

WARHAMMER® The Horus Heresy®



Exemplary Battles
of the Age of Darkness™

VOLUME ONE

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EXEMPLARY BATTLES OF THE AGE OF DARKNESS

This book presents a series of Exemplary Battles – noted engagements from the annals of the Horus Heresy that occurred at the fringes of those tumultuous events that have dictated the course of that vast conflict. These battles were no less vital than the more famous tragedies and triumphs of the great and mighty, and have in many cases changed the course of history both for the better and the worse.

Each of these Exemplary Battles offers the reader a detailed narrative of the battle itself, as well as rules allowing the unique units and war machines that featured in these narratives to be used in battles of Warhammer: The Horus Heresy – Age of Darkness, and missions allowing the battles themselves to be re-fought.

HOW TO USE EXEMPLARY BATTLES UNITS

All Army List Profiles for the Warhammer: The Horus Heresy – Age of Darkness range are divided into two categories: Core units and Expanded units. All of the units presented in this publication are ‘Core’ units. Both ‘Core’ and ‘Expanded’ types of unit may be freely used in any Horus Heresy battle, and this category does not affect their availability as part of an army or Detachment or the rules for their use during a battle.

The units included in these Exemplary Battles are all part of the Legiones Astartes Army List presented in *Warhammer: The Horus Heresy – Liber Astartes* and *Warhammer: The Horus Heresy – Liber Hereticus*. The Arcology Incursion Brutes, included as part of the Scouring of the Auroran Arcology Exemplary Campaign, are considered part of the Legiones Astartes Army List, but cannot be used outside of that Exemplary Campaign and are not intended for use in standard play. Any rules that affect units or models selected or chosen from the Legiones Astartes Army List affect these units, and Detachments selected from those Army Lists may include these units (as long as they are of the correct Faction).

In addition, the units presented as part of these Exemplary Battles are all intended for use as part of a specific Faction of the Legiones Astartes, as shown by the version of the Legiones Astartes (X) special rule that the unit has. All the rules presented in *Liber Astartes* and *Liber Hereticus* regarding the use of Factions and the Legiones Astartes (X) special rule apply to these new units, which means that units may only be selected as part of a Detachment that has the same Faction or Sub-faction – for example, a unit composed of models with the Legiones Astartes (Sons of Horus) special rule may only be selected for a Detachment that has the Faction Legiones Astartes (Sons of Horus) – unless another special rule states otherwise.

HOW TO USE EXEMPLARY MISSIONS

Each of the Exemplary Battles presented in this book is accompanied by a number of Exemplary Missions. Some include a single mission intended to replicate the key moment of that battle as a self-contained experience, and others include a short series of linked missions that showcase the full sweep of the campaign.

In both cases, players may choose to play any individual mission as a single self-contained battle, using the standard rules of play and the additional rules presented as part of that specific mission. Players may also choose to play through the linked missions as a short campaign, where the resolution of each mission has consequences for those that follow and victory is determined not by the outcome of a single battle, but by the result of all of the battles. Each Exemplary Battle will, where appropriate, present rules for how missions can be played in sequence, known as Exemplary Campaigns, as well as stand-alone missions.



The Defence of Sotha

THE DOOM OF SOTHA

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 latter days of 010.M31 a brutal storm would engulf the isolated system of Sotha. The ragged fleets of the Night Lords Legion, fresh from the murderous crucible of the Thramas Crusade, shattered the orbital defences of the Ultramarines and seized control of this remote corner of Ultramar. Such an act would swiftly draw the ire of the Lords of the Five Hundred Worlds, whose warships outnumbered those of the Night Lords, and seemed an ill-considered onslaught if the prize was no more than a frontier world on the edge of the Imperium. Yet, Sotha held something more valuable than resources or conscripts – an artefact known as the Pharos. This device was the key to the Ultramarines' defences and a prize that would allow the warlords of the Night Lords to claim the favour of Warmaster Horus.

One among these disparate warlords was chosen to lead the initial assault on the planet – Claw Master Zaan Siakaar. A warrior whose ambition outstripped his caution, he boasted of the victory his troops would win

at Sotha even as the assembled Night Lords looked on. Such a victory would see him rise high in the esteem of his leaderless Legion, with the Night Haunter missing since the final battle of the Thramas Crusade, and grant him a chance at true power. Yet, few of the more established captains of the VIIIth Legion cared for the braggadocio of such an upstart whelp. These grim veterans granted the claw master his opportunity, with several even offering their supply of warriors from the elite atramentar to support his assault. Blinded by dreams of glory, Zaan Siakaar took them at their word and moved his ships to the vanguard of the fleet.

Claw Master Siakaar's planetfall was preceded by a barrage of macro-cannon shells and incendiary munitions, indiscriminately dropped among the habitation zones to demolish buildings and ignite a conflagration that quickly spread through the city of Sothopolis. Waves of drop pods and planetary assault craft swiftly followed, carrying the bulk of seven companies – with Siakaar's company and the



atramentar at the fore. Thousands of missiles streaked up into the sky on trails of burning promethium, followed by volleys of laser fire from Sotha's anti-air batteries, turning the skies into a seething storm of fire. Yet, for every drop pod that perished, dozens more landed amid the outskirts of the city to disgorge their deadly cargo. Within a few short hours, the horizon was engulfed in black clouds of smoke as the Night Lords rampaged through the streets of the dying city, falling upon the hastily drawn up ranks of the Ultramarines' Aegida Company as it vainly tried to defend the city and its inhabitants.

Claw Master Zaar Siakaar presided over the assault from his personal command spartan, co-ordinating the actions of his warriors as they swept through the city. Serving as his personal guard were a cadre of the elite atramentar terminators. These vicious killers were drawn from the missing Captain Sevatar's First Company, now spread out amongst the warbands and companies of the fractious VIIIth Legion to act as enforcers for the other warlords of the Legion. An armoured spearhead amassed around the command spartan; land raider proteus carriers and deimos pattern rhinos carrying the Legion's assault troops, supported by swift sabre strike tanks and heavily armed sicaran punishers. Siakaar sent a single coded vox-signal across all VIIIth Legion frequencies and the vehicle column surged forwards through the streets of Sothopolis towards the XIIIth Legion castellum defending the approaches that led to the mountain where the Pharos lay hidden.

The invasion quickly became a massacre, the Night Lords venting the rage of their defeat at Thramas on the defenders of Sotha. Proteus pattern land speeders and Legion outrider squadrons ranged ahead of the main invasion force to herd Sotha's fleeing population down the capital's streets and into the waiting blades of the VIIIth Legion. The revving of chainblades and the roar of bolters combined with the screams of the terrified population to form a cacophony of misery that echoed across Sothopolis. The Ultramarines engaged the invaders in a fighting retreat, buying time with their lives holding makeshift roadblocks in a valiant effort to evacuate as many civilians from the city as possible. The overwhelming enemy numbers began to tell and the Ultramarines rigged charges to send sections of buildings collapsing across the Night Lords' line of advance, crushing Legionaries and blocking the passage of armoured vehicles. Still, the VIIIth Legion came on, Siakaar and the atramentar crushing all resistance beneath the treads of their mighty spartan. Packs of night raptors ranged ahead of the tank formation, leaping over the wreckage using controlled bursts from their jump packs to land among the warriors of Ultramar and slice them apart with serrated swords and viciously hooked axes. One by one pockets of resistance across the city were surrounded and eliminated, with the wounded survivors often dragged away to suffer unspeakable torments in the torture pits of the VIIIth Legion.



The tattered remnants of the Ultramarines garrison chose to make their stand at Attican Square, a natural choke point where all the roads leading to the castellum converged. Centurion Vieron Ekarr, the last of the Ultramarines officers left in the city, took the opportunity to rally the withdrawing forces of his Legion as the Night Lords paused their advance to terrorise and butcher the civilians trapped within the city. Despite the chaos of the retreat, the disciplined centurion managed to assemble a sizable force of defenders – from battered phalanxes of breachers to the grim ranks of his suzerain bodyguard. These vengeful warriors locked their shields together in front of a marble statue of Roboute Guilliman carrying the torch of Imperial Unity, determined to hold beneath the gaze of their Primarch and delay the enemy long enough for those that had already evacuated the city to fortify the castellum against the Night Lords' assault. A pair of deredeo class dreadnoughts took up position on either side of the monument, Ancients Menarrio and Argan training the barrels of their anvilus autocannon batteries to the skies, while alongside them, the few remaining predator and sicaran battle tanks of the Ultramarines blocked the enemy's advance towards the castellum.

The Night Lords responded in a fashion typical of their cruel nature, herding hundreds of captured civilians into the square, each with their eyelids sewn together or their eyeballs plucked from their skulls. Behind the throng of unfortunate Sothans came squadrons of Night

Lords land raiders and rhino armoured transports, speeding into the square with the still-living bodies of captured Ultramarines neophytes pinned to their hulls with their skin flayed in agonising and depraved parodies of the Emperor's aquila. The XIIIth Legion tanks belatedly opened fire, stunned into inaction for a brief but decisive moment, and though several of the enemy vehicles disappeared in a storm of explosive rounds and plasma blasts, most crossed the square unharmed. The assault group rolled over the stumbling civilians, leaving trails of broken bodies and rivers of blood behind them as they came to a grinding halt before the Ultramarines' position. Assault ramps dropped with a resounding crash and through the darkness of their interiors came the despoiler and terror squads of the VIIIth Legion, scores of Legionaries charging towards the cobalt blue shieldwall with a murderous fury.

Vieron Ekarr positioned himself within the front rank, a wall of gold and blue armoured bodies surrounding the last surviving officer of the Ultramarines, the shields of his men overlapping against each other to form a protective barrier. The order *ciringite frontem* was given and the well-drilled Ultramarines Legionaries responded by lifting their shields higher, bracing for the charge. The lead Night Lords lashed out with chainblades and bolt pistols, seeking an opening in the shieldwall that would break the formation. Many found themselves hurled from their feet by the press of their enemies' boarding shields slamming

back as one. The shieldwall opened and the suzerains cut the nearest Night Lords down with swift strikes of their legatine power axes before closing ranks again. The charge lost momentum and faltered, many Night Lords forced to defend themselves while others still pressed the attack.

The Ultramarines fought in the disciplined manner their Legion was renowned for, blocking and thrusting with their gladii power swords to kill or maim their opponents. The Night Lords fought as brawlers and murderers, using the bodies of their fallen as stepping stones to jump over the shieldwall where they dragged their enemies to the ground, hacking at soft armour joints and firing their bolt pistols point blank into eye lenses. Xiphon interceptors and fire raptors in the midnight-blue of the VIIIth Legion dived from the sky and flew through the streets to strafe the rear of the Ultramarines' positions with a hail of avenger bolt cannon shells and lascannon blasts, suicidally braving the castellum's anti-air batteries in an effort to drain their ammunition reserves out of pure murderous spite. Dozens of Legionaries were torn to bloody shreds and predator tanks were reduced to flaming wrecks before a stream of armour piercing rounds from the Ultramarines deredeo ancients sent the enemy aircraft crashing into the fire-blackened buildings of Sothopolis. Ultramarines' and Night Lords' dead littered the ground, the XIIIth Legion's defensive formation now reduced to just a third of its original size.

The shieldwall reformed around the statue of Guilliman, its features now scarred by gunfire and stained with soot and blood; those injured Ultramarines fortunate enough to be dragged into the cover of the shieldwall by Legion apothecaries fired their weapons over the shoulders of their brothers in the front. Time seemed to slow down to the warriors of the two Legions as they fought to a bitter standstill with both sides stubbornly refusing to yield. With the battle stagnating, a lone spartan assault tank sitting silent among the Night Lords vehicles powered up its engines. The metal behemoth moved ponderously at first and then picked up speed as it drove towards the swirling melee at the square's edge. Sensing the Loyalists were now weakened enough by his expendable troops, Claw Master Siakaar and his aloof atramentar guard deemed it was time to enter the fray and claim an easy victory. The spartan crashed into the close press of Ultramarines and Night Lords, indiscriminately grinding armoured bodies into bloody pulp under its mighty tracks.

The shieldwall broke and the Night Lords poured their numbers through the gap to swarm the beleaguered Ultramarines. The spartan's hatches opened and out of them charged Siakaar and the atramentar. Hulking warriors clad in debased midnight-blue armour, festooned with trophies torn from human bodies, the atramentar lashed left and right with their nostraman chainglaives, butchering all in their path. Ultramarines were hacked down like wheat before the scythe and even Night Lords Legionaries who strayed too close to the claw master were not spared their wrath, the atramentar showing little trust to their perfidious brothers since the fracturing of their Legion. Two of the atramentar singled out Centurion Vieron Ekarr among his brethren by his magnificently sculpted artificer plate and lashed out at him with their nostraman chainglaives, seeking to claim a kill that would seal the battle's outcome. The Ultramarines centurion barely held his ground against the monstrous terminators, his surviving three suzerains rushing to their lord's defence. One of the atramentar grabbed a nearby Night Lord and shoved him in the way of the charging suzerains, delaying them long enough for him to shoot one of Ultramar's champions through the chest with his plasma blaster before crashing into the rest, wildly swinging his chainglaive in wide arcs. Still engaged in combat with the other atramentar, Vieron Ekarr failed to see the dark form of Siakaar step in behind him. The bladed fingers of a lightning claw erupted from the Ultramarine's chest, tearing apart both of his hearts, before his helmet and head were ripped brutally from his body by the whirring teeth of a chainglaive.

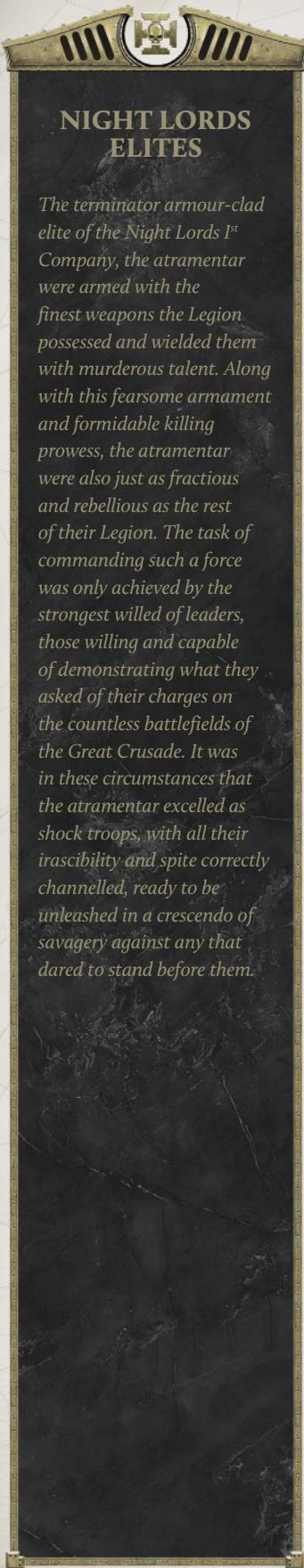
With the death of their commander, the remaining Ultramarines were truly broken and the last of their number fell amidst the shattered armour and buckled shields of their brethren. Only corpses and ash marked the Ultramarines' brief stand in Attican Square, and Claw Master Siakaar stood upon the verge of glory, his position among the new warlords of the VIIIth Legion all but guaranteed by this triumph. As the claw master paused to cut his mark upon the bloodied corpse of Centurion Ekarr, the atramentar assigned to him by his allies closed about him, blades raised and bolters cycling. The hulking terminators grimly followed the orders given to them in orbit, to eliminate the vainglorious Claw Master who had dared to step beyond his place. Siakaar had forgotten the strictures that the Night Haunter had instilled in his sons: glory and honour were worthless and victory was fleeting. It was only the will to wield the knife that mattered, that and the strength to direct where it fell.



ARAN VASTAK OF THE ATRAMENTAR

Lack of cohesive markings makes placement or unit identification almost impossible, however, Vastak was identified accompanying Claw Master Siakaar, at least briefly, during the assault on Sotha.

Tartaros pattern terminator armour bearing Night Lords lightning arc motif alongside the hourglass sigil commonly denoted a command unit among the VIIIth Legion. Vastak adorned his armour with the flayed skin of Ultramarines Neophytes.



NIGHT LORDS ELITES

The terminator armour-clad elite of the Night Lords 1st Company, the atramentar were armed with the finest weapons the Legion possessed and wielded them with murderous talent. Along with this fearsome armament and formidable killing prowess, the atramentar were also just as fractious and rebellious as the rest of their Legion. The task of commanding such a force was only achieved by the strongest willed of leaders, those willing and capable of demonstrating what they asked of their charges on the countless battlefields of the Great Crusade. It was in these circumstances that the atramentar excelled as shock troops, with all their irascibility and spite correctly channelled, ready to be unleashed in a crescendo of savagery against any that dared to stand before them.

NIGHT LORDS ATRAMENTAR SQUAD220 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Atramentar	7	4	4	4	4	2	4	2	7	2+
Atramentar Trucidor	7	4	4	4	4	2	4	3	8	2+

Unit Composition

- 4 Atramentar
- 1 Atramentar Trucidor

Wargear

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

Unit Type

- Atramentar: Infantry
- Atramentar Trucidor: Infantry (Character)

Special Rules

- Legiones Astartes (Night Lords)
- Relentless
- Inexorable
- Deep Strike
- Cloaked in Murder
- Sworn Loyalty
- Bulky (2)
- Fear (1)

Options

- The Atramentar Squad may take:
 - Up to 15 additional Atramentar+35 points each
- For every five models in the squad, one Atramentar may exchange their combi-bolter for one of the following:
 - Heavy flamer+10 points
 - Reaper autocannon+15 points
 - Plasma blaster+15 points
- Any Atramentar and/or the Trucidor may exchange their combi-bolter for one of the following:
 - Minor combi-weapon+5 points each
 - Magna combi-weapon+10 points each
 - Volkite charger+2 points each
- Any Atramentar and/or the Trucidor may exchange their power weapon for one of the following:
 - ChainglaiseFree
 - Power fist+5 points each
 - Lightning clawFree
 - Chainfist+10 points each
 - Thunder hammer+10 points each
- Any Atramentar and/or the Trucidor may exchange both their power weapon and combi-bolter for:
 - Two lightning claws+10 points
- The Trucidor may take any of the following:
 - Grenade harness+10 points
 - Headsman's axe+10 points





Cloaked in Murder

For the warriors of the atramentar, no deed is beneath them and any pretence of honourable combat has long since been abandoned. Seeking only to end their enemy in the most painful and undignified manner they use deception and trickery to make spiteful and underhanded attacks, never facing their opponent in an honest engagement, even stooping to pushing their own brethren before a killing blow in order to make a counter themselves.

