

WARHAMMER[®]

THE HORUS HERESY[®]



The Battle for Felweather Keep

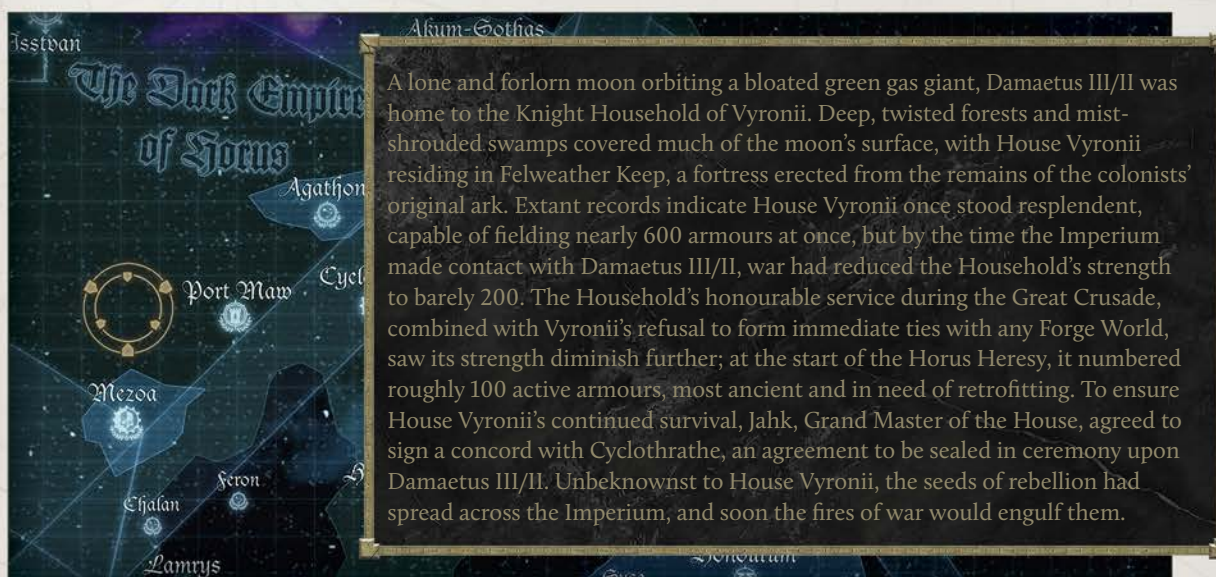


EXEMPLARY BATTLES OF
The Age of Darkness

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THE BATTLE FOR FELWEATHER KEEP

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.



In the skies of Damaetus III/II, a lander plummeted through the clouds, fire and smoke belching from a damaged thruster. Its armoured hull was pitted by weapons fire and marred by soot, the wounds it bore all but obscuring the crowned skull, ancient symbol of House Vyronii, emblazoned upon its flank. Klaxons blared from the crumbling and vine-swathed walls of Felweather Keep, the din washing over the assembly of Vyronii nobles gathered within the shadow of the fortress. Arrayed in honour formation upon ground left scorched and devoid of life decades before by the coming of the Imperium, the scions of Vyronii watched as the lander touched down gracelessly before them. Engines still cycling, the drop ship's access ramp lowered on stuttering hydraulics and a lone, limping figure emerged, deep wounds evident on his side and face. The wounded man was Gios, eldest son of House Vyronii's Grand Master, and he bore a message, a single word carried on bloody lips – *"Betrayal"*.

Soon after, the night sky of Damaetus was filled with new stars as shoals of drop ships descended upon the planet. The invaders were not xeno-strains or piratical warbands but the warriors of Cyclothrathe, who came not as emissaries but as heralds of the Warmaster and the new order he sought to impose upon the galaxy. Were it not for the desperate bravery of Gios, the Cyclothrathe assault may have been overwhelming and unstoppable, but instead the Knights of House Vyronii were already roused to war. The wall guns of Felweather Keep opened fire upon the descending ships and dozens fell burning to the earth; scores more landed untouched amidst fuel depots and muster cradles several kilometres from where House Vyronii had assembled.

