Iron-Father's last words. Chieftain Sekuhar tore the lost war banner from about the ruin of Karrak's armour, victory seemingly his for the taking, yet Iron-Father Karrak laughed all the while. He was laughing still as the blast of the first warhead to detonate reverberated across the complex and shook the ground with its fury, his revenge finally accomplished and his oath to Ferrus Manus fulfilled. In a series of titanic explosions, the warheads tore the refinery apart, gutting it and rendering it useless to the Traitors, while only a few scattered bands of Sons of Horus managed to escape the blast and return to their ships. The battle for Canopus had ended, perhaps not in victory for its brave defenders, but in something less than defeat.







## HQ

*Of the numerous Orders of the First Sphere, those of the Ofanim or The Burning Eyes, as they were also known, were among the most secretive and detached from the Three Hundred Companies. In battle – as they were during their numerous other duties – their faces remained hidden behind a helm or featureless black mask, their identities and true names hidden even from their fellow Legionaries. Behind their veil of anonymity they watched, as the eyes of Sanguinius himself, for signs of dissent or treachery and were given ultimate dispensation to safeguard the honour and pride of the Legion as they deemed fit. None would lay claim to the title of Ofanim, nor would they seek it, so it was unknown how those that populated the order came to do so. It was with this shroud of mystery that the Ofanim kept the warriors of the IX<sup>th</sup> Legion in accord with their reputation. In the wake of Horus' rebellion the Ofanim were called upon to take to the field of battle with growing frequency, not least because of their macabre familiarity with dispensing death upon those of their kin.*

## 0-1 BLOOD ANGELS OFANIM COURT..... 130 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Ofanim	7	5	4	4	4	2	4	3	9	2+

### Unit Composition

- 3 Ofanim

### Unit Type

- Infantry

### Wargear

- Blade of Judgement
- Bolt pistol
- Combat shield
- Frag grenades
- Krak grenades
- Artificer armour

### Special Rules

- Legiones Astartes (Blood Angels)
- Chosen Warriors
- Shadows of Judgement
- The Burning Eyes
- Support Squad
- Loyalist

### Options

- An Ofanim Court may take:
  - Up to two additional Ofanim..... +40 points each
- The entire unit may take:
  - Legion Warhawk jump packs ..... +10 points per model



### Blade of Judgement

*It is said that each of these blades, as much a symbol of the wielder's grim office as they were weapons, were assembled from blanks forged by an anonymous maker, for their intended purpose was too despicable for any artisan to assume credit. The true number of these arms is uncertain, but there are known to exist greatswords, axes and glaives each united in the sole purpose of executing those of Space Marine physiology.*

Weapon	Range	Str	AP	Type
Blade of Judgement	-	+2	3	Melee, Two-handed, Rending (6+), Murderous Strike (6+)

### Shadows of Judgement

*While the members of the Ofanim were expert bladesmen, it was in single combat, against their transhuman brethren, where their true skill came to the fore.*


While involved in a Challenge with a model from any Legiones Astartes Faction, a model with this special rule gains a bonus of +1 to their Initiative, can re-roll failed To Wound rolls and gains the Rending (4+) special rule.

### The Burning Eyes

*The First Sphere Order of the Ofanim were entrusted by Sanguinius with the very integrity of the Legion itself and few were beyond the reach of their jurisdiction. Such was their overarching authority, an Ofanim Court could supplant themselves directly into the chain of command, free to act of their own volition thereof. It was however, viewed as an ominous portent should any commander cause the eye of the Ofanim to turn in this manner.*

A model with this special rule may never be the Warlord. An Ofanim Court may be selected as a Retinue Squad in a Detachment that includes at least one model with both the Master of the Legion and Legiones Astartes (Blood Angels) special rules, instead of as an HQ choice. A unit selected as a 'Retinue Squad' must have one model with both the Master of the Legion and Legiones Astartes (Blood Angels) special rules from the same Detachment selected by the controlling player as the Ofanim Court's Leader for the purposes of this special rule. An Ofanim Court 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. An Ofanim Court 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.