When a unit composed entirely of models with this special rule declares a Charge targeting a unit that is already engaged in combat, the Charge roll gains an additional +1 modifier, and if the Charge is successful then all models in the Charging unit gain +1 To Hit for the duration of the turn in which that Charge is made.

Sworn Loyalty

The atramentar had sworn their loyalty not to their Legion or Primarch, but to Sevatar alone. In battle they followed his commands without question, remorse or hesitation. This was a rare example of fidelity among a Legion famed for its treachery and lack of honour.

If Sevatar is the army's Warlord, Night Lords Atramentar Squads may be selected as non-Compulsory Troops choices and count as Legion Tartaros Terminator Squads for the purposes of the Master of the Atramentar Warlord Trait.



UNIT SHOWCASE

Shown below are some examples of Night Lords Atramentar squads that have been built and painted by members of the Studio Staff. The units wear modified Tartaros pattern armour, which bear grizzly Trophies of Judgement in the form of flayed skin and skulls alongside other symbols of the dread VIIIth Legion. Both squads are based on the Tartaros Terminator Squad Set with a selection of upgrade parts from the Forge World range, including Night Lords Contekar Terminator Elite, the Night Lords Legion Terror Squad Upgrade Pack heads and the Night Lords Legion Nostraman Chainglaives Upgrade Set.





Sothopolis Burns

Barring the path of the VIIIth Legion intent on plundering Sotha and taking control of the Pharos device, stood the garrison force of the Ultramarines 199th Company, in the capital city of Sothopolis. Cloaked in shadow and deceit, the invasion of the Night Lords took the sons of Guilliman and the population of Sotha by surprise, leaving scant resistance to the planetary assault they embarked upon. Here amongst the burning ruins of their once proud city, the Ultramarines would make their stand against the overwhelming assault of the Night Lords in a defiant bid to prevent the mysterious artefact within Mount Pharos from falling into the hands of the Traitors.

AGE OF DARKNESS MISSION

SOTHOPOLIS BURNS

Attican Square would be the decisive battlefield, the last stand of the Ultramarines' garrison. Here a line was drawn against the onslaught of the Traitors, a line the Ultramarines would defend to the last warrior. For if it was breached, then the enemy would sweep across Sothopolis and the city would fall. The only advantage that the loyal warriors could claim was that the breakneck advance of the foe had seen them outpace their heaviest assets, leaving them behind and forcing the Traitors to attack piecemeal. In this small flaw in the Traitors' plans lay the Ultramarines' only hope of survival and victory, but for the famed XIIIth Legion one small flaw was all that was required to form a final, desperate strategy.

In order to claim victory in Sothopolis Burns, the Attacker must capture their opponent's Deployment Zone, while the Defender must eliminate as many attackers as possible.

VICTORY CONDITIONS: HONOUR IN DUTY

At the end of each of their player turns as the Active player, the Attacker scores 1 Victory point for each friendly Scoring unit under their control that has all of its surviving models within the Defending player's Deployment Zone (a unit that is Pinned or Falling Back does not count for this Objective and cannot be used to score Victory points).

The Defender scores 1 Victory point for each enemy Scoring unit that is entirely removed as casualties or Falls Back off of the battlefield, regardless of the turn in which this occurs.

Players may also score Victory points from the following Secondary Objectives only:

- **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.
- **Last Man Standing:** If, at the end of the battle, a player has more units that are not Falling Back on the battlefield than all enemy players combined, then that player scores 1 Victory point. If that player has twice as many units that are not Falling Back on the battlefield than all enemy players combined, then that player scores an additional Victory point.
- **Hold Fast:** If an additional Game Turn is played due to the Variable Game Length (X) special rule, then any Victory points gains made by scoring the Honour in Duty Primary Objective are doubled (i.e., if a player would score 1 Victory point from a Primary Objective in this extra turn, they instead score 2 Victory points).

At the end of Game Turn Four, the player with the highest total of Victory points is the winner (unless the Variable Game Length (X) or Increased Game Length (X) special rules are in use for the mission).

STRATEGIC ADVANTAGE

Before beginning any set-up, the players should roll off. The winner of this roll-off gains Strategic Advantage.

When playing this Exemplary Mission, the players must also determine which player will take the role of the Attacker and which will take the role of the Defender. The players can choose to either adopt the historical roles as depicted in the narrative, with the Attacker as the Night Lords and the Defender as the Ultramarines, or the player with Strategic Advantage can choose to take the role of Attacker or Defender for this Exemplary Mission.

SELECTING ARMIES

Both players should select armies with a points limit of 3,000 points and using the Crusade Force Organisation chart – this includes selecting any Warlord Traits, Rites of War, Psychic Disciplines or other such options, which must all be noted on the controlling player's Army Roster. Note that the Attacker may not select any units of the Fortification Battlefield Role.

SETTING UP THE MISSION

This Exemplary Mission uses the Hammer and Anvil Deployment Map from the *Warhammer: The Horus Heresy - Age of Darkness Rulebook*.

Set up terrain for the battlefield using ruins and other suitable terrain to represent the urban ruins of a once-serene city and provide clear avenues down which the attackers can advance.

Once all terrain has been placed, the Attacker must place all Heavy Support and Lords of War choices in their army, and at least one Elites (if their army includes any Elites choices) and one Troops choice into Reserves. Any remaining units may be assigned to make a Deep Strike Assault, Flanking Assault, Subterranean Assault, Drop Pod Assault or other similar special deployment from Reserves, the Attacker must declare which units from

their Army Roster will be committed to those actions. Note that the Attacker must deploy at least one unit onto the battlefield at the start of play, unless another special rule states otherwise.

The Defender may not place any units into Reserves at this stage.

OBJECTIVES

This Exemplary Mission does not use Objectives, and does not require any Objectives to be placed onto the battlefield.

DEPLOYMENT

The Defender deploys first and must select a Deployment Zone from the Deployment Map and deploy their entire army. Once the Defender has deployed all of their units, the Attacker must deploy all units that were not placed into Reserves during set-up into the remaining Deployment Zone.

If there is no position where the controlling player can legitimately deploy one or more of their units according to the deployment rules of the Exemplary Mission being played, those units that cannot be deployed are placed immediately into Reserves – but cannot be assigned to any previously declared Reserves Actions.

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

THE FIRST TURN

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

GAME LENGTH

The battle ends at the end of Game Turn Four. Once the battle has ended, the player with the highest total of Victory points is the winner – unless the Variable Game Length (5+) special rule is triggered successfully.

MISSION SPECIAL RULES

This Exemplary Mission has the **Variable Game Length (5+)**, **Reserves**, **Staged Reserves** and **Sudden Death** mission special rules. Additionally, the Attacker may choose to begin the battle with the **Night Fighting** special rule in effect.

- **Sudden Death:** If, at the end of any Game Turn, any 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 Reserves 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, but the player that still has models on the battlefield scores an additional Victory point.

- **Staged Reserves:** When the Attacker attempts to bring units into play from Reserves, rather than use the standard Reserves special rule, that player must instead use the following table to determine which units may be brought on which turn and what score on a D6 will be required to bring them into play:

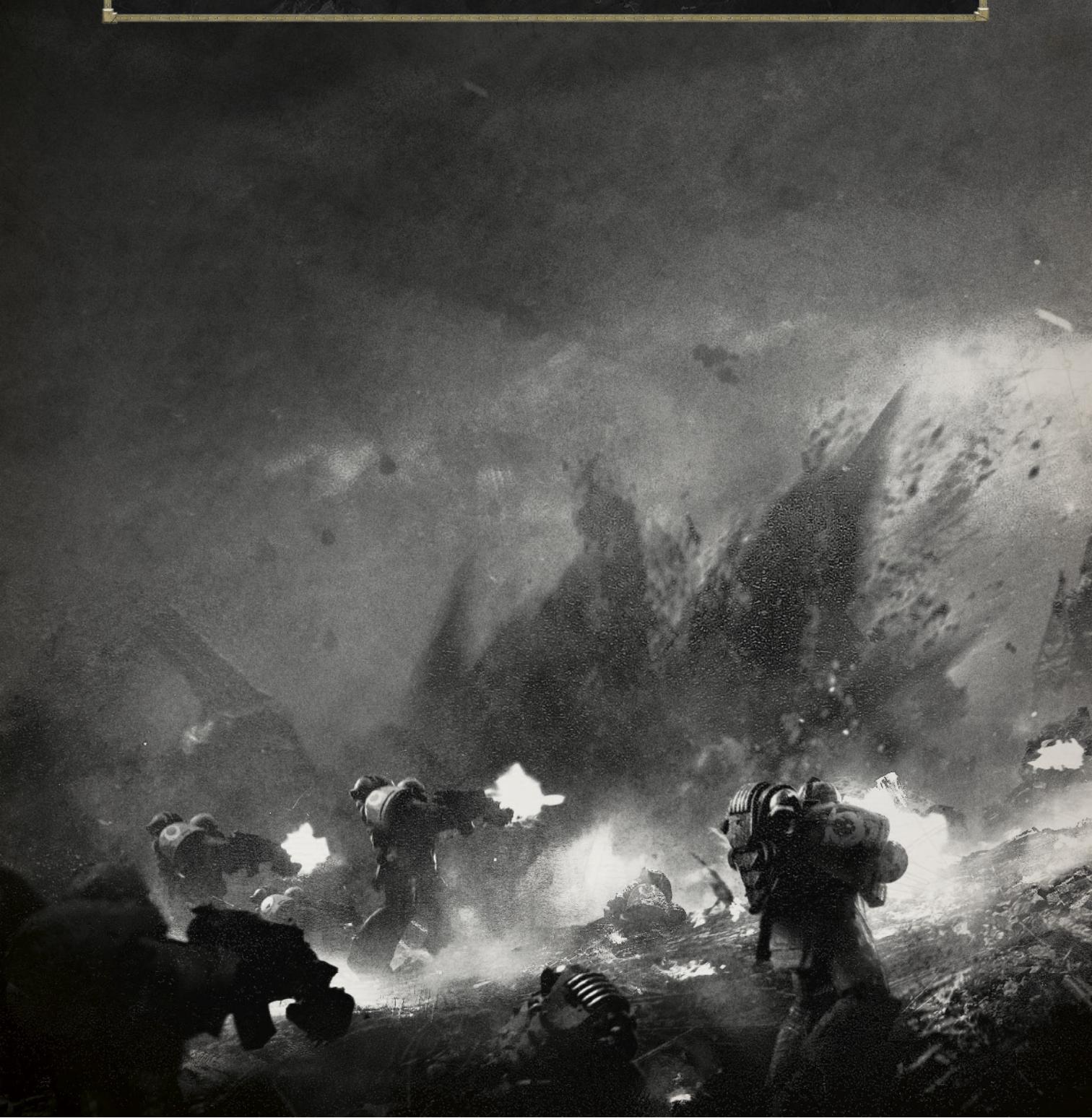
GAME TURN	UNIT TYPE ALLOWED	SCORE REQUIRED
2	Troops, Fast Attack	3+
3	All Unit Types	2+
4	All Unit Types	Automatic

- **Variable Game Length (X):** At the end of the final Game Turn of a battle where this special rule is in effect, the player with Strategic Advantage may choose to roll a D6, if that player chooses not to then the opposing player may instead choose to roll a D6. If a player chooses to roll and the result of the D6 roll is equal to or greater than the value in brackets listed as part of this special rule, then an additional Game Turn is played. Once this additional Game Turn ends, the battle ends and may not be further extended by any effect or special rule.



THE BATTLE OF SOTHOPOLIS

Ultramar, the vast realm of the Ultramarines, was beset by a host of foes as Horus sought to eliminate that Loyalist stronghold. The traitorous Night Lords fell upon that shattered domain in 010.M31, bringing death and destruction to the isolated world of Sotha in retribution for the defeat inflicted upon them at Thramas. The Ultramarines, ill-prepared for this fresh onslaught, fought a series of heroic rearguard actions – with the final confrontation fought amid the ruins of Attican Square. Here, a full company of the XIIIth Legion fought to the last to hold the Night Lords atramentar terminators at bay while their brethren secured the city's castellum. This sacrifice would prove a pivotal moment in the defence of Sotha, a victory bought with the blood of fallen heroes.







The Siege of Hydra Cordatus

BREAKING THE CADMEAN CITADEL

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 latter days of 007.M31 the Iron Warriors Legion had embarked on a campaign of vengeance. In the aftermath of the Phall engagement, the embittered sons of Perturabo brutally subjugated world after world, seeking to salve their wounded pride by bleeding and humbling the Imperial Fists wherever they could find them. On the world of Hydra Cordatus, the mere presence of the VIIth Legion's 42nd Company garrisoning the mountain fortress known as the Cadmean Citadel was enough to draw the attention of the Primarch Perturabo himself. In the strategium of the IVth Legion's flagship, the *Iron Blood*, the captains of the Iron Warriors gathered under the gaze of their Primarch to decide whom among them would lead the invasion.

Perturabo had grown ever more distant from his sons since the events at Phall and many of his captains were eager to earn their Primarch's favour, thus elevating their position within the Legion. One such warrior was Siege Captain Ascani Valkar, who vowed to Perturabo that he would take the Cadmean Citadel within a week and present the head of the Imperial Fists castellan before the Primarch. Unimpressed by these arrogant boasts, veteran Galan Dion of the dominators interjected that any direct assault upon the Cadmean Citadel without prior siegeworks and sustained bombardment would incur catastrophic losses to personnel and unacceptable degradation of matériel. Valkar contemptuously dismissed the criticism of the dominator; Dion's word and that of his brethren holding little sway since the Phall engagement and their failure to contain a VIIth Legion boarding force that had advanced as far as the Primarch's inner sanctum.

The siege captain's plan of attack had served him well on hundreds of worlds and would do so again, bringing swift annihilation to the Imperial Fists and a triumphant return to the favour of his Primarch.

Growing tired of his sons' bickering, the Lord of Iron decreed that Valkar would be granted the chance to fulfil his vow, but he would do so accompanied by the dominators who would join his forces in the assault. The Iron Warriors' warfleet soon entered high orbit over the isolated world, having easily obliterated the small flotilla of Imperial Fists frigates and Mechanicum bulk haulers held in geo-static anchor over the citadel.

The IVth Legion fell upon Hydra Cordatus with overwhelming force, the unequivocal message to the civilian population and Loyalist defenders being that there could be no escape from the wrath of the Iron Warriors. Magma bombs and mass-driver cannons reduced the valleys and agri-settlements filling the world's fertile deltas to arid dust, boiling away the rivers and turning arable earth to barren wasteland. Lance strikes and macro cannon shells, ordinarily used in void warfare against enemy fleets, were unleashed upon the planet from low orbit, wiping entire cities off the surface of Hydra Cordatus. Only the Cadmean Citadel and its surrounding areas were spared the destruction; the Iron Warriors making it known in that way that the death of the Imperial Fists would be a personal matter, one to be settled by bolter and chainsword. After two days of

sustained orbital bombardment, Siege Captain Valkar and the 33rd Grand Battalion made planetfall. Thousands of Legionaries marched out of their colossal orbital landers, followed by wave after wave of mobile siege guns and artillery pieces. Alongside them came the dominator cohorts, disciplined squads of warriors clad in hulking cataphractii terminator plate, who swiftly boarded their spartan assault transports as soon as they were deployed on the red soil of Hydra Cordatus.

The assault force surged forwards from their landing zones and without waiting for additional forces to land, Valkar threw the first wave of his troops into the fray. The Iron Warriors made no attempt to cover their approach, but instead charged straight towards the great gates of the mighty fortress. Squadrons of land raiders and rhino armoured transports dropped their ramps to disgorge their Space Marine cargo into the teeth of the outermost Loyalist defence lines. Solar Auxilia from the Chalchidean Grenadiers manning hidden bunkers opened fire with emplaced heavy weapons as soon as the first Iron Warriors appeared in their targeting reticles, blasting dozens of them apart in a storm of lascannon and autocannon fire. IVth Legion arquitor tanks following in the wake of the infantry returned fire with their morbus bombard cannons, the pulverising shellfire shattering the gun bastions and burying the Solar Auxilia within under tonnes of choking rubble.



It was at this moment that the Imperial Fists revealed themselves, squads of Legionaries appearing on the ramparts of the citadel to open fire with bolters and heavy weapons on the Iron Warriors below as soon as they had entered the VIIth Legion's pre-determined kill zones. The outer walls were arranged into complex multi-pointed forms that allowed the attacking forces no respite from the withering plunging fire of the defenders. Imperial Fists Legionaries rose from concealed trenches outside the walls, shooting their bolters at point blank range before the Iron Warriors were in amongst them. Battle was joined at close quarters then; a savage and pitiless fight where no quarter was asked or given. Chainswords roared, sparks spraying from armour plates or biting deep into suit seams and neck joints, their wickedly sharp teeth tearing through flesh to unleash fountains of blood. Amidst the carnage, it seemed as if the citadel itself came alive to repel the invaders; cavernous maws opened in the ground to swallow entire squads of Legionaries before constricting shut and crushing them to death. Graviton pulse generators flared to life within the walls, trapping Iron Warriors in place to be picked off by Imperial Fists snipers or impaled upon stony protrusions that erupted from the ground driven by the will of the fortress.

In the centre of the line, indefatigably roaring his defiance, Siege Captain Valkar led a phalanx of veterans towards the outer gates of the citadel. There, the enemy's weapons fire was at its most furious and dozens of his Iron Warriors were slain as each formidable row of curtain wall and array of carefully spaced defensive towers offered numerous layers of enfilading fire upon any forces that attempted to assail the gates. The dominators joined the siege captain's assault, their thunder hammers rising and falling upon any Loyalist who stood in their way in a funerary tolling of relentless destruction. Valkar and his men reached the gates first, the veterans reducing the great hinges to molten metal with their meltaguns before battering the gates down with power fists and heavy power mauls.

Immediately, the lead Iron Warriors were thrown backwards as a storm of bolt shells from within the citadel tore into them. Through the broken wreckage of the gates lumbered five maniples of castellax battle-automata, the mauler bolt cannons mounted upon their shoulders spitting an unceasing hail of shellfire. An Imperial Fists forge lord led these walking engines of death into battle and they drove a grinding wedge into the advancing Iron Warriors. The castellax killed their foes with vicious spinning power blades or powerful shock chargers, ripping the Iron Warriors apart with an inhuman strength against which even the Legiones Astartes could not stand. Imperial Fists reserves advanced behind the hulking machines, squads of breachers locking their shields together to form an impenetrable wall that blocked any further advance towards the inner citadel.