The advantage of surprise had been lost, yet numbers still laid with the invaders and their massed forces marched towards Felweather Keep.

For the Knights of Vyronii this was a dark day, akin to when the Household had stood upon the precipice of extinction before the coming of the Imperium. Invaders once more walked upon the surface of Damaetus, and Felweather Keep, its defences eroded by centuries of disrepair, offered little protection against an extended siege. Preferring to fall in open battle than cowering behind ruined walls, the Knights of Vyronii set out to meet their foe, led by their Grand Master. If extinction was Vyronii's destiny then the Household's scions would meet it head-on, defiant in the face of seemingly certain death; the legacy of Vyronii would be enshrined with the blood of their foes.

In a canyon thick with forest, a road cutting a wide path through the ancient trees, the two sides met in battle. Cyclothrathine armour – primarily Krios and Karacnos tanks – spanned the width of the road several ranks deep, with Taghmata infantry and automata arrayed around them. At the vanguard stood Knights cast in the sable and gules of House Atrax, and amongst them were scattered armours of storm-grey, devoid of symbol and heraldry save the mark of Cyclothrathe welded upon them. Upon the latter had been worked the depravations of Cyclothrathe, their forms distorted by modifications or bearing the signs of ritualistic practices. Some moved with twitching motions, as if every step was a struggle to contain itself, their armours draped in chains upon which bloated corpses were strung. Others were graven with sigils and glyphs that painfully drew the eye of any who glanced upon them, the air distorting in their presence. The purpose and prowess of such creations remained unknown to the Vyronii, yet changed little; they were simply another invader of their world to be overcome.

The bulk of House Vyronii marched to meet the foe head-on; Gallants and Paladins, Wardens and Crusaders thundering down the road. Arrayed in wedge formation, so that their overlapping ion shields formed a high-impenetrable barrier, the Vyronii weathered the storm

of weapons fire unleashed upon them, shells and bolt cannon fire sparking off the ion shields of the charging Knights. As the distance closed, the Traitor Knights began their own charge to meet the Vyronii; like tides of ruin and metal the two clashed, the air reverberating with the thunderous impact. The Vyronii formed a wall of Knights locked shoulder to shoulder as they hewed their way through the Cyclothrathe line. Taghmata infantry fell like wheat before the scythe and tanks were reduced to smouldering husks as the towering Knights fought. High above the Cyclothrathine warriors, battle cannon roared as they were discharged at point blank range, white-hot beams of melta fire speared through armour plates, reducing adamantine to molten slurry, and crackling gauntlets tore metal limbs from sockets, raining wreckage down upon the road.

The Vyronii Knights rampaged deep into the Cyclothrathe line, yet found their advance stalled by the storm-grey Knights who served as loci for the Traitors to rally around, seemingly imbued with artifice that aided their struggles. The glyph-graven Knights appeared to confound the senses of human and augur both, their presence drawing the attention of the Vyronii to the point of reason being cast aside. Vyronii Knights turned away from kill-shots against other foes to strike at the confounding Knights even when reason dictated otherwise and when such actions left them exposed to other foes. Others of Cyclothrathe fought like rabid beasts, devoid of self-preservation in their pursuit of victims, uncaring of the blows that rained down upon them as they rammed chainblades into the torsos of Vyronii Knights. Ætheric energy spat forth from the maw of a Questoris, the armour plate of its target bubbling, melting, then running like wax. The Knights of Vyronii were ignorant of the

fel powers with which Horus had corrupted those of the Mechanicum that served him, for only in the last years of the Age of Darkness would this corruption be known by its true name: Chaos. In the battle at hand they could trust only in the skill of their blades to save them from Cyclothrathe's horribly altered armours and the brutal power that had been granted them.