## HQ

*Elite warriors of the Avernii clan, the Morlocks were utilised as an honour guard by Ferrus Manus as formality required, as well as standing guard over the Anvilarium, their Primarch's sanctum aboard the Fist of Iron. Accompanying Ferrus Manus to Istvan as part of his vanguard assault, the majority fell in battle alongside their Primarch at the hands of the Emperor's Children. A few survivors who escaped, or were assigned elsewhere still persist, swearing furious oaths to avenge their fallen genesire, and taking the battle to the hated traitors wherever they can find them.*

## IRON HANDS MORLOCK TERMINATOR SQUAD ..... 150 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Morlock	6	5	4	4	4	2	4	2	8	2+
Augmentor	6	5	4	4	4	2	4	3	9	2+

### Unit Composition

- 2 Morlocks
- 1 Augmentor

### Wargear

- Combi-bolter
- Power weapon
- Legion Cataphractii Terminator armour

### Unit Type

- Morlock: Infantry (Heavy)
- Augmentor: Infantry (Character, Heavy)

### Special Rules

- Legiones Astartes (Iron Hands)
- Relentless
- Stubborn
- Bulky (2)
- Battle-hardened (1)
- Loyalist
- Avernian Retinue
- Fate of the Gorgon

### Dedicated Transport

- An Iron Hands Morlock Terminator Squad may take a 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 Iron Hands Morlock Terminator Squad may take:
  - Up to 2 additional Morlocks..... +35 points each
- One Morlock may exchange their combi-bolter for a:
  - Legion standard..... +20 points
- One Morlock may take an:
  - Augury scanner..... +10 points
- One Morlock may take a:
  - Nuncio-vox..... +10 points
- Any model in the unit may exchange their power weapon for one of the following:
  - Power fist..... +10 points each
  - Lightning claw..... +5 points each
  - Chainfist..... +15 points each
- Any model in the unit may exchange their combi-bolter for one of the following:
  - Volkite charger..... Free
  - Graviton gun..... +10 points each
- The Augmentor may exchange their combi-bolter for:
  - Volkite culverin..... +10 points



### **Avernian Retinue**

An Iron Hands Morlock Terminator Squad may be selected as a Retinue Squad in a Detachment that includes at least one model with both the Master of the Legion and Legiones Astartes (Iron Hands) special rules, instead of as an HQ choice. An Iron Hands Morlock Terminator Squad selected as a 'Retinue Squad' must have one model with both the Master of the Legion and Legiones Astartes (Iron Hands) special rules from the same Detachment selected by the controlling player as the Iron Hands Morlock Terminator Squad's Leader for the purposes of this special rule. An Iron Hands Morlock Terminator 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. An Iron Hands Morlock Terminator 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.

### **Fate of the Gorgon**

If selected as part of a Detachment in an army that includes Ferrus Manus, an Iron Hands Morlock Terminator Squad gains the Chosen Warriors special rule. If selected as part of a Detachment in an army that does not include Ferrus Manus, an Iron Hands Morlock Terminator Squad gains the Preferred Enemy (Emperor's Children) special rule.



# UNIT SHOWCASE

Shown below are some examples of the Blood Angels Ofanim Court and Iron Hands Morlock Terminator Squad that have been built and painted by Studio staff.

The Blood Angels Ofanim Court uses the legs from the Legion MkIV Tactical Squad, with torsos taken from the Warhammer 40,000 Blood Angels Sanguinary Guard. The remaining components are taken from a variety of Warhammer 40,000 Space Marine and Blood Angels kits and Horus Heresy Space Marine kits.

The Iron Hands Morlock Terminator Squad uses the legs, arms, heads and power axes from the Iron Hands Gorgon Terminators set, while the torsos and shoulder pads are taken from the Cataphractii Terminator Squad. Two Morlocks are armed with chainfists from the Tartaros Terminator Squad set. The four Morlocks have graviton guns from the Legion Graviton Gun set, while the Augmentor has a Volkite Culverin taken from the Heavy Weapons Upgrade set, attached to the heavy flamer arm from the Tartaros Terminator Squad.





## THE DEATH OF CANOPUS LEGENDARY MISSION

# SALT THE GROUND

*At the final bloody end of the battle for Canopus, with no hope of relief the Loyalist forces sought to destroy that which they defended rather than allow it to fall to the Traitors. Several deadly warheads were seeded across the refinery complex, where the last loyal defenders of that world made ready to sell their lives to protect them, for a death in fire seemed to them better than the ignominy of defeat.*

In this mission, one player will be the Defender, representing the Loyalist forces attempting to destroy the refinery, and the other will be the Attacker, representing the Traitors attempting to storm the refinery and destroy the bombs set by the enemy.