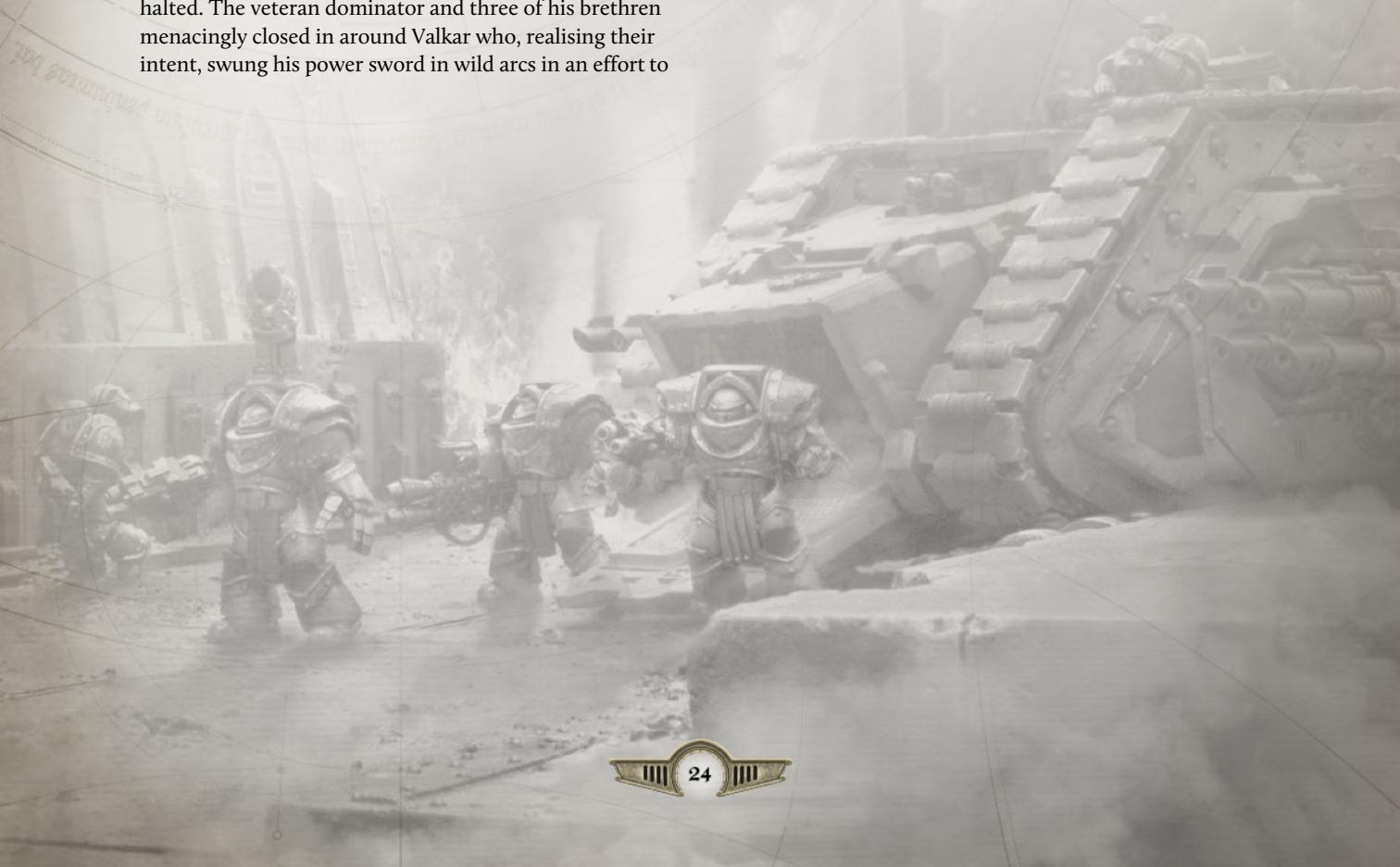


The dominators surged forwards to stop the bloody rampage of the castellax and break the shieldwall; Galan Dion pressing on relentlessly with his cataphractii armoured brethren through a hailstorm of fire unleashed by the battle-automata's weapon systems. They charged the castellax with a fury born of resentment and shame, venting the frustration of their fall from their Primarch's side on the battle-automata that so closely resembled the Iron Circle that had replaced them. The momentum of the Imperial Fists' counter offensive was lost as the bodies of the dead, machine and Legionary alike, fell by the dozen into the bloody quagmire before the gates of the Cadmean Citadel. In the wake of the dominators' shock assault, the Iron Warriors re-formed their forces and pressed the attack, but neither side was able to land the decisive blow that would break the stalemate and decide the outcome of the battle.

As the slaughter at the fortress-line continued unabated, the dominators inexorably fought their way to where Valkar stood among the few surviving veterans of his vanguard. The siege captain snarled into the vox for more reinforcements to be brought in and blamed the state of the battle on the dominators and their late arrival, accusing Galan Dion of conserving the numbers of his men in a cowardly manner unbefitting an Iron Warrior. Two thirds of the 33rd Grand Battalion already lay dead or grievously wounded upon the soil of Hydra Cordatus and with the battle lines reduced to a vast bloody impasse of carnage, Galan Dion decided that the siege captain's folly would bring about the ruin of them all if it was not halted. The veteran dominator and three of his brethren menacingly closed in around Valkar who, realising their intent, swung his power sword in wild arcs in an effort to

fend off the hulking terminators. Galan Dion lowered his shoulder and crashed into Valkar mid-swing, disarming the siege captain and throwing him off his feet. The dominators seized Valkar and fought their way clear of the raging battle, losing several of their number on the arduous journey back to the IVth Legion's landing zone.

There, in front of his personal stormbird assault lander, Perturabo stood surrounded by his fearsome Iron Circle. The towering battle-automata formed a protective cordon around the Primarch as the dominators had once done, before their dismissal and replacement. Valkar was tossed to the ground before his Primarch's feet. This time he would have no chance to account for his failure. At the slightest nod of Perturabo's head, the Iron Circle turned their bolt cannons on the siege captain and reduced him to bloody pieces of ceramite and flesh in seconds. Galan Dion looked to his Primarch for approval, hoping that the worth of the dominators would be recognised once more, but there was no sympathy in the stony gaze of their father as he ordered the Iron Circle to move into the combat zone and break the deadlock. The dominators would be sent once again to the front lines to serve and bleed like every other Legionary of the IVth Legion, for in their Primarch's eyes they were nothing more than fallible flesh and blood, and only iron was eternal.



DOMINATOR GORAN VUKE



5th Dominator Cohort, served alongside the 33rd Grand Battalion.
KIA during the first assault on the Cadmean Citadel's gatehouse.

Cataphractii terminator armour with additional non-standard ablative plating.

Note heavy use of Iron Warriors hazard striping affectation.

Vuke's armour lacks unit markings following dismissal of dominator cohorts by Perturabo from his bodyguard.



IRON WARRIORS ELITES

Once proudly honoured as peerless among their brethren and granted the role of retinue to their gene-sire, those of the Tyranthikos, or dominators, were relieved of their most prized duty following the events of the Battle of Phall. Perturabo's unveiling of his 'Iron Circle' automata displaced the former bodyguard of the Primarch and sent the veteran warriors back into the front lines of the Warmaster's campaign towards Terra. With their battle-honed experience replaced by the calculated logic engines of the Iron Circle and their honour besmirched, the dominators became increasingly resentful of their Legion command and within them grew an unrestrained hatred towards the automata that had replaced them.

0-1 IRON WARRIORS DOMINATOR COHORT 225 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Dominator	6	5	4	4	4	2	4	2	9	2+

Unit Composition

- 5 Dominators

Wargear

- Combi-bolter
- Thunder hammer
- Legion Cataphractii Terminator armour

Unit Type

- Dominator: Infantry (Heavy)

Special Rules

- Legiones Astartes (Iron Warriors)
- Relentless
- Stubborn
- Hatred (Automata)
- Those Once Honoured
- Bulky (2)
- Chosen Warriors

Dedicated Transport

- A Dominator Cohort may take a Legion Land Raider Proteus Carrier as a Dedicated Transport as long as it numbers no more than 5 models. 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 Dominator Cohort may take:
 - Up to 5 additional Dominators +40 points each
- For every five models in the unit, one model may exchange their combi-bolter for one of the following:
 - Heavy flamer +10 points each
 - Reaper autocannon +15 points each
 - Multi-melta +25 points each
- Any model in the unit may exchange their thunder hammer for:
 - Chainfist Free
- Any model in the unit may exchange their combi-bolter for:
 - Magna combi-weapon +10 points each
 - Minor combi-weapon +5 points each



Those Once Honoured

The dominator cohorts exist in purgatory, stripped of the honours once bestowed upon them by their Primarch and forced to serve in the forefront of the most gruelling assaults. Once they had been the bodyguard of Perturabo himself, and high in the esteem of Primarch and Legion, but their failure at the Battle of Phall would see them reduced to the miserable state in which they existed during the Horus Heresy. The Iron Circle automata that had replaced them as Perturabo's bodyguard were an ever-present reminder of their failures during the opening salvos of the Horus Heresy and became the focus of a malignant disdain.

An Iron Warriors Dominator Cohort may be selected as a Retinue Squad in a Detachment that includes Perturabo, instead of as an Elites choice. A unit selected as a 'Retinue Squad' must have Perturabo as the Iron Warriors Dominator Cohort's Leader for the purposes of this special rule. An Iron Warriors Dominator Cohort selected as a Retinue Squad does not use up a Force Organisation slot and is considered part of the same unit as Perturabo. An Iron Warriors Dominator Cohort selected as a Retinue Squad must be deployed with Perturabo as part of the unit and Perturabo may not voluntarily leave the Retinue Squad during play. All models in an Iron Warriors Dominator Cohort selected in this manner lose the Hatred (Automata) and instead gain the Feel No Pain (6+) special rule. In addition, if an army includes an Iron Warriors Dominator Cohort selected as a Retinue Squad for Perturabo, then the army may not include any Iron Circle Maniples.

UNIT SHOWCASE

Shown below are some examples of Iron Warriors Dominator Cohort Squads that have been built and painted by members of the Studio Staff. The units use variants of Cataphractii Terminator armour painted in the metallic iron colour of the IVth Legion heraldry, embellished with yellow and black chevrons. The squads are based on the Cataphractii Terminator Squad Set or the Iron Warriors Legion Tyrant Siege Terminators, with a selection of upgrade parts from the Forge World range, including the Cataphractii Special Weapons Set.







The Sundering of the Cadmean Citadel

The grand battalions of the IVth Legion invaded the world of Hydra Cordatus with nothing more than bloody vengeance as their objective. Still embittered by the events of the battle fought in orbit of Phall, Perturabo desired only to strike back at the Imperial Fists, meet them in combat and use their spilled blood as a salve upon his bruised ego. Instead of contemptuously razing the planet with a bombardment conducted from low orbit, an overwhelming force of Iron Warriors made planetfall, intent on choking the life from the then verdant agri-world in an ever-tightening stranglehold of metal and stone, fortifications and bunkers.

EXEMPLARY CAMPAIGN RULES

The Sundering of the Cadmean Citadel Exemplary Campaign is composed of two Exemplary Missions, these missions can be played as stand-alone battles or as a linked sequence of missions – an Exemplary Campaign.

When played as an Exemplary Campaign, the players should first determine which player will take the role of the Attacker in the Exemplary Campaign and which will take the role of the Defender. It is recommended that either the players determine amongst themselves or roll off to decide which of them decides how the roles will be assigned. Once assigned, the players will assume these roles in all battles of the Exemplary Campaign.

If following the course of the historical battle, the Attacker should represent the Iron Warriors and the Defender the Imperial Fists, but the players may choose to have any armies and Factions of their preference fill those roles.

Once the Attacker and Defender have been decided, the following sequence of Exemplary Missions should be played:

- **Step 1:** The players should resolve the Exemplary Mission: The Iron Tide, using the Dawn of War Deployment Map (see page 302 of the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*). If the Attacker scores the Into the Breach Secondary Objective then proceed to Step 4, otherwise proceed to Step 2.
- **Step 2:** The players should resolve the Exemplary Mission: The Iron Tide, using the Hammer and Anvil Deployment Map (see page 303 of the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*). If the Attacker scores the Into the Breach Secondary Objective then proceed to Step 4, otherwise proceed to Step 3.
- **Step 3:** The players should resolve the Exemplary Mission: The Iron Tide, using the Clash of the Line Deployment Map (see page 302 of the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*). Once the mission is resolved, proceed to Step 4.
- **Step 4:** The players should resolve the Exemplary Mission: Vengeful Strike. The player that wins this battle is the winner of the Exemplary Campaign.



AGE OF DARKNESS MISSION

THE IRON TIDE

In their pursuit of revenge, the Iron Warriors cared little for the cost in life nor the expenditure of resources that they would pay in order to bring destruction to the forces of the Imperial Fists. In besieging the world of Hydra Cordatus they engaged in battle on their preferred terms, for few Legions were as expert in the brutal art of attrition warfare as they. Despite this, the warriors of the IVth Legion forces were not entirely united in their objectives. Beneath the iron-hard exterior of each warrior, jealousy, doubt and rivalry had corroded the loyalties of Perturabo's inner circle, some of whom would gladly see their kin fail in place of themselves.

In order to claim victory in The Iron Tide, players must capture and hold Objective markers to accumulate Victory points each turn.

VICTORY CONDITIONS: THE IRON TIDE

At the end of each of their player turns, the Active player must roll a D6 for each Objective marker they control and check the result on the table below:

D6 RESULT

1-3 0 Victory points are scored for this Objective.
4-6 1 Victory point is scored for this Objective.

If the player rolling on this table is the Defender then that player adds +2 to the result of the roll.

Players may also score Victory points from the following Secondary Objectives only:

- Bloodied but Unbroken:** If, at the end of the battle, the Defender has more units on the battlefield than the Attacker that have not been entirely removed as casualties and are not Falling Back, Pinned or in Reserves, then the Defender gains 1 Victory point.
- 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.
- Into the Breach*:** If, at the end of the battle, the Attacker has at least one model from a Scoring unit within 6" of the Defender's table edge, they score 1 Victory point.

**If this Secondary Objective is scored during an Exemplary Campaign, it may change which mission is played next in that campaign – [see page 31](#).*

At the end of Game Turn Four the player with the highest total of Victory points is the winner (unless the Variable Game Length (X) or Increased Game Length (X) special rules are in use for the mission).

STRATEGIC ADVANTAGE

Before beginning any set-up, the players should roll off. The winner of this roll-off gains Strategic Advantage.

If this Exemplary Mission is being played as a stand-alone battle, the player with Strategic Advantage must choose to take the role of either Attacker or Defender, with the opposing player taking the remaining role.

If this Exemplary Mission is played as part of an Exemplary Campaign, then the role of Attacker and Defender remain as decided at the start of the Exemplary Campaign.

SELECTING ARMIES

Both players should select armies with a points limit of 3,000 points and using the Crusade Force Organisation chart – this includes selecting any Warlord Traits, Rites of War, Psychic Disciplines or other such options, which must all be noted on the controlling player's Army Roster.

SETTING UP THE MISSION

If this Exemplary Mission is being played as a stand-alone battle, roll a D6 to determine which Deployment Map is used from the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*.

D6 RESULT

1-2 Dawn of War
3-4 Hammer and Anvil
5-6 Clash of the Line

If this Exemplary Mission is played as part of an Exemplary Campaign, use the Deployment Map noted on [page 31](#), depending on the Campaign Step.

Set up terrain for the battlefield using ruins and other suitable terrain to represent the remnants of hab-zones and defensive positions.

- Once all terrain has been placed, the player that does not have Strategic Advantage must declare if they intend to make a Deep Strike Assault, Flanking Assault, Subterranean Assault, Drop Pod Assault or other similar special deployment from Reserves, and which units from their Army Roster will be committed to those actions. Once these units have been noted on that player's Army Roster, the player that has Strategic Advantage must declare if they intend to make a Deep Strike Assault, Flanking Assault, Subterranean Assault, Drop Pod Assault or other similar special deployment from Reserves, and which units from their Army Roster will be committed to those actions.

Once both players have declared all appropriate Reserves Actions, they may choose to place any other units from their armies into Reserves. These units may not be added to an already declared Reserves Action, nor may further Reserves Actions be declared at this point. Note that all players must deploy at least one unit onto the battlefield at the start of play, unless another special rule states otherwise.

OBJECTIVES

Before any models are deployed onto the battlefield, and starting with the player with Strategic Advantage, the players must alternate placing Objective markers anywhere on the battlefield that is not within any player's Deployment Zone, is at least 6" from any battlefield edge, is at least 6" from any other Objective marker and not within any area of Impassable Terrain.

A total of D3+3 Objective markers must be placed for this Exemplary Mission.

DEPLOYMENT

Once all Objectives have been placed, the Attacker must select a Deployment Zone from the map determined during set-up and deploy their entire army. Once the Attacker has deployed all of their units, the Defender must set up all of their own units in the remaining Deployment Zone.

If there is no position where the controlling player can legitimately deploy one or more of their units according to the deployment rules of the Exemplary Mission being played, those units that cannot be deployed are placed immediately into Reserves – but cannot be assigned to any previously declared Reserves Actions.

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

THE FIRST TURN

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

GAME LENGTH

The battle ends at the end of Game Turn Four. Once the battle has ended, the player with the highest total of Victory points is the winner – unless the Variable Game Length (5+) special rule is triggered successfully.

MISSION SPECIAL RULES

This Exemplary Mission has the **Variable Game Length (5+)**, **Reserves** and **Sudden Death** mission special rules. Additionally, the Attacker may choose to begin the battle with the **Night Fighting** special rule in effect.

- **Sudden Death:** If, at the end of any Game Turn, any 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 Reserves 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, but the player that still has models on the battlefield scores an additional Victory point.

- **Variable Game Length (X):** At the end of the final Game Turn of a battle where this special rule is in effect, the player with Strategic Advantage may choose to roll a D6, if that player chooses not to then the opposing player may instead choose to roll a D6. If a player chooses to roll and the result of the D6 roll is equal to or greater than the value in brackets listed as part of this special rule, then an additional Game Turn is played. Once this additional Game Turn ends, the battle ends and may not be further extended by any effect or special rule.

ZONE MORTALIS MISSION

VENGEFUL STRIKE

After prosecuting a brutal campaign of eradication, Perturabo's forces surrounded the VIIth Legion within the confines of the Cadmean Citadel. Despite their dwindled numbers, the warriors of the Imperial Fists 42nd Company held resolutely atop the walls and defences, aided by the ancient defence systems of the semi-sentient fortress itself. Through little more than brute force and determination, the Iron Warriors broke through the defences on a number of occasions, only to be repelled time and time again. It would take the direct intervention of Perturabo and his Iron Circle to set upon the walls of the fortress and finally thwart its defenders in a barely restrained fit of rage.