Momentum slowed as the Loyalist line became fragmented, some of its number mired deep within the Taghmata lines, others locked in deadly skirmishes with the Knights of Cyclothrathe. In the latter, the numbers of the Traitor forces proved superior, with swarms of Vorax and Domitars striking at isolated Knights to cripple them for their allies to slay. Step by step, the Knights of Damaetus were pushed back, Vyronii Knights lying fallen amidst a carpet of the dead.

From the forest came a siren howl, an ear-splitting dirge that harked back to the first days of the Knightly Houses. It was a cry of a Household at war, a challenge to one of their own warlike kind and a promise of blood. It rang out through the boughs of the forest, echoing across the battlefield and drowning out the cacophony of death. Thunderous crashing accompanied it as from the shadows of the ancient woods came Cerastus Knights cast in emerald green. Via hidden paths known only to them, the fastest armours of Vyronii had marched through the forests, intent upon the enemy flank. Armigers tasked with warding against such a measure had been struck down and now the jaws of Vyronii snapped shut, as on both exposed flanks of the Cyclothrathe forces, Cerastus Knights charged. Ancient trees splintered as the Knights ploughed through them to reach their foe. Amongst them came *Rex-Orfeo*, the Lancer in which Grand Master Jahk took to war, the banner of his House streaming proudly behind him.

The flanking Vyronii were a spear aimed at the foe's heart, scything through the Cyclothrathe ranks as they pushed against the Vyronii centre. The Knights of Damaetus fought in pairs, as was the ancient manner in which they had always prosecuted battle, a legacy of the House's hard-won experience in the Great Crusade. The first Knight of such a pair was an Acheron or Castigator, carving a bloody furrow through Thallax and tech-thralls with gouts of flame or bursts of bolt cannon shells, while the second was a Lancer, fixated upon the death of Cyclothrathe's Knights. Shock lances pistoned forwards, smashing through the armour plate of their target, bursts of concussive waves from ion gauntlets tearing apart the now-exposed interior. Such losses were paid in kind; a Cyclothrathe Castigator, its armour rent, severed the legs of a Vyronii Lancer, the return swing slicing through the torso to claim the life of the scion within. Another storm-grey Knight, felled by the blow of a Vyronii Questoris, reared up, its armour sealing to unblemished metal before the eyes of its would-be killer, its battle cannon raised to fire. As the battle between Knights intensified, the incinerating flames of Vyronii Acherons enacted a deadly toll on the Cyclothrathe Taghmata, forcing them to break, some scattering into the woods, others withdrawing in what few transports remained intact.

Few of House Vyronii sought to follow them, instead focusing their ire upon the Knights of Cyclothrathe that refused to relent. The invaders no longer strived for victory – their allies were routed and their casualties greater – but instead remained out of bitter fatality, resigned to fight until the last of them were slain.

Amongst this brawl strode two storm-grey Knights, one a Questoris and the other an Atrapos; upon both was graven the oath-mark of the Aucteller, an ancient rite in which a scion was oath-sworn to strike down the foe's greatest warriors. Where the mark was graven, the surrounding armour was swollen akin to a wound inflamed, and with unerring focus the pair weaved through the clashing Knights, striking out only when another armour, be it friend or foe, stood in their path. It was *Rex-Orfeo* that the pair sought, the master of House Vyronii and the heart of their formation, his Lancer set apart from its retainers amongst the press of battle. As they bore down upon the Vyronii Grand Master, the storm-grey Questoris lashed out with a barbed tri-tailed whip grafted in place of its right arm, its tendrils curling around the ion gauntlet of *Rex-Orfeo*. The scent of ozone cut through the stench of blood as ionic sparks flared down the whip, warring with the gauntlet's field, until the latter burst and the gauntlet shattered, breaking the Lancer's arm with it. In answer, the Lancer lashed out, shattering the shoulder joint to which the whip was attached yet the damage was already done. Off-balance, *Rex-Orfeo* was exposed to the lascutter of the Atrapos and the armour-buckling point-blank shell fire from the wounded Questoris. The singularity cannon of the Atrapos crumbled the Lancer's legs and it toppled, slamming down into the blood-mired mud. Blows were rained down upon *Rex-Orfeo* and its armour cracked then shattered as the Atrapos brought its foot crashing down, staving in the Lancer's torso and pulping the Grand Master.