### VICTORY CONDITIONS: SCORCHED EARTH

Victory in this mission is decided by the capture and control of Objectives. This mission uses a single Warhead Objective, and four Arming Device Objectives all of which have different effects on the Victory point total of both players:

- **Warhead Objective** – If the Defender controls this Objective at the end of their Player Turn, they gain D3+1 Victory points. If the Attacker controls it then they score no Victory points, but stop the Defender from gaining any.
- **Arming Device Objective** – If the Defender controls one of these Objectives at the end of their Player Turn then they gain 1 Victory point. If the Attacker controls one of these Objectives at the end of their Player Turn they may choose to either score no Victory points, but destroy the Objective and remove it from play, or they may score D3 Victory points.

At the end of the battle, if the Defender has a higher total of Victory points then the warhead detonates, killing everything on the battlefield and securing victory for the Defender. If the Attacker has a higher total of Victory points then the warhead does not detonate and the Attacker secures victory.

Players may not score Victory points for any Secondary Objectives, or any special Objectives granted by other special rules, Warlord Traits or Rites of War.

### SELECTING ARMIES

Both players should select armies with a points limit of 3,000 points and using the Crusade Force Organisation chart – only the Defender can include any units with the Fortifications Battlefield Role as part of their army.

### SETTING UP THE MISSION

Set up terrain for the battlefield using ruins and other suitable terrain to represent the tangled industrial fortress of the Canopus Refinery.

### OBJECTIVES

The Defender must place the Warhead Objective. This Objective may be placed anywhere on the battlefield that is at least 12" away from any battlefield edge.

Four Arming Device Objectives are also placed after the Warhead Objective has been placed – the Defender places the first and then alternates placing the remainder with the Attacker. Each Arming Device Objective must be placed at least 6" away from any battlefield edge and outside of any player's Deployment Zone.



## DEPLOYMENT

This Exemplary Mission uses the Hammer and Anvil Deployment Map from the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*, with the Defender selecting a Deployment Zone first and then the Attacker deploying first in the remaining Deployment Zone. Neither player may make a Deep Strike Assault, Flanking Assault, Subterranean Assault, Drop Pod Assault or other similar special deployment from Reserves.

Before beginning their deployment, the Attacker must split their force into two sections – Vanguard and Assault Force. The Assault force must contain all Heavy Support, Lords of War and Elites choices, whilst all Troops and Fast Attack choices must be placed into the Vanguard. Any HQ or Primarch choices in the Attacker's army may be placed into either section. The Vanguard is deployed onto the battlefield normally, while the Assault Force must be placed into Reserves. Once the Attacker has deployed all models in their Vanguard, the Defender deploys their entire army.

Once both players have deployed all of their units, the first turn is begun.

## THE FIRST TURN

The Attacker takes the first turn, and the Defender may not Seize the Initiative.

## GAME LENGTH

The battle lasts for four Game Turns. At the end of the fourth turn the player with the highest total of Victory points wins – if the players have the same total of Victory points then additional Game Turns are played until a turn ends with one player having a higher total of Victory points and is declared the winner.