This mission uses the rules for Zone Mortalis missions (see *Warhammer: The Horus Heresy – Campaigns of the Age of Darkness: The Siege of Cthonia*).

THE ARMIES

The mission presented here is intended to represent the claustrophobic battles that took place inside the Cadmean Citadel, with the forces of the Imperial Fists fighting to displace Iron Warriors who had breached the walls. Players may, however, wish to vary the forces used in these scenarios to portray alternative conflicts in the Age of Darkness, using a recommended maximum points limit of 1,500 points and the Zone Mortalis Engagement Force Organisation chart.

THE BATTLEFIELD

If using the recommended maximum points limit, a 4'x4' battlefield will give players the most engaging experience. We also recommend that the battle take place on a battlefield with a Ceiling.

STRATEGIC ADVANTAGE

In this mission, the Attacker automatically has Strategic Advantage.

OBJECTIVES

During the Place Objectives step of the Zone Mortalis Mission Sequence, the Defender must set up D3+3 Objective markers representing Semi-sentient Defences (see page 36). Each Objective marker must be set up more than 6" from any other Objective markers and the battlefield edge. If any Objective markers are impossible to place using the above rules, simply move any previously placed Objective markers by the smallest distance necessary to allow any remaining to be placed.

SECONDARY OBJECTIVES

This mission uses the following Zone Mortalis Secondary Objectives:

- Counter Strike
- Champion of Renown

VICTORY CONDITIONS

With the citadel's outer walls breached, the forces of the Iron Warriors seek to exploit this breach, spreading out to wreak havoc and death amongst the defenders, who in turn rush to contain the breach and repel the invaders.

- At the end of the battle, each player scores 1 Victory point for each enemy unit that has all of its remaining models removed as casualties (units that Fall Back off the battlefield count for this purpose). Units that are Falling Back at the end of the battle are treated as having been removed as casualties for the purposes of this mission.
- At the end of the battle:
 - The Defender gains D3 additional Victory points for each unit from their army that is wholly within the Attacker's Deployment Zone.
 - The Attacker scores 3 Victory points for each unit from their army that is within 6" of the Defender's battlefield edge, and 2 Victory points for each unit from their army that is within 6" of a Flank battlefield edge and not within 6" of the Defender's battlefield edge.

At the end of the battle, the player who has scored the most Victory points is the winner. If both players have the same number of Victory points, the battle is a draw.

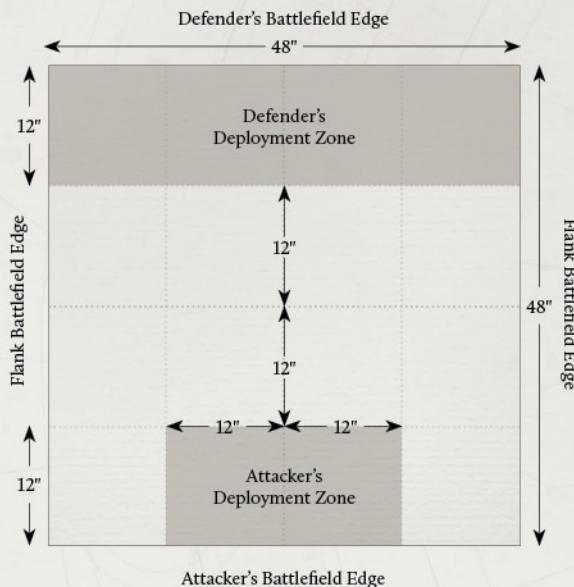
REINFORCEMENT POINTS

- Both players start with 8 Reinforcement Points to place units in their own Deployment Zones.
- Any Reinforcement Points not used to place units in a player's Deployment Zone during deployment are retained and can be used to attempt a First Strike or deploy units from Reinforcements.
- Both players gain 3 Reinforcement Points at the end of each Game Turn, in addition to any gained through mission special rules.

DEPLOYMENT

Players must deploy units from their army up to the amount of Reinforcement Points they start with, using the Deployment Map below, placing any remaining units into Reinforcements.

DEPLOYMENT MAP



FIRST TURN

In this mission, the Attacker takes the first turn, unless the Defender successfully rolls for First Strike.

MISSION SPECIAL RULES

- **Semi-sentient Defences**
- **Counter Assault:** When deploying units from Reinforcements, the Defender may choose to expend additional Reinforcement Points to deploy units as a Counter Assault, as per the table that follows:

BATTLEFIELD EDGE	REINFORCEMENT POINTS COST Defender
Controlling Player's Edge	0
Flank Edge	+2
Opposing Player's Edge	+4

"Cohort 12 to junction 14, execute and secure. Cohort 13 secure accessway tertius and prepare for counter-assault by 30-50 incoming hostile infantry. Cohort 3 lost in corridor 5. Cohort 32 re-route to corridor 5. Secure and establish location of Cohort 3. Corridor 5 no longer appears on orbital scans. Cohort 32, re-route to corridor 22."

Recovered combat log,
Perturabo, Primarch of
the IVth Legion,
Hydra Cordatus
prosecution

"Studies of the provenance of the defences of Structure 132 [informally designated as 'Cadmean Citadel'] have been inconclusive. The structure appears solid and yet material samples show it conforms to no known element. Archived data logs also show sections of the structure re-aligning to new configurations, as well as other sections reacting aggressively to stimuli in the same manner as an organic being. All studies suggest that any attempt to damage the structure will elicit violent reactions, and no assault should be made without overwhelming force."

Excerpted from Magos Reductor Killian Graf's *'Hydra Cordatus: an Analysis'*

SEMI-SENTIENT DEFENCES

Upon sensing the presence of an aggressor, the very walls of the Cadmean Citadel would bulge and rupture, projecting spearing protrusions and tearing open perilous rifts with an unknown intelligence, before receding and leaving nothing to evidence the demise of the mangled and dismembered corpses left behind.

At the end of the Attacker's Movement phase, the Defender can roll one D6 for each Objective marker that has any models from the Attacker's army within 2" of it and consult the following table to determine the effect. Any Wounds inflicted should be allocated by the Attacker.

D6 RESULT

- 1-2** **Dormant:** *The defences of the Cadmean Citadel are not stirred.* There is no effect. If a 1 was rolled to determine this effect, that Objective marker is removed.
- 3-4** **Crushing Mass:** *With a grinding of unseen mechanisms, the very walls suddenly contract, crushing those within them in its grasp.* The Attacker must select one unit from their army that is within 2" of this Objective marker. That unit suffers D6 S5 AP- Hits.
- 5** **Bio-absorbers:** *Drawn to the very life force of the attackers, great rents open up in the floor, voraciously swallowing invaders and breaking down their matter with potent acids even as they still struggle to break free.* The Attacker must select one unit from their army that is within 2" of this Objective marker. That unit suffers D3 S6 AP3 Hits.
- 6** **Graviton Pit:** *Graviton pulse generators flare into action, multiplying the effects of gravity in the local area manifold.* Place a Blast (3") marker centred on this Objective marker and make a To Wound roll against each model touched by the Blast (3") marker as if they had been hit by a Shooting Attack with the Concussive (1), Graviton Pulse and Haywire special rules.



The Battle of Armatura

THE DECALIAN DISTRICT'S RUIN

As the Age of Darkness ground ever onwards, the fires of war would spread throughout the entire galaxy, consuming everything in their path. Armies and worlds were reduced to nothing more than ash, in many cases leaving no one alive to bear witness to the sacrifices made or the atrocities committed. During this time, each Legion employed unique formations to prosecute their own style of war, whether by choice or through necessity, making use of unconventional, often abhorrent, tactics and weapons. Many of these formations would be lost during the dark years following the Horus Heresy, their traditions wiped out and the last stockpiles of their weapons exhausted. Some, however, have been preserved in these records, that future generations may learn of the terrors unleashed upon the galaxy by the Emperor's turncoat sons and the valiant heroes who stood against them.



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

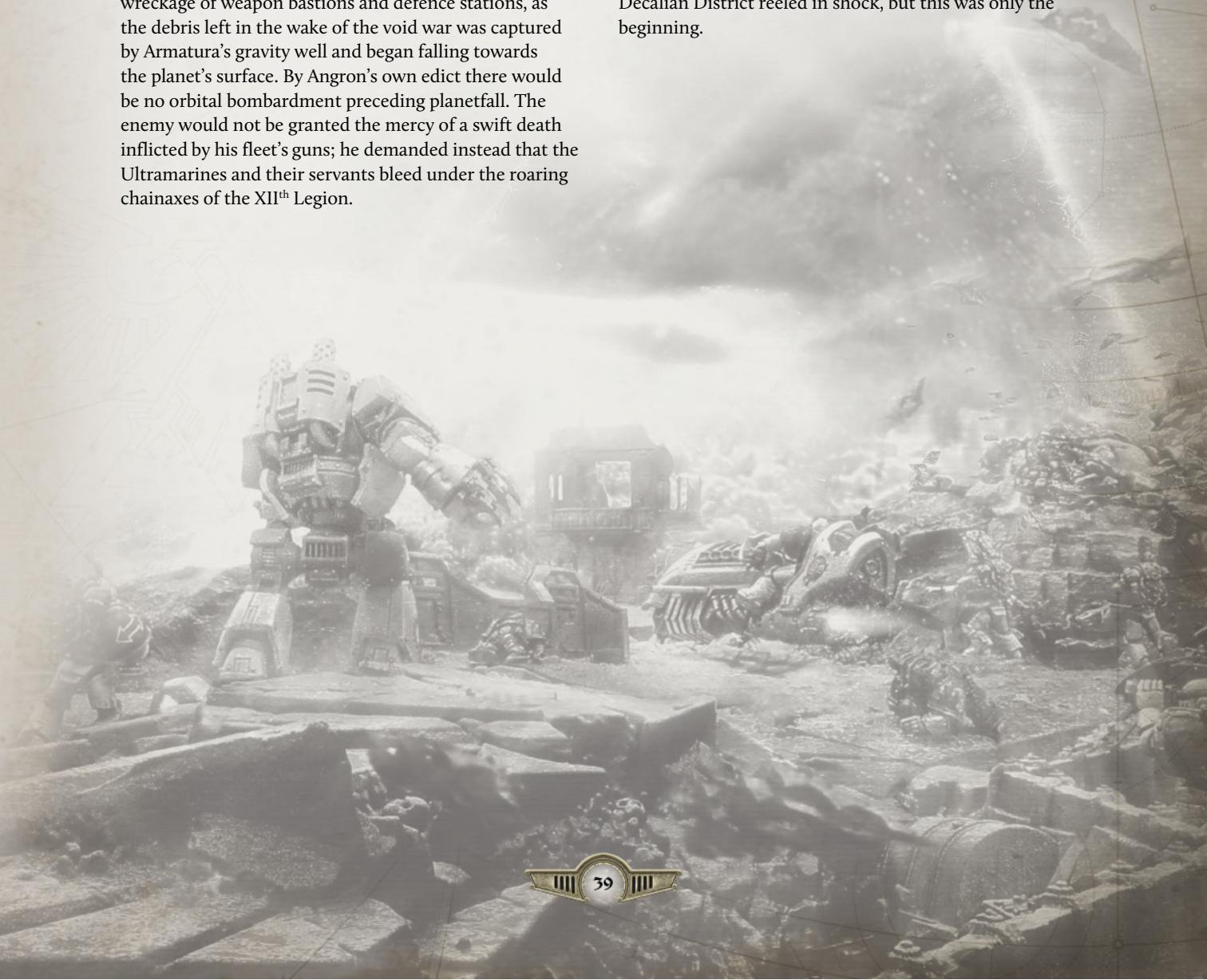
a trail of butchered worlds and shattered Loyalist fleets behind them.

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

Ultramarines evocatii sentry warships pushed their engines to the brink of meltdown in a bid to intercept the Traitor onslaught before it could reach Armatura. Engaging the larger fleet at point-blank range, the XIIIth Legion vessels unleashed furious broadside cannonades and even resorted to ramming the enemy ships in a

suicidally valiant effort to delay the Traitors and grant the Loyalist forces below time to prepare for the coming invasion. Irreplaceable vessels that had served Mankind since the dawn of the Great Crusade perished as swarms of torpedoes and unrelenting laser fire gutted their hulls, spilling their innards and crew into the void. The Traitors' superior numbers quickly overwhelmed the Loyalist fleet, and the arrival of two abyss class kingships, bristling with enough weapons to end entire star systems, sealed the outcome of the void battle. The *Trisagion* and the *Blessed Lady*, as the two monstrous vessels were baptised by Primarch Lorgar, unleashed their fury on the Loyalists, and a dozen evocati warships were slain in the blink of an eye. As Ultramarines ships on the periphery of the battlezone withdrew to avoid total annihilation, the Traitor fleet turned its guns on Armatura's planetary defence platforms. Millions of Ultramar's fighting men and women perished in the fires of the orbital fortresses' demise as they were systematically blown apart by the macro cannons and lances of the Traitor armada. The *Conqueror*, flagship of the XIIth Legion, was the first Traitor warship to reach low orbit amidst the burning wreckage of weapon bastions and defence stations, as the debris left in the wake of the void war was captured by Armatura's gravity well and began falling towards the planet's surface. By Angron's own edict there would be no orbital bombardment preceding planetfall. The enemy would not be granted the mercy of a swift death inflicted by his fleet's guns; he demanded instead that the Ultramarines and their servants bleed under the roaring chainaxes of the XIIth Legion.

On the surface of the beleaguered world below, the Ultramarines initiated the defensive protocols laid down by their Primarch Roboute Guilliman, mobilising all available forces to defend Armatura. In the Decalian District, a key area that guarded the approaches leading to the XIIIth Legion's planetary headquarters, Consul-praetor Aettius Vasta marshalled the deployment operations of five XIIIth Legion evocati battalions and three divisions of the Highborn Wardens Solar Auxilia Cohorts. Three maniples of titans from Legio Lysanda marched alongside the infantry to their predetermined defensive positions in accordance with the Legion's protocols as the skies over Armatura darkened. The burning debris of dead warships and orbital platforms fell on fiery trails to end their meteoric descent among the district's bustling barrack-zones, demolishing buildings and toppling monuments. Hundreds of the Solar Auxilia who had been too slow to seek shelter were crushed to death, and even the reaver titan *Venator Ultor* was obliterated in a colossal explosion when a piece of shattered defence platform collided directly with the venerable engine. A suffocating cloud of ash and dust was blasted out in every direction, and the Decalian District reeled in shock, but this was only the beginning.



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

The fighting was thickest around the Via Maxima, where the Ultramarines desperately fought to prevent the rampaging World Eaters from breaking through their lines and attacking the XIIIth Legion's principal command base in the vaunted Academy District. In the vanguard of the World Eaters' assault fought a cadre of warriors of which scant accounts exist, for few were the witnesses left behind to mark their deeds – destroyer squads bearing the mark of the red hand – or 'blood hand' as it was known in

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

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

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

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



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

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

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

RAVAGER VOLOK GHUR



Undocumented squad, known as 'red hand destroyers'.
Identified as part of the Via Maxima and Decalian District offensives.

MkIV 'Maximus' power armour bearing the black livery of the destroyers,
marked with the bloody handprint and red gauntlets that gave these units their informal cognomen.



WORLD EATERS ELITES

Amongst the XIIth Legion, those who proudly bore the mark of the blood hand – or as it was known by some, the ‘butcher’s mark’ – upon their armour would be drawn together, not through brotherhood or camaraderie, but through rivalry and enmity. The symbol, held in higher regard than almost any other honour or accolade borne by the World Eaters, marked these individuals out as having demonstrated exemplary ferocity or violence in the name of the Legion, be it through the sheer number of enemies butchered in battle or through taking the head of a foe of superior rank in single combat.

Amongst the destroyer companies of Angron’s Legion, those warriors who bore this mark formed cohorts known amongst their brethren as red hand squads. As the Horus Heresy unfolded, these squads would consistently take their place in the vanguard, roaring inhuman cries of bloodlust as they sought to prove themselves ever-worthy of bearing this gory embellishment.

WORLD EATERS RED HAND DESTROYER ASSAULT SQUAD115 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Ravager	7	4	4	4	4	I	4	2	7	3+
Blood Bonded	7	4	4	4	4	I	4	3	8	3+

Unit Composition

- 4 Ravagers
- 1 Blood Bonded

Wargear

- Two bolt pistols
- Chainsword
- Frag grenades
- Krak grenades
- Rad grenades
- Power armour

Unit Type

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

Special Rules

- Legiones Astartes (World Eaters)
- Stubborn
- Counter-attack (1)
- Bearers of the Blood Hand
- Ravaging Assault
- Bitter Duty

Options

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



Bearers of the Blood Hand

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

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

Ravaging Assault

Few could stand before the sheer violence unleashed by the brutal killers of the XIIth Legion and fewer still, those of them marked by the blood hand. Attacking with an insatiable fury, their hacking blades slick with blood and gun barrels glowing white-hot, they roved the fields of battle seeking ever more lives to bring to an end.

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



UNIT SHOWCASE

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





Razing of the Decalian District

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

Armatura became the focus of some of the most intense fighting. An armoury, shipyard and barracks world, it was of significant value to the Ultramarines Legion, and its destruction would starve them of a significant amount of much-needed resources. Such was the desire to fulfil this mission, both Primarchs would take to the field amidst the debris and ruins of the city.

EXEMPLARY CAMPAIGN RULES

The Razing of the Decalian District Exemplary Campaign is composed of three Exemplary Missions, these missions can be played as stand-alone battles or as a linked sequence of missions – an Exemplary Campaign.

When played as an Exemplary Campaign, the players should first determine which player will take the role of the Attacker in the first two missions of the Exemplary Campaign and which will take the role of the Defender. It is recommended that either the players determine amongst themselves or roll off to decide which of them decide how the roles will be assigned. Once assigned, the players will assume these roles in all battles of the Exemplary Campaign, until the third and final mission of the Exemplary Campaign is played.

If following the course of the historical battle, the Attacker should represent the World Eaters and the Defender the Ultramarines, but the players may choose to have any armies and Factions of their preference fill those roles.

Once the Attacker and Defender have been decided for the first two missions, the players should first play the Sector Control Exemplary Mission and then the Line Advance Exemplary Mission.

Once these two Exemplary Missions have been played, all players must total the number of Victory points they scored in the two Exemplary Missions. The third Exemplary Mission, Ambush, is then played, with the player that has the highest total of Victory points taking the role of Attacker in that Exemplary Mission.