Retribution was swift. Those of Vyronii that witnessed the ignominious death of their lord fell upon his slayers, disengaging from those they fought to defend Jahk's fallen form. The storm-grey Knights who had slain *Rex-Orfeo*, whose wounds had sealed shut in the aftermath of their battle with the Grand Master, found themselves beset by the vengeful hosts of Vyronii, and even their fel powers could do little in the face of such numbers. They soon lay dead in the mud alongside the Vyronii Grand Master, the rest of the surviving Cyclothrathe Knights following shortly, the fury of Vyronii unleashed by tragedy befallen at the crest of victory. An honour guard was left to remain in vigil over the Grand Master's body while the remainder gave chase, hounding the invaders to their drop ships as Cyclothrathe fled Damaetus.

The invasion of Damaetus III/II proved a victory for Vyronii but one heavy with sorrow; a quarter of its strength lay shattered and broken, and the leader who had guided them into a new age under the Imperium had been slain by treachery. Vyronii Sacristans scavenged the battlefield, stripping the fallen of both Vyronii and the invaders of salvageable materiel. Yet from those Knights tainted by the hand of Cyclothrathe's experiments they took nothing, their remains cast into the plasmatic heart of Felweather Keep, incinerated so their corruption would not worm its way into the ranks of Damaetus.





QUESTORIS HOUSEHOLD DARK BLESSINGS

The following section presents expanded options for the Divisio Tactica: Questoris Household list found within *Warhammer: The Horus Heresy – Liber Mechanicum*.

Any Lords of War choice selected as part of a Questoris Household Detachment may select one upgrade from those included in these rules, but note that some upgrades are limited to certain units or may only be selected a limited number of times as noted in their description.

A Lords of War choice selected from the Divisio Tactica: Questoris Household army list to fill a Lords of War Detachment slot selected for an army whose Primary Detachment is not a Questoris Knight Household Detachment may select a single option from those included here.

A model with the Loyalist special rule cannot have any of the upgrades included within the following section. Any model that has one or more upgrades from the following section gains the Traitor special rule if they did not already have it. If a model within a Detachment has any upgrades included in the following section, no model within the same army can have a Household Ranks upgrade.

DARK BLESSINGS

The Knight Households that turned against the Imperium did so for myriad reasons, amongst which was the desperate need for power, or the yearning to test the strength of their scions against others of their kind. This quest for personal gain led many Households down the path to corruption, their armours turned over to experiments of the Dark Mechanicum and their scions irretrievably changed by fel pacts. By the end of the Horus Heresy, many a Household was a twisted parody of its past self, their thirst for power only sated by bloodshed.

0-1 CONQUEROR OF WORLDS..... +80 POINTS

The Horus Heresy offered a new era of freedom to many Households, allowing them to break free of the chains of the Imperium and seek their own path. For many Houses this meant unfettered conquest, with warbands carving out their own fiefdoms across the stars as the Imperium burned.

A model with this upgrade gains the Character Unit Sub-type and increases its Weapon Skill and Ballistic Skill Characteristics by +1. In addition, if the Questoris Household Detachment is the Primary Detachment of the army, then a model with this upgrade must be chosen as the army's Warlord. If selected as the army's Warlord, a model with this upgrade automatically gains the following Warlord Trait:

Master of the Household – Any friendly model with the Vehicle Unit Type and the Knight Unit Sub-type within 8" of a Warlord with this Warlord Trait may make Reactions as per the standard rules, ignoring the usual restriction for Knights and Titans. In addition, an army whose Warlord has this Trait may make an additional Reaction during their opponent's Movement phase as long as the Warlord has not been removed as a casualty.