## MISSION SPECIAL RULES

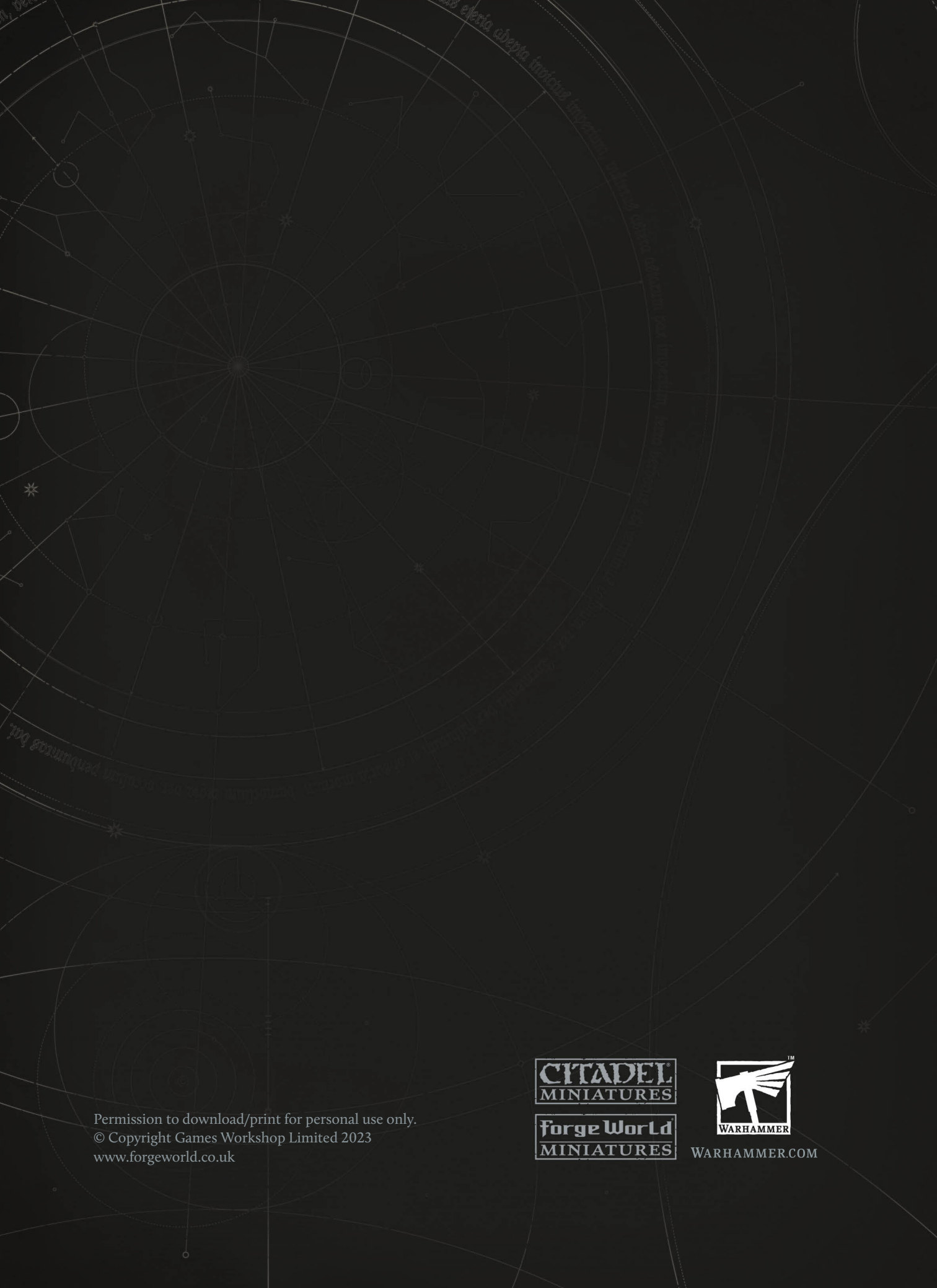
This Legendary Mission has the **Sudden Death** and **Technical Expertise** special rules.

- **Sudden Death:** If, at the end of any Game Turn, either player has no models on the battlefield, the battle immediately ends regardless of the number of turns that have been played. Models that are in Reserve do not count as being 'on the battlefield', however models in a unit that is Falling Back, or Embarked in a model with the Transport Sub-type or in a Building or Fortification, do.

If a battle is ended due to the Sudden Death rule then the victor is still decided by Victory points scored up to that point in the battle.

- **Technical Expertise:** During the Movement Phase, if the Active player has a model with the Battlesmith (X) special rule that has not moved, Run or Disembarked in that Movement Phase and is within 3" of an Objective, the Active player may roll a D6. If the result of that dice roll is equal to or greater than the value of X attached to the model's Battlesmith (X) special rule, then the player may add +1 to the number of Victory points they score for controlling that Objective. If there are multiple models with the Battlesmith (X) special rule within 3" of a given Objective, then the controlling player decides which model is used for the roll. This mission special rule may be used once per Objective in each Movement Phase, and a model that is used as part of this mission special rule may still be used to repair another model as per the Battlesmith (X) special rule in the same Player Turn.





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