Whichever player wins the Ambush Exemplary Mission also wins the Exemplary Campaign.



CAMPAIGN SPECIAL RULE

If all players agree, then the following special rule may be applied to every battle played as part of this Exemplary Campaign.

FOG OF WAR

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

At the beginning of a battle that is under the effect of this special rule, roll a D6 to determine its effects. The individual effect indicated by the result of the roll applies for the duration of the battle.

D6 RESULT

1-2 Obscuring Smog – *Acrid smoke and ferro-magnetic dust particles hang in the air, compromising vision and augur scans alike.*

All models gain the Shrouded (6+) special rule. Models with the Super-heavy, Lumbering or Knights and Titans Unit Sub-types or that begin the battle with 8 or more Wounds are not affected by this special rule and do not gain any benefits.

3-4 Billowing Dust Cloud – *The recent explosive collapse of a massive building has filled the precinct with a thick cloud of fine dust.*

The Night Fighting special rule must be used for the entire duration of this battle.

5-6 Scouring Winds – *Collapsing structures and the venting reactor cores of fallen void craft and god-engines alike stir up hurricane-force winds of particulate matter to form a scouring tempest, ripping exposed flesh from bone and abrading even the hardest armour seals.*

When rolling To Wound against an enemy unit that includes any models with the Infantry Unit Type, a player gains a bonus of +1 to each To Wound roll made (note that this does not reduce the enemy model's Toughness and as such has no effect on the Strength Characteristic required to inflict Instant Death).

"As the central schola building crashed down, they came at us without warning. Leaping from its crumbling roof and dropping into our lines on wings of fire, their black armour coated in dust-clogged blood. Before my men could react they were among them, cutting those brave souls down and blasting them apart. We learned that day that what you cannot see can still kill you."

Lieutenant Jan Worle,
33rd Highborn Wardens

SECTOR CONTROL

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

In order to claim victory in Sector Control, players must capture and hold Objective markers to accumulate Victory points each turn.

VICTORY CONDITIONS: SECTOR CONTROL

At the end of each of their player turns, the Active player must roll a D6 for each Objective marker they control and check the result on the table below:

D6 RESULT

- 1-3** 0 Victory points are scored for this Objective.
- 4-6** 1 Victory point is scored for this Objective.
- 7+** 3 Victory points are scored for this Objective and then it is removed from play and may not be scored again by any player.

If the player rolling on this table is the Attacker then that player adds +2 to the result of the roll.

Players may also score Victory points from the following Secondary Objectives only:

- **Bloodied but Unbroken:** If, at the end of the battle, the Defender has more units on the battlefield than the Attacker that have not been entirely removed as casualties and are not Falling Back, Pinned or in Reserves, then the Defender gains 1 Victory point.
- **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.

At the end of Game Turn Four, the player with the highest total of Victory points is the winner (unless the Variable Game Length (X) or Increased Game Length (X) special rules are in use for the mission).

STRATEGIC ADVANTAGE

Before beginning any set-up, the players should roll off. The winner of this roll-off gains Strategic Advantage.

If this Exemplary Mission is being played as a stand-alone battle, the player with Strategic Advantage must choose to take the role of either Attacker or Defender, with the opposing player taking the remaining role.

If this Exemplary Mission is played as part of an Exemplary Campaign, then the role of Attacker and Defender remain as decided at the start of the Exemplary Campaign.

SELECTING ARMIES

Both players should select armies with a points limit of 3,000 points and using the Crusade Force Organisation chart – this includes selecting any Warlord Traits, Rites of War, Psychic Disciplines or other such options, which must all be noted on the controlling player's Army Roster. Note that the player taking the role of Attacker may not select any Fortification choices.

SETTING UP THE MISSION

If this Exemplary Mission is being played as a stand-alone battle or as part of an Exemplary Campaign, roll a D6 to determine which Deployment Map is used from the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*.

D6 RESULT

- 1-2** Clash of the Line
- 3-4** Dawn of War
- 5-6** Vanguard Strike

Set up terrain for the battlefield using buildings and ruins to represent the Decalian District.

Once all terrain has been placed, the player that does not have Strategic Advantage must declare if they intend to make a Deep Strike Assault, Flanking Assault, Subterranean Assault, Drop Pod Assault or other similar special deployment from Reserves, and which units from their Army Roster will be committed to those actions. Once these units have been noted on that player's Army Roster, the player that has Strategic Advantage must declare if they intend to make a Deep Strike Assault, Flanking Assault, Subterranean Assault, Drop Pod Assault or other similar special deployment from Reserves, and which units from their Army Roster will be committed to those actions.

Once both players have declared all appropriate Reserves Actions, they may choose to place any other units from their armies into Reserves. These units may not be

added to an already declared Reserves Action, nor may further Reserves Actions be cleared at this point. Note that all players must deploy at least one unit onto the battlefield at the start of play, unless another special rule states otherwise.

OBJECTIVES

Before any models are deployed onto the battlefield, and starting with the player with Strategic Advantage, the players must alternate placing Objective markers anywhere within one half of the battlefield chosen by the Attacker, at least 6" from any battlefield edge and at least 6" from any other Objective marker and not within any area of Impassable Terrain.

A total of 5 Objective markers must be placed for this Exemplary Mission.

DEPLOYMENT

Once all Objectives have been placed, the Attacker must deploy their entire army in the Deployment Zone that occupies the half of the battlefield where no Objectives were placed. Once the Attacker has deployed all of their units, the Defender must set up all of their own units in the remaining Deployment Zone.

If there is no position where the controlling player can legitimately deploy one or more of their units according to the deployment rules of the Exemplary Mission being played, those units that cannot be deployed are placed immediately into Reserves – but cannot be assigned to any previously declared Reserves Action.

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

THE FIRST TURN

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

GAME LENGTH

The battle ends at the end of Game Turn Four. Once the battle has ended, the player with the highest total of Victory points is the winner – unless the Variable Game Length (5+) special rule is triggered successfully.

MISSION SPECIAL RULES

This Exemplary Mission has the **Variable Game Length (5+)**, **Reserves** and **Sudden Death** mission special rules. Additionally, the Attacker may choose to begin the battle with the **Night Fighting** special rule in effect.

- **Sudden Death:** If, at the end of any Game Turn, any 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 Reserves 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, but the player that still has models on the battlefield scores an additional Victory point.

- **Variable Game Length (X):** At the end of the final Game Turn of a battle where this special rule is in effect, the player with Strategic Advantage may choose to roll a D6, if that player chooses not to then the opposing player may instead choose to roll a D6. If a player chooses to roll and the result of the D6 roll is equal to or greater than the value in brackets listed as part of this special rule, then an additional Game Turn is played. Once this additional Game Turn ends, the battle ends and may not be further extended by any effect or special rule.

AGE OF DARKNESS MISSION

LINE ADVANCE

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

In order to claim victory in Line Advance, players must hold specific zones of the battlefield to accumulate Victory points each turn.

VICTORY CONDITIONS: LINE ADVANCE

At the start of each of their player turns, the Active player scores Victory points for each Scoring unit under their control that is not Pinned, Falling Back or Embarked on a model with the Transport Unit Sub-type and is entirely within any one of the Control Zones as shown below:

	ZONE ONE	ZONE TWO	ZONE THREE
Defender	0	1	2
Attacker	2	1	0

Scoring units with models in more than one Control Zone cannot score Victory points.

Players may also score Victory points from the following Secondary Objectives only:

- Bloodied but Unbroken:** If, at the end of the battle, the Defender has more units on the battlefield than the Attacker that have not been entirely removed as casualties and are not Falling Back, Pinned or in Reserves, then the Defender gains 1 Victory point.
- 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.
- Break Their Ranks:** If a player causes one or more enemy units to have all of their remaining models removed as casualties (units that Fall Back off the battlefield count for this purpose), in their first player turn as the Active player, then that player scores 1 Victory point. If at least one of the units whose models are removed as casualties was an Elites or HQ unit then that player scores an additional Victory point.

At the end of Game Turn Four, the player with the highest total of Victory points is the winner (unless the Variable Game Length (X) or Increased Game Length (X) special rules are in use for the mission).

STRATEGIC ADVANTAGE

Before beginning any set-up, the players should roll off. The winner of this roll-off gains Strategic Advantage.

If this Exemplary Mission is being played as a stand-alone battle, the player with Strategic Advantage must choose to take the role of either Attacker or Defender, with the opposing player taking the remaining role.

If this Exemplary Mission is played as part of an Exemplary Campaign, then the role of Attacker and Defender remain as decided at the start of the Exemplary Campaign.

SELECTING ARMIES

Both players should select armies with a points limit of 3,000 points and using the Crusade Force Organisation chart – this includes selecting any Warlord Traits, Rites of War, Psychic Disciplines or other such options, which must all be noted on the controlling player's Army Roster. Note that the player taking the role of Attacker may not select any Fortification Choices.

SETTING UP THE MISSION

If this Exemplary Mission is being played as a stand-alone battle or as part of an Exemplary Campaign, then the Deployment map is the same as the Control Zone Map (see page 53), with the Defender using Zone One as their Deployment Zone and the Attacker using Zone Three as their Deployment Zone.

Set up terrain for the battlefield using buildings and ruins to represent the Decalian District.

Once all terrain has been placed, the player that does not have Strategic Advantage must declare if they intend to make a Deep Strike Assault, Flanking Assault, Subterranean Assault, Drop Pod Assault or other similar special deployment from Reserves, and which units from their Army Roster will be committed to those actions. Once these units have been noted on that player's Army Roster, the player that has Strategic Advantage must

declare if they intend to make a Deep Strike Assault, Flanking Assault, Subterranean Assault, Drop Pod Assault or other similar special deployment from Reserves, and which units from their Army Roster will be committed to those actions.

Once both players have declared all appropriate Reserves Actions, they may choose to place any other units from their armies into Reserves. These units may not be added to an already declared Reserves Action, nor may further Reserves Actions be cleared at this point. Note that all players must deploy at least one unit onto the battlefield at the start of play, unless another special rule states otherwise.

OBJECTIVES

This mission uses the Control Zones shown in the Deployment and Control Zone Map and no Objective markers are deployed.

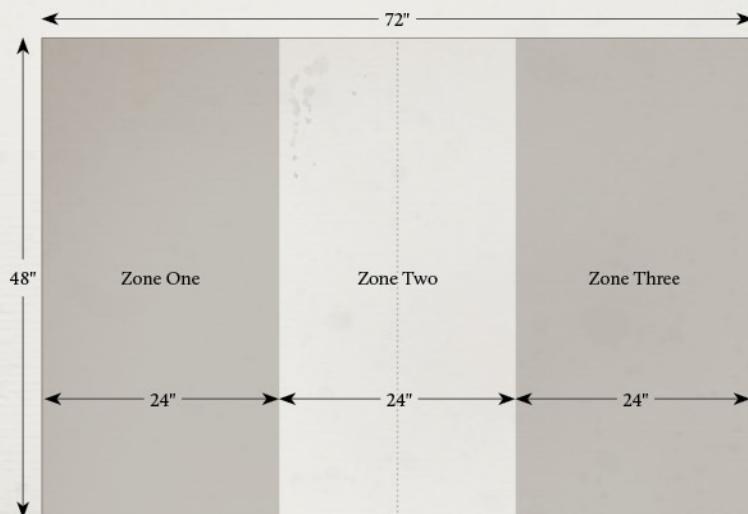
DEPLOYMENT

Once all terrain has been placed and Reserves declared, the Attacker must deploy their entire army in Zone Three. Once the Attacker has deployed all of their units, the Defender must deploy all of their own units following the same rules into Zone One.

If there is no position where the controlling player can legitimately deploy one or more of their units according to the deployment rules of the Exemplary Mission being played, those units that cannot be deployed are placed immediately into Reserves – but cannot be assigned to any previously declared Reserves Actions.

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

DEPLOYMENT AND CONTROL ZONE MAP



THE FIRST TURN

The Attacker takes the first turn, unless the opposing player can Seize the Initiative.

GAME LENGTH

The battle ends at the end of Game Turn Four. Once the battle has ended, the player with the highest total of Victory points is the winner.

MISSION SPECIAL RULES

This Exemplary Mission has the **Reserves** and **Sudden Death** mission special rules. Additionally, the Attacker may choose to begin the battle with the **Night Fighting** special rule in effect.

- **Sudden Death:** If, at the end of any Game Turn, any 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 Reserves 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, but the player that still has models on the battlefield scores an additional Victory point.

AGE OF DARKNESS MISSION

AMBUSH

As consummate strategists, the sons of Guilliman had factored countless theorecticals, and during the darkest days of Horus' rebellion the potential of an assault on any world was a distinct possibility; Armatura was no exception. There would be no price too high and no act beyond consideration when it came to denying the Traitor forces victory.

In order to claim victory in Ambush, players must slay the enemy Warlord.

VICTORY CONDITIONS:

THE HEAD OF THE SNAKE

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 3 Victory points. 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.

Players may also score Victory points from the following Secondary Objectives only:

- **Last Man Standing:** If, at the end of the battle, a player has more units that are not Falling Back on the battlefield than all enemy players combined, then that player scores 1 Victory point. If that player has twice as many units that are not Falling Back on the battlefield than all enemy players combined, then that player scores an additional Victory point.
- **Break Their Ranks:** If a player causes one or more enemy units to have all of their remaining models removed as casualties (units that Fall Back off the battlefield count for this purpose), in their first player turn as the Active player, then that player scores 1 Victory point. If at least one of the units whose models are removed as casualties was an Elites or HQ unit then that player scores an additional Victory point.

At the end of Game Turn Four, the player with the highest total of Victory points is the winner (unless the Variable Game Length (X) or Increased Game Length (X) special rules are in use for the mission).

STRATEGIC ADVANTAGE

Before beginning any set-up, the players should roll off. The winner of this roll-off gains Strategic Advantage.

If this Exemplary Mission is being played as a stand-alone battle, the player with Strategic Advantage must choose to take the role of either Attacker or Defender, with the opposing player taking the remaining role.

If this Exemplary Mission is played as part of an Exemplary Campaign, then the role of Attacker and Defender is decided by the number of Victory points scored by each player in the first two missions of this Exemplary Campaign, with the player with the highest total taking the role of Attacker.

SELECTING ARMIES

Both players should select armies with a Points Limit of 3,000 points and using the Crusade Force Organisation chart – this includes selecting any Warlord Traits, Rites of War, Psychic Disciplines or other such options, which must all be noted on the controlling player's Army Roster.

SETTING UP THE MISSION

If this Exemplary Mission is being played as a stand-alone battle or as part of an Exemplary Campaign, use the Ambush Deployment Map from the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*.

Set up terrain for the battlefield using buildings and ruins to represent the Decalian District.

Once all terrain has been placed, the player that does not have Strategic Advantage must declare if they intend to make a Deep Strike Assault, Flanking Assault, Subterranean Assault, Drop Pod Assault or other similar special deployment from Reserves, and which units from their Army Roster will be committed to those actions. Once these units have been noted on that player's Army Roster, the player that has Strategic Advantage must declare if they intend to make a Deep Strike Assault, Flanking Assault, Subterranean Assault, Drop Pod Assault or other similar special deployment from Reserves, and which units from their Army Roster will be committed to those actions.

Note that the Defender must deploy their Warlord and at least one other unit onto the battlefield at the start of the battle. As such, the Defender may not use any Reserves Action that requires all of their units to be placed into Reserves at the start of the battle.

Once both players have declared all appropriate Reserves Actions, they may choose to place any other units from their armies into Reserves. These units may not be added to an already declared Reserves Action, nor may further Reserves Actions be cleared at this point. Note that all players must deploy at least one unit onto the battlefield at the start of play, unless another special rule states otherwise.

OBJECTIVES

This mission does not use Objectives and no Objective markers are deployed.

DEPLOYMENT

Once all terrain has been placed, the Defender must deploy their entire army into Deployment Zone B (the central Deployment Zone). Once the Defender has deployed all of their units, the Attacker must set up all of their own units into either or both of the remaining Deployment Zones.

If there is no position where the controlling player can legitimately deploy one or more of their units according to the deployment rules of the Exemplary Mission being played, those units that cannot be deployed are placed immediately into Reserves – but cannot be assigned to any previously declared Reserve Actions.

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

THE FIRST TURN

The Attacker takes the first turn, unless the opposing player can Seize the Initiative.

GAME LENGTH

The battle ends at the end of Game Turn Four. Once the battle has ended, the player with the highest total of Victory points is the winner – unless the Variable Game Length (5+) special rule is triggered successfully.

MISSION SPECIAL RULES

This Exemplary Mission has the **Variable Game Length (5+)**, **Reserves** and **Sudden Death** mission special rules. Additionally, the Attacker may choose to begin the battle with the **Night Fighting** special rules in effect.

- **Sudden Death:** If, at the end of any Game Turn, any 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 Reserves 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, but the player that still has models on the battlefield scores an additional Victory point.

- **Variable Game Length (X):** At the end of the final Game Turn of a battle where this special rule is in effect, the player with Strategic Advantage may choose to roll a D6, if that player chooses not to then the opposing player may instead choose to roll a D6. If a player chooses to roll and the result of the D6 roll is equal to or greater than the value in brackets listed as part of this special rule, then an additional Game Turn is played. Once this additional Game Turn ends, the battle ends and may not be further extended by any effect or special rule.

THE DEFENCE OF THE DECALIAN DISTRICT

In 007.M31 the Shadow Crusade enveloped the crucial world of Armatura, threatening to break the Ultramarines' defence of Ultramar. Vast hosts of the World Eaters and Word Bearers were disgorged upon that world to break the lines of the XIIIth Legion, the Traitors spending the lives of their warriors with abandon to bleed the Loyalist force. In the Decalian District, a key point along the Via Maxima, the Ultramarines held the enemy assault at bay for a few precious hours with strategic feints and sheer stubborn defiance. Yet, they could not stop the relentless hordes of World Eaters ravagers, and eventually fell to their roaring chainaxes and bitter spite.







The Battle of Calth

THE AURORAN ARCOLOGY

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.