An Acastus Knight Porphyron or Acastus Knight Asterius may not be given this Dark Blessing.

HEEDLESS SLAUGHTER.....FREE

The Horus Heresy drove many into the arms of madness, and the Knight Households were not immune to such things. Amongst the ranks of the Traitors, the most common manifestation of a broken mind was an unrelenting bloodlust, the Knight Scion degenerating into little more than a raving berserker.

A model with this Dark Blessing gains the Character Unit Sub-type and must reduce its Weapon Skill and Ballistic Skill Characteristics by -1. In addition, for each model with this Dark Blessing, all models in a single unit made up entirely of models with the Armiger Unit Type, selected as part of the same Detachment, gain the Rage (2) special rule for no additional points cost.

MALEVOLENT ARTIFICE+50 POINTS

In the quest for power, or bound to a Forge World by ancient oaths, some Households were transformed by the ministrations of the Dark Mechanicum. Knight armours became testbeds for numerous experimental modifications, often beyond the bounds of the purely mechanical; the most successful gave them preternatural abilities, with some able to repair in the midst of battle, hull breaches sealing like wounds.

At the end of each of the controlling player's turns in which a model with this upgrade inflicts at least one unsaved Wound or Hull Point with a weapon with the Melee type, it gains the It Will Not Die (6+) special rule until the end of the battle. If the model already has the It Will Not Die (X) special rule, it increases the value of X by 1, up to a maximum of 4+.

ENCROACHING RUIN.....+40 POINTS

The corruption that wormed its way into a Household's foundation could exhibit itself in subtle ways, bestowing the power to influence those of lesser mind by mere presence, breaking their will and urging them forwards with terrible intent.

A model with this upgrade increases its Ballistic Skill Characteristic by +1 and gains the Character Unit Sub-type and Commanding Presence special rule.

Commanding Presence: Armiger Warglaives or Armiger Helverins units that have at least one model within 6" of one or more friendly models with this special rule at the start of a turn increase their Movement Characteristic by +2 until the end of that player turn.

PUTRID CORRUPTION.....+45 POINTS

A Knight was designed as an unwavering protector, able to withstand the blows of xeno-fauna of monstrous size and strength. Some amongst the Traitor hosts took this resilience to new extremes, their forms ablatively armoured with layers of organic mass, allowing them to shrug off the deadliest of blows, suffering only superficial damage.

A model with this upgrade must reduce its Movement Characteristic by -2 and gains the Unrelenting special rule.

An Acastus Knight Porphyrior or Acastus Knight Asterius may not be given this Dark Blessing.

Unrelenting: Each time a model with this special rule suffers an Explodes result on the Vehicle Damage chart, it loses 1 extra Hull Point instead of D3, in addition to the Hull Point it loses for the Penetrating Hit.

INFERNAL TEMPEST.....+25 POINTS

Some Households turned to ancient rites, those forbidden by their ancestors or proscribed by the dictates of the Imperium, to gain an advantage over their enemies. Delving into the arcane and esoteric they summoned forth the barely understood power of the Warp upon the battlefield.

A model with this upgrade gains the Character and Psyker Unit Sub-types, and Infernal Rites Psychic Discipline. When making a Psychic check, a model with this upgrade always counts as having a Leadership Characteristic of 7 regardless of any modifiers or effects.

Psychic Discipline: Infernal Rites

A Psyker with this Discipline gains the listed Power, weapon and special rules but does not gain the Aetheric Lightning Psychic Weapon.

Infernal Warding (Psychic Power)

Through the will of the scion, the activation of undecipherable runes carved into the plate armour of the Knight summoned a wall of spectral flame to shroud its form against attack.

At the start of any of the controlling player's turns, a model with this power may choose to make a Psychic check. If the Check is passed, the model with this power gains +1 to their Invulnerable Save, to a maximum of 3+, until the start of the controlling player's next player turn. If the Check is failed, the model suffers Perils of the Warp and gains no benefit.