By mid 007.M31, the Ultramarines Legion was called to muster at Calth alongside the Word Bearers (XVIIth Legion) at the behest of Horus, seemingly to put to rest the long-held grudge that existed between them since the destruction of Monarchia. Unaware of the civil war already engulfing other parts of the Imperium, the Ultramarines were utterly unprepared for the sudden betrayal of the Word Bearers when Lorgar's sons turned the guns of their warships on the XIIIth Legion's anchored fleet and began its systematic destruction. Just as in orbit, the mustering fields on the surface of Calth played host to a carefully planned and heinous campaign of betrayal and fratricide. Countless warriors of Ultramar, some of them veterans that had fought to expand the Imperium's borders since the early days of the Great Crusade, were mercilessly slaughtered where they stood by their erstwhile brothers. The Ultramarines and their Solar Auxilia allies suffered crippling losses at the opening stages of the Calth Atrocity, but eventually, the proud scions of Roboute Guilliman overcame their shock and disbelief,

rallied their forces and fought back. With countless already dead, the Word Bearers set in motion long-laid plans to murder the system's star and bring about the birth of the Ruinstorm. The Veridia star was poisoned through occult rituals of cosmic significance and ravaged by a sustained bombardment from the captured guns of Calth's orbital weapons grid, causing devastating solar flares that reduced the planet's cities to radiation-bathed ruins and ash.

So lethal was the fell light of the star of Veridia that even the genetically enhanced warriors of the Legiones Astartes were forced to seek shelter. Within days of fleeing the surface, the fighting moved to Calth's underworld, where the surviving forces of the two Legions that were stranded on the planet continued their internecine war. With billions of lives having been lost in the opening attacks, the Ultramarines evacuated the surviving civilians to Calth's subterranean arcologies in an effort to provide some shelter from the jaws of total catastrophe.

Brutalised by the rad-storms they themselves created, the Word Bearers too sought refuge beneath the surface, butchering any Imperial defenders they came upon and taking over several of the arcologies. From these conquered underworld strongholds the predatory hosts of the XVIIth Legion, cut off from the main body of the Shadow Crusade, ventured forth to scavenge essential supplies for the ongoing conflict and to raise dark shrines to their hungry gods. Countless atrocities took place in the months following the devastation of Calth's surface, not least the desecration of the Uranik arcology and the ritual sacrifice of its defenders by Legionaries belonging to the Graven Star Chapter of Captain Hol Beloth, or the destruction of CV427/Praxor and the three hundred thousand souls it sheltered, burnt to ash alongside the cultist infiltrators who detonated atomic devices stolen from Ultramarines Legion armouries within the arcology.

One such location that stands out in Imperial records amongst the myriad disasters that befell Calth was that of the Auroran arcology. Auroran is noted as the rallying point for the shattered remnants of the Ultramarines' 547th Company, led there by Consul-chaplain Ankario, and shelter to two hundred thousand civilians. Amidst the chaos and confusion caused by the surge of enemy incursions following the retreat from the surface, the XIIIth Legion Calth central command lost contact with the Auroran arcology, soon after receiving a fragmentary vox signal requesting immediate assistance. The transmission bore Ultramarines Legion encryption codes of the highest priority, and so the task of investigating the incident fell to a force vastly unsuited to mount a search and rescue

operation: Captain Valius Thesian and the 4th Destroyer Company of the 22nd 'Nemesis' Chapter. Known for their extensive use of volatile and hazardous weaponry, the Nemesis Chapter was deliberately mustered in isolation far from Calth's centres of population, and as such they were spared the catastrophic losses suffered by the majority of their Legion during the opening stages of the conflict. In the aftermath of the Word Bearers' betrayal, the 4th Destroyer Company had fallen back to occupy a series of subterranean bunkers scattered beneath the ruins of what was once the Aesperia Praefecture. Unfit for the role of saviour though they were, the destroyers often shunned and deemed somehow tainted by their brethren because of the dark arsenal of forbidden weapons they employed in battle, they were the only sizable concentration of force the Ultramarines Legion could muster near the Auroran arcology. Captain Thesian swiftly mobilised his Legionaries when the call came to establish contact with the lost 547th, and soon several hundred ebon-armoured Ultramarines passed through the reinforced gates of the Auroran arcology and advanced towards their designated targets, armed and arrayed more for open battle than for a mission of mercy.



Fifty groups, each numbering up to thirty Space Marines, supported by talons of contemptor dreadnoughts were individually assigned a different vital objective; from securing air filtration centres and power generator hubs to scouting missions that would range ahead of the main relief force to seek out survivors or signs of the 547th Company. The cavernous subterranean chambers of the arcology were filled with the detritus of halted construction operations, upturned earth-moving machines, bulk crawlers and deactivated drilling engines. The ground was littered with the corpses of pioneer auxilia labourers, exhibiting extreme and unnatural degrees of decomposition, the rictus grin of their rotting skulls leering from inside the cracked visors of their environment suits as maggots and centipedes crawled out of their empty eye sockets. A foul stench surrounded the corpses, a putrid miasma that somehow managed to penetrate even the air filters of the destroyers' sealed power armour. The equipment throughout the tunnels and chambers of the site bore signs of similar degradation; extreme corrosion and decay that should have been the results of decades of abandonment, not days.

There, in a place reminiscent of some hell of Ancient Terran myth, the Ultramarines Legion met their hated foe. Across the many chambers and halls of the Auroran arcology, hundreds of Word Bearers rose from concealed positions amongst abandoned engines and stacks of armoured containers to open fire with bolters and heavy weapons, scything down the front ranks of the advancing Ultramarines. The nemesis destroyers recovered quickly and returned fire, bracketing the enemy positions with volleys of rad missiles, phosphex bombs and heavy bolter shells without breaking their advance. Volkite energy beams lanced from the double-barrelled culverins

mounted on the arms of the Ultramarines contemptors, melting away armour and burning flesh to the bone. With little hope of maintaining a defensive position in the face of such devastating firepower, the Word Bearers sacrificed the advantage of cover and charged the Ultramarines in a howling rush.

These sons of Lorgar bore little resemblance to the warriors that the Ultramarines had faced during the opening stages of the Calth Atrocity. Their power armour had mutated to resemble bloody, sinewy flesh and bony protrusions had erupted from the ceramite, as much a part of the body beneath as they were grisly additions to the plate itself. Among the ranks of the Word Bearers, stranger silhouettes lurked – hulking Legionaries who had devolved into nightmarish creatures that barely resembled their original form, their hands transformed into vicious claws and their jaws distended into slavering, fang-filled maws. Dozens of Word Bearers were cut down as they broke from their positions of concealment but the rest swiftly closed the distance separating them from the Ultramarines. Reacting swiftly to their enemy's sudden assault, the nemesis destroyers unleashed a volley of rad grenades before pulling their own close combat weapons, meeting their enemy blade to claw. The subterranean realm was filled with a rad storm no less potent than that which ravaged the surface, as nemesis destroyers and Word Bearers clashed in bitter, unremitting combat. The taint of the Warp was heavy upon the scions of Lorgar, and where they fought, formless things of grasping arms and gaping mouths erupted from the ground and walls to attack the warriors of Ultramar. Viciously hooked axes and hideously mutated talons clashed against revving chainswords and artisan-made gladius blades as ghostly laughter echoed through the halls of the Auroran



arcology. The XIIIth Legion vox band was flooded with a blizzard of static signals interspersed with the primal howls of otherworldly beasts, while warriors were swallowed whole by unnatural clouds of hellish light and shadow. Amongst the horrors that accompanied the twisted Legionaries of the Word Bearers, the Ultramarines caught sight of cadaverous creatures wearing the shattered remnants of power armour that unmistakably bore the colours and crests of their own Legion. The creatures' dead eyes burned with the ethereal flames of the Empyrean and their flesh hung loose in the places where their armour was missing, bloated and bruised like that of a drowned corpse. Puppeted by some hideous sorcery, the lost brothers of the 547th Company came forth in a shambling horde to slay their gene-kin.

Caught in a sudden tempest of warp-born nightmares, the Ultramarines' legendary coordination was stretched to breaking point across the arcology, with some battlegroups attempting to advance into contact with the enemy just as others were falling back from ambush to regroup. Captain Thesian's unit formed the anchor of the Ultramarines' battle lines, with Thesian himself fighting at the forefront of the fiend-haunted chambers, but he could only intervene at one point at a time and several of the Ultramarines battlegroups were isolated and destroyed. Three squads of nemesis destroyers fought alongside their captain, laying down a withering hail of bolter shells that kept their foes at bay. Those who ran out of ammunition mag-locked their bolters onto their armour and drew chainswords and combat blades to dispatch any foe that penetrated their units' interlocking fire. Honoureds-ancients Andronicus and Dorian advanced steadily behind their kindred, the two contemptor dreadnoughts reducing Word Bearers and warp creatures alike into chunks of meat and ceramite with an unrelenting stream of high calibre shells from their kheres-pattern assault cannons. Thesian's battlegroup moved steadily upon what had once been the Legion command strategium in the Auroran arcology, coordinating with their scattered forces as best they could. The remaining Ultramarines battlegroups abandoned their original objectives and began converging on their captain's position.

After hours of brutal fighting, the Ultramarines' spearhead reached what had once been the headquarters of the 547th Company. The walls of adamantium and marble adorned with the icons of the Imperium and Ultramar had been torn down and in their place stood a temple of the damned, a fane that was the epicentre for all the corruption spreading through the Auroran arcology. Gilded pillars that had carried the proud banners of Imperial conquest now bore savagely cut sigils that caused nauseating pain to those who looked upon them. The crucified bodies of Ultramarines were arrayed around an enormous totem of bones in the shape of an eight-pointed star. Before a gathering of misshapen mutant creatures stood Consul-chaplain Ankaron of the 547th Company bearing a spear of glistening obsidian. The azure-blue that once marked him out as a warrior of the Ultramarines was replaced with a shimmering crimson and his helmet was an indistinguishable mass of eyes, fanged mouths and curving horns. The fallen chaplain was surrounded by a throng of monstrous Word Bearers Legionaries whose crimson armour was freshly daubed with the blood of Guilliman's sons. As their eyes fell upon the approaching Loyalists, the Word Bearers and nightmare creatures, led by the fallen Ultramarines Chaplain, bellowed a challenge in ancient Colchisian and charged.

The Ultramarines had already fought through a seemingly unending sea of terrors and now, at the end, they had discovered that the one responsible for the death of their brethren and the corruption of this subterranean realm was one of their own. Abandoning the measured and tactical approach to warfare their Legion was famed for, the nemesis destroyers broke into a charge themselves. Honour demanded that the foe was met head-on, the enemy's blood spilt by Ultramarines blades face to face; only this could expunge the stain of blackest treachery. The two forces crashed against each other with the war cries of their respective Legions on their lips; noble words uttered in defiance of the unhallowed screaming of the damned mixed with the thunder of bolters and the howls of chainswords as they bit deep into armour and flesh. Shapeless creatures slammed into the Ultramarines ranks, bearing the destroyers to the ground where they tore them apart in a vicious frenzy. Viscous darkness slithered over the floors, stretched and swelled across walls and loomed down from the cavern roof, plucking Ultramarines from the ground and dragging them into the centre of its growing mass.

Amidst the chaos of the brutal melee, Thesian confronted Ankarion, swinging his relic blade two-handed in a savage downwards blow that was blocked by the traitor's spear. Ankarion's return strike impaled Thesian through the chest, the obsidian spear splitting the golden winged Ultima on the captain's breastplate and erupting from his back. As if sensing the mortal wounding of the Ultramarines captain, the dark intensity surrounding the totem's aurora shone brighter and began tearing ragged holes in the fabric of realspace; breaches from which tendrils of cyclopean creatures sought to break into this dimension. Ankarion lifted his transfixed foe high upon his spear, savouring the taste of victory. In a moment of desperate rage, Thesian pushed his failing body to one last act of vengeance. With agonising effort, the loyal son of Guilliman pulled the spear's haft through his sundered chest, and with a roar of defiance, stabbed the traitor through the throat with his relic gladius. Before the chaplain could react, Thesian pulled a melta bomb from his belt and pressed it against Ankarion's chest, activating the device and embracing his fallen brother in death.

The two warriors were consumed utterly in a blast of thermal energy that rendered ceramite, flesh and bone to ashes. As Ankarion disintegrated, the aurora around the totem disappeared and the tears in real-space began to weaken and fade away. The nemesis destroyers fought on, and though only one in ten of their original number remained, they were enough to hold the line. Against other Legionaries the warp-born horrors might have prevailed but the warriors of the Nemesis Chapter were a breed apart from their brother Ultramarines. These sons of Guilliman fought with a fury born of bitterness, and a disregard for survival that stemmed from the certainty of

their own demise, for they already knew well that it was a death sentence to wield the pernicious arsenal of the Nemesis Chapter. Hordes of nightmare-creatures assailed them but the destroyers kept them at bay with unrelenting volleys of bolter fire, the deadly chem-agents and toxins within their shells quickly adapting to the strange genetic makeup of their warp-infused targets and dissolving them from within. When their ammunition ran dry, the Ultramarines switched to their chainswords and hacked at tainted flesh until their scalded armour was covered with blood and ichor. Honoured-ancient Andronicus went on a wild rampage when his brother contemptor Dorian fell, tearing Word Bearers abominations apart with his crackling power claws, and is recorded to have been the one to fell the profane bone icon that syphoned the ætheric energies into the Auroran arcology. With the destruction of the totem, the misshapen creatures began dissolving into formless puddles of primordial ooze and the remaining warp-possessed Ultramarines collapsed to the ground, the strings of their esoteric puppeteers cut. Upon the death of the last Word Bearer and the battle's conclusion, Destroyer Veteran Sergeant Cassian took command of the remaining Ultramarines forces and proceeded to direct the withdrawal of his surviving men.

No concrete narrative of the concluding horror of the battle's final hours can be given as extant records of the events are fragmentary, incomplete and often unreliable. Of the thousands of civilians who took shelter within the halls of the Auroran arcology no further records exist, and no eye-witnesses have come forth to speak of those events, but it is widely assumed that they perished in their entirety at the hands of the traitorous Word Bearers. The only fact that is known is that atomantic bombs were later brought into the Auroran arcology by the Ultramarines, who detonated the devices remotely upon their departure. The resulting blast annihilated the entire site in a nuclear firestorm that ensured the taint of the Empyrean would not spread further. It would be many years before the Underworld War on Calth would be won, but the nemesis destroyers would go on to play a major role in numerous conflicts of the Age of Darkness. Even though the fierce losses suffered by the Nemesis Chapter on the soil of Calth would eventually be replenished, the wounds in the souls of its warriors would never fully heal, leaving them as grim shadows of their former selves.

DESTROYER JULAN BOARE



5th Destroyer Squad, Nemesis Chapter. KIA by unidentified warp creatures during the purging of Arcology III.

MkIV 'Maximus' power armour, bearing the black livery of the Nemesis Destroyer Chapter, alongside the livery of the Ultramarines Legion. As a destroyer, Boare's helmet incorporated augmented breathing apparatus and environmental filters.

ULTRAMARINES ELITES

As was common with the Legiones Astartes at the outset of the Great Crusade, the Ultramarines Legion maintained entire chapters of destroyers, each equipped with formidable weaponry which only they could be permitted to bring to bear against those enemies that required nothing less than total annihilation. The destroyer squads of the Nemesis Chapter were instrumental in the Legion's resistance to the Word Bearers' assault upon Calth. Unlike many destroyer squads, it was common for those of the Nemesis Chapter to retain a high proportion of bolters as a primary armament, augmenting their tactical flexibility with the addition of specialist ammunition loads created to cause such harrowing destruction to the ranks of the enemy that fear would break the spirit of those that survived. This, combined with the prodigious skill and steadfast discipline that was characteristic of the Ultramarines, would prove invaluable when combating the Traitor forces, especially so when defeating the fervent warriors of the Word Bearers Legion and banishing the neverborn beings they summoned upon Calth.

ULTRAMARINES NEMESIS DESTROYER SQUAD165 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Nemesis Destroyer	7	4	4	4	4	I	4	I	7	3+
Nemesis Destroyer Sergeant	7	4	4	4	4	I	4	2	8	3+

Unit Composition

- 9 Destroyers
- 1 Destroyer Sergeant

Wargear

- Mortifier bolter
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades
- Rad grenades
- Power armour

Unit Type

- Destroyer: Infantry
- Destroyer Sergeant: Infantry (Character)

Special Rules

- Legiones Astartes (Ultramarines)
- Stubborn
- Counter-attack (1)
- Bitter Duty

Dedicated Transport

- A Nemesis Destroyer Squad may take a Legion Rhino Transport, Legion Termite Assault Drill or Legion Land Raider Proteus Carrier as a Dedicated Transport as long as it numbers no more than 10 models. 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 Nemesis Destroyer Squad may take:
 - Up to 10 additional Nemesis Destroyers+15 points each
 - One Nemesis Destroyer per squad may take a Legion vexilla+10 points
 - One Nemesis Destroyer per squad may take a nuncio-vox+10 points
 - For every five models in the unit, one Nemesis Destroyer may exchange their Mortifier bolter for one of the following:
 - Missile launcher with suspensor web and rad missiles (and no other type)+10 points each
 - Heavy bolter with suspensor web+15 points each
 - Volkite charger+5 points each
 - Flamer+10 points each
 - Meltagun+15 points each
 - Plasma gun+15 points each
 - Graviton gun+15 points each
 - Lascutter+10 points each
- The Nemesis Destroyer Sergeant may exchange their chainsword for one of the following:
 - Power weapon+10 points
 - Power fist+15 points
 - Lightning claw+15 points
 - Thunder hammer+20 points
- The Nemesis Destroyer Sergeant may upgrade their power armour to:
 - Artificer armour+10 points
- The Nemesis Destroyer Sergeant may take:
 - A single phosphex bomb+10 points
 - Melta bombs+5 points

Mortifier Bolter

The primary individual armament of the nemesis destroyers was superficially identical to the tigris, umbra and phobos pattern bolters that were in widespread use at the time of the Horus Heresy. Internally however, Legion artificers reworked the ammunition feed systems and firing mechanisms allowing the weapons to fire experimental but volatile and often unstable rounds at a reduced velocity. This ammunition was far from standardised, using payloads of chem-agents and toxins concocted to inflict unimaginable pain as it rapidly adapted to the genetic structure of its target, unravelled it at a molecular level and rendered it to a grey slurry of base matter. It is purported that these weapons were a further continuation of the development of toxiferran munitions started by the Death Guard Legion during the Great Crusade. There are, however, no extant records that chart how the Ultramarines Legion armourers came to devise the resulting technology, and Imperial inquiries on the matter have been silenced by the highest authorities of Macragge and Terra.

The weapon listed here is counted as a 'Bolt' weapon for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Mortifier bolter	18"	4	5	Assault 2, Harrower

Harrower: Any unit from which a model is removed as a casualty during the Shooting phase as a result of a Wound inflicted by a Weapon with this special rule, must take a Morale check as if they had suffered 25% casualties.