Empyrean Tempest (Psychic Weapon)

Wielding the unrestrained power of the Warp as a weapon, swirling vortices of dark power are called forth to tear at the fabric of reality.

Weapon	Range	Str	AP	Type
Empyrean Tempest	12"	5	2	Heavy 1, Blast (3"), Guided Fire, Psychic Focus

Psychic Focus: Before making any To Hit rolls with this weapon, the model with this power must have a Psychic check made for them. If the Check is passed, then the model with this power may make attacks as normal using the profile shown for this weapon. If the Check is failed, then the model suffers Perils of the Warp, and if the model is not removed as a casualty then it may make attacks as normal but may not use this weapon.

RAVENOUS DISSOLUTION.....+50 POINTS

Some Traitor Knights were branded with oath-marks akin to the ancient practice of the Aucteller that transformed them into singular hunters. Each mark was bound to a specific target, often the enemy commander or their greatest warriors, inflicting searing pain upon the scion while the target lived. With each step closer the branded went to their target, the pain lessened – only in death, the branded or the target's, would the agony completely fade.

A model with this upgrade increases its Weapon Skill Characteristic by +1, and gains the Character Unit Sub-type and the Marked for Death special rule.

Marked For Death: At the start of the battle, once both armies have set up all their models, including any units with the Infiltrator special rule, a single enemy unit may be chosen by a player that controls any models with this special rule – this unit is considered 'marked for death'. When any models with this special rule controlled by that player are used to make an attack of any kind against the enemy unit their controlling player has 'marked for death', all failed To Wound rolls of '1' may be re-rolled.

RAPTUROUS SENSATION.....+65 POINTS

Some Knights would march to battle graven with sigils and glyphs purported to harness ætheric power. For some armours this manifested as a magnetic presence, a nigh-irresistible temptation for the enemy's attention, even when reason dictated otherwise.

No enemy unit that has one or more models within 8" of a model with this Dark Blessing may have a Reaction declared for it in any Phase unless that unit's controlling player first passes a Leadership test for the unit that they wish to declare a Reaction for. If the Test is passed then a Reaction may be declared and resolved as normal. If the Test is failed then that unit may not have any Reactions declared for it in the current player turn, but the controlling player does not lose a point of their Reaction Allotment.

FORMLESS DISTORTION.....+45 POINTS

The Dark Mechanicum created countless new weapons during the Horus Heresy, their research no longer constrained by the edicts of the Emperor. Traditional weapons of the Household were replaced by experimental technology, some of which proved particularly deadly in clashes between Knight Houses.

A model with this upgrade increases its Weapon Skill Characteristic by +1 and gains the Character Unit Sub-type. In addition, it may exchange a single weapon with the Melee type with the following weapon at no additional cost:

Weapon	Range	Str	AP	Type
Ionic lash	–	10	2	Melee, Reach (2), Exoshock (6+)

KNIGHTS AND THE CHARACTER UNIT SUB-TYPE

Unless otherwise specified, a model with the Knight Unit Sub-type and the Character Unit Sub-type may not issue or accept Challenges – except when the enemy unit includes at least one model with the Knight, Titan or Monstrous Unit Sub-type or the Primarch Unit Type, and in those circumstances the Challenge must be accepted by a model with the Knight, Titan or Monstrous Unit Sub-type or the Primarch Unit Type. While Engaged in a Challenge, a model with the Knight and Character Unit Sub-types may not leave combat or the Challenge and may not make any Stomp attacks.





Andy painted his Corrupted Knight Acheron in the (somewhat debased) heraldry of House Perdaxia, which is itself a bonded Household of Legio Fureans (the Tiger Eyes). As the Tiger Eyes are known to have close ties to the Emperor's Children, he plans to field it alongside his existing IIIrd Legion force. To convey the idea of corruption, the Knight is decorated with decals from the Warhammer 40,000 Chaos Knight transfer sheet, suggesting that the Knight's attendants have applied the profane sigils of the Ruinous Powers upon its iron skin. Citadel Technical Blood for the Blood God paint was used to apply a gory effect around the carapace hatch, hinting at the dark consequences of power and the unfortunate fate of the scion within.