UNIT SHOWCASE

Shown below are some examples of Ultramarines Nemesis Destroyers that have been built and painted by members of the Studio Staff. The Ultramarines Nemesis Destroyers are based on the Legion MkIV Destroyer Squad, with a selection of upgrade parts from the Forge World range such as the Ultramarines MkIV Praetorian Heads Upgrade Set. Some parts are also used from the Citadel MkIV Space Marines kit and the Citadel MkIII Space Marines kit.





The Scouring of the Auroran Arcology

The forces of the Word Bearers Legion launched uncounted incursions to seek out and destroy Ultramarines resistance fighters trapped beneath the surface of Calth, deep into the winding caverns and arcologies where the survivors of the initial attacks desperately sought shelter. Strike forces, facilitated by duplicitous agents from within the civilian population corrupted by the temptative offerings of the Dark Gods, infiltrated the secure lines, disabling augur feeds and sensor arrays, allowing attacks to be made with devastating effect. Vast numbers of Loyalist lives were lost, vaporised by the subterranean detonation of horrifying weapons intended for void warfare, cut down with the hidden blades of those that stood beside them or poisoned by tainted atmosphere recyclers. Such was the scale of bloodshed, it sent waves through the Empyrean itself and stirred the dark powers that dwelled there.

EXEMPLARY CAMPAIGN RULES

The Scouring of the Auroran Arcology Exemplary Campaign is composed of three Exemplary Missions. These missions can be played as stand-alone battles or as a linked sequence of missions – an Exemplary Campaign.

When played as an Exemplary Campaign, the players should first determine which player will take the role of the Word Bearers in the Exemplary Campaign and which will take the role of the Ultramarines. It is recommended that either the players determine amongst themselves or roll off to decide which of them decide how the roles will be assigned. Once assigned, the players will assume these roles in all battles of the Exemplary Campaign.

Historically, these battles were fought between the Word Bearers and the Ultramarines, but the players may choose to have any armies and Factions of their preference fill those roles. If you do so, designate one player to play the Word Bearers role and the other to play the Ultramarines role for these missions.

Once the roles have been decided, the following sequence of Exemplary Missions should be played:

- **Step 1:** The players should resolve the Exemplary Mission: Hunt and Eliminate. If the Defender is victorious, then proceed to Step 4, otherwise proceed to Step 2.
- **Step 2:** The players should resolve the Exemplary Mission: Blood of the Betrayed. If the Attacker is victorious then proceed to Step 4, otherwise proceed to Step 3.
- **Step 3:** The players should resolve the Exemplary Mission: Hunt and Eliminate. The Attacker can include one unit of 3 Arcology Incursion Brutes in their army at no additional cost. Once the mission is resolved, proceed to Step 4.
- **Step 4:** The players should resolve the Exemplary Mission: The Heart of Desecration. If you moved to this step directly from Step 1, the Defender gains 1 additional Reinforcement Point at the end of each Game Turn during this battle. If you moved to this step directly from Step 2, the Attacker gains 1 additional Reinforcement Point at the end of each Game Turn during this battle. The player that wins this battle is the winner of the Exemplary Campaign.

ADDITIONAL MISSION SPECIAL RULES

The following additional mission special rules are used in all of the missions contained within this Exemplary Campaign:

ALLIES FROM BEYOND

The scale of the destruction wrought upon Calth attracted the attention of a number of malevolent entities. It was a simple matter for the Word Bearers to cut the fabric of reality, bringing these potent allies to their side.

The Word Bearers player may include units of Arcology Incursion Brutes (see page 72) in their Primary Detachment, using up Force Organisation slots as normal. This does not affect that Detachment's Faction. If they do so and their army features two or more Factions amongst its Detachments, the level of Alliance between all Factions in their army is automatically Distrusted Allies.

TORTURED WORLD

The tormented surface of Calth had been rendered perilously unstable, causing entire districts to subside into the depths of the vast caverns beneath the surface. The detonation of munitions capable of obliterating entire armies sent shockwaves out through the ground, levelling buildings far beyond the immediate blast radius. Those souls not crushed under the rubble of once-mighty cities were forced to seek refuge from the radiation of a star turned against them as a weapon. Where it was once a verdant world of plenty, Calth had become a death world upon which the conditions rivalled that of the most inhospitable planets within the Imperium.

At the start of each Game Turn after the first, both players must roll a D6. The results should be added together, adding 1 to the total if any Ranged weapons with a Strength characteristic of 8 or more that were used to make attacks in the previous Game Turn by either player. Consult the table below to determine the effect:

D6	EFFECT
2-5	Aftershocks: <i>The vibrations of a distant tunnel collapse or explosion are felt for kilometres around; dust and debris shower down from the vaulted ceilings.</i> Until the end of this Game Turn, each time a unit is selected to make a Shooting Attack, until that Shooting Attack is resolved, models in that unit suffer a penalty of -1 to their Ballistic Skill characteristic, to a minimum of 1.
6-8	Stable: <i>For a brief period, the death throes of Calth fall silent and conditions are calm.</i> No additional rules take effect this Game Turn.
9-11	Partial Collapse: <i>Incessant firefights and explosions cause pillars and ceilings to collapse, crushing those unlucky enough to be caught beneath the tonnes of rock and masonry.</i> Scatter three Large Blast (5") markers 4D6" from the centre of the battlefield. If the result of a Scatter dice is a Hit, the marker must still be scattered in the direction of the small arrow that appears on that face. Any models underneath any of the markers in their final position after scattering suffer a single Strength 8, AP- Hit.
12+	Radiation Exposure: <i>The intense radiation of the poisoned sun breaches through into the subterranean cavern with deadly effects.</i> Until the end of the battle, reduce the Toughness Characteristic of every model in a unit with the Infantry or Cavalry Unit Types by -1, as though it had lost a Wound to a weapon with the Rad-phage special rule. This modifier is not cumulative with modifiers applied by the Rad-phage special rule and can never reduce a model to a Toughness value of less than 1.

"Though we were below Calth's surface when it turned to fire, we could feel the wrath of the Veridian star upon it. Tectonic upheaval caused practical planning to be all but impossible as tunnels collapsed and safe havens were exposed to the intense radiation from above. It warms my hearts however to know that the traitorous curs we fought suffered equally as we did during those dark days."

Sergeant Verius Dolan,
Ultramarines
43rd Company

TROOPS

Hulking beasts of ruddy flesh, swollen with infernal power, these creatures fought side by side with their Word Bearers allies beneath the surface of Calth. Seemingly empowered by the scale of death and destruction being wrought above the surface, reports of these brutes shrugging off even the most concentrated bolter fire before launching themselves into defensive positions, tearing hardened Legionaries limb from limb or striking them down with blades and mauls of archaic appearance were commonplace. Often at the vanguard of the Traitor assaults, these deadly shock troops relentlessly tore their way through the tunnels of the arcologies.

ARCOCYLOGY INCURSION BRUTES135 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Arcology Incursion Brute	8	4	3	5	5	3	5	3	8	4+

Unit Composition

- 3 Arcology Incursion Brutes

Unit Type

- Daemon (Line)

Wgear

- Daemonic close combat weapons

Special Rules

- Æthereal Invulnerability (5+)
- Hammer of Wrath (1)
- Manifested Weapons (AP 3)
- Traitor

Options

- The unit may take:

- Up to 3 additional Arcology Incursion Brutes+40 points each

Æthereal Invulnerability (X)

As creations of congealed warp-stuff, the manifested forms of Ruinstorm entities seemed at times to all but ignore the damage caused by mortal weapons.

A model with this special rule gains an Invulnerable save equal to the value listed in brackets. This Invulnerable save cannot be taken against attacks made with Psychic Weapons or weapons with the Force special rule.

Manifested Weapons (AP X)

The armaments of the Ruinstorm hordes were not so much physical objects as congealed manifestations of their wielders' hatred and malice. As such, the more powerful the daemonic entity, the more brutally effective their weapons.

Melee Attacks made by a model with this special rule are resolved with an AP value equal to the value of X as noted in the variant of the special rule.

Daemonic Weapons

The hordes of the neverborn were witnessed to wield all manner of weaponry, from filth-encrusted claws to blades of molten warp-stuff. The variety of forms these weapons took beggared imagination, yet some broad classifications could be drawn. Such is the way of mortal minds, seeking to find order where none exists.

All weapons listed here are counted as 'Daemonic' weapons for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Daemonic close combat weapons	-	User	-	Melee, Two-handed

DESIGNER'S NOTE: Arcology Incursion Brutes can only be included in your army as part of the Scouring of the Auroran Arcology missions (see page 71 – Allies from Beyond).



“Unbeknown is the extent of the evils that reside in the hearts of Mankind, but darker still are the beings given form in the realms beyond reality.”

Transcribed from the vox-sermons of Ancient Terra

ZONE MORTALIS MISSION

HUNT AND ELIMINATE

In this mission, the Ultramarines are attempting to hunt down and eliminate an incursion force of Word Bearers in the Auroran arcology beneath the surface of Calth. The protracted conflict has destabilised the vast subterranean arcologies, causing collapses and cave-ins and allowing the radiation emitted from the system's tortured star to permeate into these cavernous spaces. The environment these conflicts are fought in is as deadly as any weapons that are brought to bear.

This mission uses the rules for Zone Mortalis missions (see *Warhammer: The Horus Heresy – Campaigns of the Age of Darkness: The Siege of Cthonia*).

THE ARMIES

The mission presented here is intended to represent the smaller scale, but no less vicious, battles that took place beneath Calth. During the so-called Underworld War, forces of Ultramarines and their allies regrouped to fight back against the Word Bearers. Players may, however, wish to vary the forces used in these scenarios to portray alternative conflicts in the Age of Darkness, using a recommended maximum points limit of 1,500 points and the Zone Mortalis Engagement Force Organisation chart.

THE BATTLEFIELD

If using the recommended maximum points limit, a 4'x4' battlefield will give players the most engaging experience. We also recommend that the battle take place on a battlefield with a Ceiling.

STRATEGIC ADVANTAGE

In this mission, the Word Bearers player automatically has Strategic Advantage and must be the Attacker. The Ultramarines player is the Defender.

OBJECTIVES

During the Place Objectives step, the Defender must set up six Objective markers, representing control panels and cogitator consoles. Each Objective marker must be set up more than 9" away from any other Objective markers and more than 6" from any battlefield edge.

SECONDARY OBJECTIVES

This mission uses the following Zone Mortalis Secondary Objective:

- Counter Strike

VICTORY CONDITIONS

The Defender's goal is to purge the arcologies of the tainted presence of the attackers, securing refuge for the surviving citizens within. The Defender scores 1 Victory point for each enemy unit that is destroyed.

The Attacker's goal is to destroy the vital control panels and cogitator consoles represented by the Objective markers that the Defender set up. The Attacker must attempt to destroy these Objective markers, disabling monitoring posts and life support systems vital to the refugees that are sheltering within the arcologies. Each Objective marker is treated as a Fortification with an Armour Value of 12 on each facing and 1 Hull Point. In addition, these Objective markers have a 4+ Invulnerable save against Shooting Attacks or the effects of Explodes results and cannot be harmed by events on the Tortured World table. At the end of the battle, the Attacker gains 2 Victory points for each Objective marker that has been destroyed and an additional 5 Victory points if all of the Objective markers have been destroyed.

The player with the most Victory points at the end of the battle is the winner. If the players have the same number of Victory points, the battle ends in a draw.

REINFORCEMENT POINTS

- Both players start with 6 Reinforcement Points to place units in their own Deployment Zones.
- Any Reinforcement Points not used to place units in a player's Deployment Zone during deployment are retained and can be used to attempt a First Strike or deploy units from Reinforcements.
- Both players gain 2 Reinforcement Points at the end of each Game Turn, in addition to any gained through mission special rules.

DEPLOYMENT

Players must deploy units from their army up to the amount of Reinforcement Points they start with, using the Deployment Map below, placing any remaining units into Reinforcements.

FIRST TURN

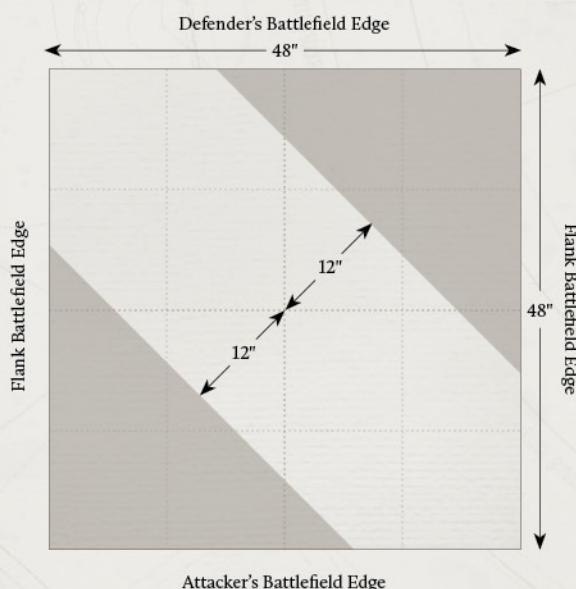
In this mission, the Attacker takes the first turn, unless the Defender successfully rolls for First Strike.

MISSION SPECIAL RULES

- **System Override**
- **Counter Assault:** When deploying units from Reinforcements, the controlling player may choose to expend additional Reinforcement Points to deploy units as a Counter Assault, as per the table that follows:

BATTLEFIELD EDGE	REINFORCEMENT POINTS	COST
Attacker	Defender	
Controlling Player's Edge	0	0
Flank Edge	+2	+2
Opposing Player's Edge	+2	+2

DEPLOYMENT MAP



"The despicable acts of our treacherous kin have allowed a rot to permeate the very bedrock of our world. Beneath our very feet corruption takes hold, and so it is left to us to purge this evil. It must be cast out at any cost, for none that is tainted can be preserved. Indeed it is a better end that none survive than it is to suffer these abominations to exist."

Sergeant Destus Geth,
56th Destroyer Cadre of
the Nemesis Chapter,
Ultramarines

ZONE MORTALIS MISSION

BLOOD OF THE BETRAYED

Vicious firefights broke out within the labyrinthine tunnels and transitways linking the vast caverns beneath the surface of Calth. Despite suffering heavy casualties, both the Ultramarines and Word Bearers committed vast resources to these deadly conflicts as they flared up. The Ultramarines Legion were unshakably committed to the defence of their sundered home world but the Word Bearers Legion seemed disturbingly unconcerned by the rising death toll of their continued campaign.

This mission uses the rules for Zone Mortalis missions (see *Warhammer: The Horus Heresy – Campaigns of the Age of Darkness: The Siege of Cthonia*).

THE ARMIES

The mission presented here is intended to represent the smaller scale, but no less vicious, battles that took place beneath Calth. During the so-called Underworld War, forces of Ultramarines and their allies regrouped to fight back against the Word Bearers. Players may, however, wish to vary the forces used in these scenarios to portray alternative conflicts in the Age of Darkness, using a recommended maximum points limit of 1,500 points and the Zone Mortalis Engagement Force Organisation chart.

THE BATTLEFIELD

If using the recommended maximum points limit, a 4'x4' battlefield will give players the most engaging experience. We also recommend that the battle take place on a battlefield with a Ceiling.

STRATEGIC ADVANTAGE

In this mission, the Word Bearers player automatically has Strategic Advantage and must be the Attacker. The Ultramarines player is the Defender.

OBJECTIVES

No Objective markers are set up in this mission.

SECONDARY OBJECTIVES

This mission uses the following Zone Mortalis Secondary Objective:

- Counter Strike

VICTORY CONDITIONS

For every Scoring unit within their opponent's Deployment Zone at the end of the battle, the controlling player gains 3 Victory points.

The player with the most Victory points at the end of the battle is the winner. If the players have the same number of Victory points, the battle ends in a draw.

REINFORCEMENT POINTS

- Both players start with 6 Reinforcement Points to place units in their own Deployment Zones.
- Any Reinforcement Points not used to place units in a player's Deployment Zone during deployment are retained and can be used to attempt a First Strike or deploy units from Reinforcements.
- Both players gain 2 Reinforcement Points at the end of each Game Turn, in addition to any gained through mission special rules.

DEPLOYMENT

Players must deploy units from their army up to the amount of Reinforcement Points they start with, using the Deployment Map shown on [page 77](#), placing any remaining units into Reinforcements.

FIRST TURN

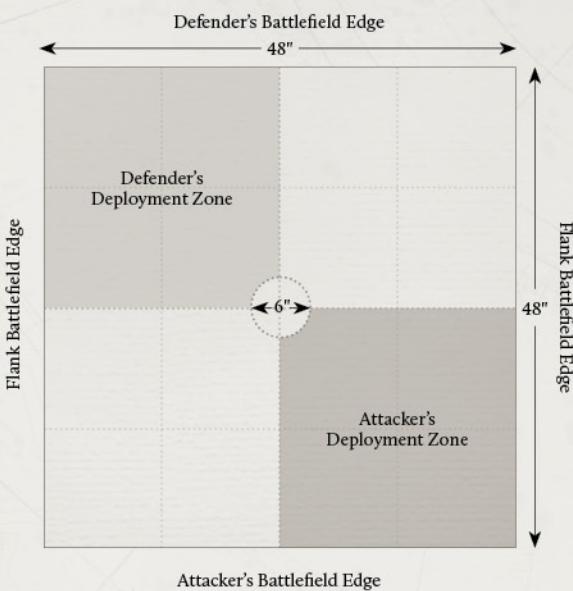
In this mission, the Attacker has the first turn, unless the Defender successfully rolls for First Strike.

MISSION SPECIAL RULES

- **System Override**
- **Counter Assault:** When deploying units from Reinforcements, the controlling player may choose to expend additional Reinforcement Points to deploy units as a Counter Assault, as per the table that follows:

BATTLEFIELD EDGE	REINFORCEMENT POINTS COST	Attacker	Defender
Controlling Player's Edge	0	0	0
Flank Edge	+2	+2	+2
Opposing Player's Edge	+2	+2	+2

DEPLOYMENT MAP



"At sub-mark 72.678 there was a cessation of the enemy assault in sector zeta-8. Owing to the increased intensity of the close assault in adjacent sector zeta-9 at sub-mark 73.500, it is my theoretical conclusion that this was a feint devised to draw our diminished fighting strength away from sector zeta-8 to facilitate a later onslaught. For this reason, only 14% of available assets were reassigned to reinforce the newly assailed position. It is regrettable that the practical enactment of this action resulted in sector zeta-9 being overrun at sub-mark 74.327 but a testament to the resolve of Sergeant Galeron's tenacity that his squad did not yield any ground before they fell."