Connor's Knight uses a mix of symbols and freehand painted imagery to evoke corruption. Hints of twisted ground are included in the landscapes painted on the armour plates, a theme continued with the base itself which features broken ground and an emerging tentacle showing the very environment twisted by the Knight's presence.



James' Armiger represents a Knight turned over to the Dark Mechanicum for experimentation, with diabolical script covering nearly every armour panel to represent ritual text. Each section of text, made by cutting and combining transfers from the Word Bearers transfer sheet, details one of the Knight's numerous crimes forming a catalogue of its sins for all to see. They also serve to bind the corruption within the armoured shell, preserving the Knight's original form – for now at least...

Cast in the black and orange of House Sidus, Rob's Knights used a variety of transfers from various sources – including the Word Bearers, Sons of Horus and Mechanicum Taghmata transfer sheets – to give a deviant feel through esoteric lettering and symbols. Jewellery chain was used on the main body of the Knight Magaera to evoke the notion of containment, as if the Knight needs to be chained down when not in battle.



THE BATTLE FOR FELWEATHER KEEP LEGENDARY MISSION

MARCH OF DEFIANCE

When Cyclothrathe launched its betrayal of House Vyronii, it had planned to take the Household by surprise, arriving under the guise of peace. The efforts of Gios, the son of Vyronii's Grand Master, ensured House Vyronii were forewarned, allowing the House to marshal a defence against the invaders. The fate of Damaetus III/II was decided within a forest-thick valley in the shadow of Felweather Keep, as Grand Master Jahk led his warriors in a glorious charge intended to rout the foe.

In this mission, one player will be the Defender, representing the Traitor forces invading Damaetus III/II, and the other will be the Attacker, representing the Knights of House Vyronii.

VICTORY CONDITIONS: ERADICATE THE FOE

Victory in this mission is decided by which player destroys the greatest number of enemy models with the Knight Unit Sub-type. Each player scores Victory points for each enemy model with the Knight Unit Sub-type destroyed, equal to the starting number of Hull Points of the destroyed model with the Knight Unit Sub-type. If, at the end of the battle, a model with the Knight Unit Sub-type has been reduced to half or fewer (rounding down) Hull Points, the opposing player scores +3 Victory points.

At the end of the battle, if the Attacker has a higher total of Victory points then they have repulsed the invaders and the Attacker secures victory. If the Defender has a higher total of Victory points then they have defeated the counter-assault and the Defender secures victory.

SECONDARY OBJECTIVES

Slay the Warlord: If either player destroys the enemy Warlord, that player scores +4 Victory points. Note that this is in addition to any points scored via Eradicate the Foe, etc.

Last Man Standing: The player with the greatest number of surviving units at the end of the battle scores +1 Victory point.

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

SELECTING ARMIES

Both players must select armies with a points limit of at least 3,000 points. Both players must use the Questoris Household Force Organisation chart.

SETTING UP THE MISSION

Set up the terrain for the battlefield using trees and other suitable 'natural' terrain to represent the forests of Damaetus III/II. An 8" wide road crosses from one short edge of the battlefield to the other.

DEPLOYMENT

This Exemplary Mission uses the Clash of the Line 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. The Defender may not make a Deep Strike Assault, Flanking Assault, Subterranean Assault, Drop Pod Assault or other similar special deployment from Reserves.

For each unit with the Knight Unit Sub-type the Attacker deploys on the battlefield, one of its other units with the Knight Unit Sub-type may be given the Outflank special rule and perform a Flanking Assault.

FIRST TURN

The Attacker takes the first turn, unless their opponent successfully rolls to Seize the Initiative.

GAME LENGTH

The battle lasts for five Game Turns. At the end of the fifth Game Turn the player with the highest total of Victory points wins – if both players have the same total of Victory points, the Attacker is considered to have won.

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