Extract from the post-battle cross-examination transcripts of Centurion Arno Graide, survivor of Calth, charged with the oversight of the defence of the Auroran arcology sub-sector HX-66 Beta

ZONE MORTALIS MISSION

THE HEART OF DESECRATION

Fighting continued for many months below the radiation-blasted surface of Calth and the tally of dead rose steadily. Amidst the rubble, the twisted dark apostles of the Word Bearers Legion raised dolmens and cromlechs from the shattered remains of great structures, draped in flayed skins and doused in the blood of sacrificial offerings to perform rituals to summon forth denizens of the Warp. These neverborn beings, manifestations of pure hate and betrayal, were sent forth and grew in power with every spent life. It is a testament to the fortitude of those of the Ultramarines Legion who remained, that they were able to even stand before the horrors unleashed against them and even more so that they fought to banish them.

This mission uses the rules for Zone Mortalis missions (see *Warhammer: The Horus Heresy – Campaigns of the Age of Darkness: The Siege of Cthonia*).

THE ARMIES

The mission presented here is intended to represent the smaller scale, but no less vicious, battles that took place beneath Calth. During the so-called Underworld War, forces of Ultramarines and their allies regrouped to fight back against the Word Bearers. Players may, however, wish to vary the forces used in these scenarios to portray alternative conflicts in the Age of Darkness, using a recommended maximum points limit of 1,500 points and the Zone Mortalis Engagement Force Organisation chart.

THE BATTLEFIELD

If using the recommended maximum points limit, a 4'x4' battlefield will give players the most engaging experience. We also recommend that the battle take place on a battlefield with a Ceiling. During the Place Zone Mortalis Terrain step of the mission sequence, a circular area 5" in diameter should be marked in the centre of the battlefield (we recommend placing a 5" Blast marker) to represent the ritual site, and the terrain should be set up to allow room for units to move around this marked area.

STRATEGIC ADVANTAGE

In this mission, the Ultramarines player automatically has Strategic Advantage and must be the Attacker. The Word Bearers player is the Defender.

OBJECTIVES

During the Place Objectives step, the Defender must set up three Objective markers, representing ritual markings and sacrificial offerings. Each Objective marker must be set up within 1" of the ritual site and more than 3" from another Objective marker.

SECONDARY OBJECTIVES

This mission does not use any Zone Mortalis Secondary Objectives.

VICTORY CONDITIONS

At the end of each player's turn, the Active player scores 1 Victory point for each Objective marker that they control.

At the end of the battle:

- The Defender scores 2 Victory points for each Objective marker that they control.
- The Attacker scores 2 Victory points for each Objective marker that they control or that have been destroyed (see *Sacrificia Malefica* on page 79).

The player with the most Victory points at the end of the battle is the winner. If the players have the same number of Victory points, the Defender is considered to be the winner.

REINFORCEMENT POINTS

- Both players start with 6 Reinforcement Points to place units in their own Deployment Zones.
- Any Reinforcement Points not used to place units in a player's Deployment Zone during deployment are retained and can be used to attempt a First Strike or deploy units from Reinforcements.
- Both players gain 2 Reinforcement Points at the end of each Game Turn, in addition to any gained through mission special rules.

DEPLOYMENT

Players must deploy units from their army up to the amount of Reinforcement Points they start with, using the Deployment Map on page 79, placing any remaining units into Reinforcements.

FIRST TURN

In this mission, the Attacker has the first turn, unless the Defender successfully rolls for First Strike.

MISSION SPECIAL RULES

- Ritual Site
- Blood of Calth
- *Sacrificia Malefica*

Ritual Site

Arcane and terrible rituals performed upon the twisted monuments erected by the Word Bearers and their fanatical devotees caused tears in the very fabric of reality, allowing their forces to move swiftly to key locations.

The Ritual Site is treated as Impassable Terrain, and the edges of that area are treated as being the Defender's battlefield edge. Any Shooting Attacks that draw line of sight through the Ritual Site count as having drawn line of sight through another unit and grant a Cover Save to the target as per the Intervening Models rule.

Blood of Calth

Scorched by the poisoned light of the Veridian sun and forced underground, the defenders of Calth had little option but to fight. For them, the invaders must be destroyed before they could bring more ruin to the Five Hundred Worlds.

Each unit that is part of the Attacker's army gains the Furious Charge (1) special rule.

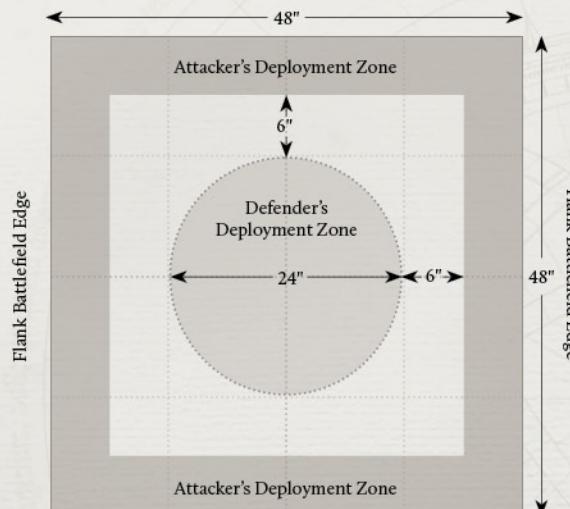
Sacrificia Malefica

Within the ruined arcologies of Calth, the Word Bearers constructed black altars from which to commune with the Dark Gods and call forth the neverborn. Offerings of blood and flesh, taken from their enemies or given over willingly by fanatical cultists, sealed the pacts formed by these arcane and forbidden rituals. Beings of pure murderous intent coalesced and rose from pools of oily ichor and riven corpses rose again, puppeted by beings of despicable power. The defenders of Calth, beset by this new enemy, joined up to seek out and raze these profane temples and stem the tide of malevolence flowing into reality.

At the start of the Defender's second turn and at the start of each of their successive turns, before moving any units on from Reinforcements, that player can roll one D6. Subtract 1 from the result of the roll if any units belonging to either player was completely destroyed in the previous Game Turn. If no units were completely destroyed in the previous Game Turn, after rolling the D6, the Defender can elect to remove one Objective marker from the battlefield. If they do, subtract 2 from the result, and that Objective marker is considered to have been destroyed.

If the total of the D6 roll, after any modifiers, is lower than the current Game Turn number, the Defender may add a unit of Arcology Incursion Brutes consisting of three models to their army and place it into Reinforcements. This unit has a Reinforcement Points cost of 0.

DEPLOYMENT MAP



DESECRATION OF THE AURORAN ARCOLOGY

Trapped within Calth's underworld, lost and damned outcasts of the Word Bearers fought a bitter war of sabotage and destruction, opposed by those warriors of the Ultramarines who still survived in that bleak and lightless subterranean wasteland. The Auroran arcology would play host to the worst of the Word Bearers atrocities, there the 547th Company of the Ultramarines would battle desperately against a seemingly unending tide of daemonic horrors in a heroic effort to save those Imperial citizens trapped within. Yet, even the bravery of Guilliman's sons would prove insufficient, and the horror would only end with the utter destruction of the arcology.





The Purging of the Invocatus Sector

THE PALE STARS

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 late 012.M31, augur beacons that had remained dormant in the cold abyss of the void space bordering the Pale Stars began to awaken. They were stirred from their slumber in a region rarely travelled and so far little troubled by the war by the passing of increasing numbers of ships bearing the code-idents of the IIIrd Legion and relayed the alarm to Salamanders forces garrisoned on Nocturne. Capitol ships were followed by a stretched convoy of numerous other craft all fleeing the ruins of their home world, Chemos, to seek refuge within that desolate and empty region. In response, the XVIIIth Legion mobilised what forces they could from the few warriors and Inductii that remained on Nocturne, intent on intercepting the Emperor's Children before they were able to reorganise, rearm and establish a new domain from which they could strike with impunity at Imperial worlds across the southern sectors. One such Salamanders fleet, led by Praetor-commander Brant Hesioth, tracked the IIIrd Legion frigate *Pernissus* to the Invocatus system

and closed in with haste, keen to deliver a swift death to the Traitors. The turbulent and irradiated rad-wake that trailed behind the Traitor ship led Hesioth's fleet into the high-orbit of Invocatus IV, a planet that once thrived on its mining prospects but a place where industrious activity had started to dwindle even prior to the outbreak of the Horus Heresy. Hesioth found the scuttled hulk of the *Pernissus* adrift amongst a flotilla of similarly abandoned frigates and cutters, all empty of their emergency escape pods and devoid of their crew, abandoned in a decaying orbit over the planet's capital, the Amethystine City. Determined to eliminate the Emperor's Children forces before they could consolidate into a substantial threat, the praetor-commander ordered his forces to make planetfall.

Unbeknownst to the Loyalists, the IIIrd Legion had gone before them and their insidious whisperings had swayed the disenfranchised people of this isolated world, turning them against the Imperium to such a degree

that the entire population would rise in rebellion against the forces of the Emperor. Anti-Imperial graffiti had been daubed on the walls and the synth-velum pages of propaganda pamphlets littered the streets amongst the detritus of lives long forgotten by the ceaseless expansion of the Imperium. The men and women of the hab-city spilled from every doorway and filed from alleyways bearing all manner of weapons as, like the judgement of heaven itself, the heavy landers of the Salamanders Legion descended. Assault ramps hinged open and the first waves of Space Marines deployed into staging areas around the outskirts of the city. The brooding threat of the orderly and disciplined ranks of Legionary warriors, whose boltguns were levelled on the sea of bodies that rushed to meet them, enforced a no-man's land between the two lines. Hesioth addressed the Amethryne people, his voice amplified through the vox-hailers of every landing craft. He appealed for the peaceful surrender by the Amethryne people, for them to lay down their arms and to reveal the whereabouts of the IIIrd Legion enclaves upon the planet. Privately, the praetor-commander harboured hopes that any mass uprising could be quelled without conflict, since his command had barely the numbers to commit to a minoris-level pacification action.

Undeterred by the show of Imperial force, the Amethryne militia enacted their defiance by unleashing an undisciplined barrage of lasbolts and frag-shot that were mostly deflected harmlessly by the ceramite plates of the Salamanders' power armour. Hesioth's force opened fire, sending mass reactive bolts into the oncoming crowd, blasting unarmoured bodies apart in a wet mist of atomised gore, but the intensity of the counter-attack was undiminished. The Salamanders stood resolute, the blast of their bolter fire a constant roar as each squad alternated between firing and reloading in drilled order. The missile launchers of scorpius artillery tanks and arquitor bombards rained explosive fragmentation missiles into the crowds in an effort to thin their numbers. Within minutes, the squadrons of fire raptors that had accompanied the landing assault reported critically depleted ammunition levels, having opened fire with their heavy bolter batteries and rotary cannon at the first instances of hostility and had sustained continuous fire on the riotous masses during that time. After several hours, sanctifier squads leading the Salamanders' push into the city's interior sectors reported extreme ammunition depletion, having used their rapid-firing weaponry in disciplined bursts to sweep through building interiors and clear streets as they advanced, tightening an inescapable cordon around their IIIrd Legion quarry. Hesioth's delegate logisticians were forced to coordinate the orbital drop of supplemental munitions and distribute them to the troops that had pushed onwards into the city. Tirelessly, the militia fought on, climbing the heaps of their own dead to hurl themselves at the Salamanders' guns and still the traitorous IIIrd Legion were yet to openly join the battle.



THE INVOCASTUS SYSTEM

Due to its location in the Pale Stars, the Invocastus system lies far from the main warp conduits used to traverse the galaxy and as such was not used as a way-station or supply hub by the bulk of travellers in the manner of many other notable systems. In the time of the Great Crusade, however, industrious activity and planetary mining operations ensured the system's tithes were sufficient to afford inclusion within the cartographies of Imperial space. The remote location combined with the protection provided by the Imperium ensured that the system enjoyed long periods of relative peace and on some of the inhabited planets, including Invocastus IV, the population thrived. Long-established cities expanded into vast metropolitan complexes where artistic creativity and education flourished in an age of plenty. Theatres and auditoriums hosted plays and philosophical seminars, museums and galleries sat at the hearts of communities where the people lived as equals in a harmonious society. This period of heightened civilisation was, however, finite and began to dwindle out as the Great Crusade stretched the boundaries of Imperial space. The value of the Invocastus system's industrious output was effectively reduced as new frontiers were explored and other locations along the primary warp routes were uncovered. The academic and creative endeavours of the population were soon exceeded by mundane, ceaseless toil and political unrest erupted as the majority of the population worked to pay taxation levies implemented to sustain the heady lifestyles of the ruling castes.

Over the course of generations, civil unrest grew, burgeoning and prosperous settlements descended into impoverished mass-dwellings and their inhabitants resorted to crime and corruption to survive. The wealth built over centuries of comfort and productivity was squandered in a fraction of the time it had taken to accumulate and the population rebelled to overthrow their governors. The once busy star ports that ringed the primary planets of the system fell into disuse and dilapidation, becoming harbours for criminal barons and self-appointed overlords that exerted control of the meagre remnants of a once bountiful age through fear and violence. Gangs territories were divided by hab-block sector codes, the most powerful groups holding influence upon entire districts, leveraging control over the limited availability of base resources such as water and nutri-supps and profiting from the distribution of more illicit commodities such as lho-sticks and narco-stimms. As time passed, these gangs accumulated arms and assimilated their rivals, often by force, dividing Invocastus into warring macro-clans.

The coming of the IIIrd Legion, although diminished in strength by the destruction of their home world, Chemos, still represented the arrival of an overwhelmingly powerful force. However, it was not through the application of force that the Emperor's Children garnered control of Invocastus though, instead they took advantage of the resentment of the Imperium that the people of Invocastus shared. With the promise of means to take revenge upon the empire that forgot them, Fulgrim and his Legion once again united the people of Invocastus with a shared purpose.

Across the Amethryne City the Salamanders forces advanced into the dense interior of the city, the mobility of their heavy armour was hampered and entire tank squadrons fell victim to ambushes within the narrow streets, while their aerial support was blocked by towering buildings and covered gantries. In the western hab-sectors, vicious building-to-building fighting had slowed the progress of Hesioth's troops to a crawl. In the civitas sectors and hab-blocks, the militia forces were seemingly under the guidance of more adept commanders and adopted guerilla tactics to combat the Salamanders, collapsing walls and bringing down ceilings with breacher charges detonated as they were pursued deeper into the structures. Such actions served not only to physically crush the XVIIIth forces but also to divide and separate them with many left buried in rubble and dust in fractured groups. Here, cut off from the support of their Legion, they made easy targets for prowling squads of Emperor's Children who relished in the opportunity to toy with their foe before cruelly eliminating them, one by one, within the ruined confines.

To the east, the militia line had been driven back into the cover of the manufactorum hangars that lined the primary transitway through the sector. Within these sectors the Salamanders had pushed furthest towards the Amethryne City's core, but had paid the highest price to do so. The road itself was littered with the bloodied bodies of the recently killed and burning wrecks of ground cars, perforated by the heavy bolter rounds fired by the battery of rapier carriers that, thanks to their increased ammunition capacity, had been brought up to the front line to support the advance into the city. Some of the fallen were Salamanders whose armour was pitted and split by the impact of countless small calibre rounds and torn away by the work of hundreds of bloodied hands. Others were clearly killed by other means, decapitated or punched clean through by high velocity nemesis bolter rounds – shots placed with the unmistakable precision of IIIrd Legion marksmen who were skilled enough to have evaded detection. This threat now stifled the momentum of the advance into the city core and left Hesioth's troops vulnerable and with each passing hour, expending more of their ammunition reserves on wave after wave of militia attacks while drawing no closer to their true enemy.



SANCTIFIER GOETA RASSE



Suppression gunner specialist of the 18th Cadre, assigned to the pacification of the Amethyne City's western sector.
Extracted at conclusion of combat actions fit for immediate redeployment following resupply.

MkIII 'Iron' armour bears hand-applied glyphs and runes of Nocturnean cultures and the plating of the left thigh bears markings signifying the wearer's participation in the Genarth IX compliance.



The errors Hesioth had made became clear – he had assumed the Emperor's Children, prideful as they were, would stand before his assault, if only to uphold their reputation as duellists and artisans of combat even in this age of darkness that had befallen the galaxy. The Traitors had failed to meet this expectation and Hesioth's attacking force was instead being bled dry and worn down by the numberless thralls of an enemy that no longer maintained any veneer of honour or nobility. In response the praetor-commander knew that he must unleash some darker facet of his character and enact deeds that would damn him in the eyes of his Primarch. At his command, Hesioth's Salamanders had already killed enemies beyond number in pursuit of the IIIrd Legion, but these were acts of warfare, with terms laid out and understood. Now though, he would have to step outside of these restraints in order to achieve his goal. Hesioth summoned his sub-command network on a cyphered vox-channel to assemble on his location and gave the order to capture enemy combatants for interrogation via corporal mortification, an order that was called into question by several members of his command. Despite this dissension, XVIIIth Legion seeker squads were tasked with incapacitating militia targets with wounding shots and for them to be extracted to the Salamanders' drop sites. Such was the fervent devotion of the captives to the misguidance of the traitorous cause, over two-hundred individuals were subjected to extremis-level interrogation prior to their death before Hesioth was satisfied with the information he had extracted.

Hesioth returned from the rear echelons of his camp, his conscience stained by the deeds he had committed and his blackened mood discernible even through his helm. With a sombre determination he revealed that he would personally lead his chosen spearhead into the Periphos District of the city, a disused and near-forgotten region, wherein he had gained knowledge of a hidden entrance to the ancient Argo Causeway, an abandoned subterranean transitway that led to the Delphos Catacombs. Hesioth requisitioned supplies for his force, rapidly mobilised, and set out with renewed purpose. The remainder of the XVIIIth forces were ordered to contain the remaining militia forces and hold the ground they had gained within the city and await his further commands.

Upon reaching the objective region, the information gleaned through Hesioth's interrogative efforts proved to be true and the entrance to the Argo Causeway was located. Hesioth led his force into the oppressive gloom from the fore, their weapons scanning through overlapping sectors of the space ahead. Once underground, the causeway opened out to a wide concourse littered with abandoned cargo haulers and rusting metro carriages. The space overhead was criss-crossed by gantries and walkways that provided countless firing positions for ambushers. Hesioth commanded his warriors to moderate their wroth, maintain disciplined bounding movement and covering fire protocols as the Salamanders moved ever forward, catching brief glances

of the distinctive heraldry of the Emperor's Children as the Traitors appeared to take snapshots, before once again dispersing into the maze of dilapidated structures. Here and there, discarded battleplate daubed in lurid pinks and purples littered the floor, much of it split and broken, not by shot or blade but as if it had been outgrown and shed. As the Salamanders progressed further, heaps of freshly flayed bones, anatomically similar to the human genus but even larger in scale and denser than those of Space Marines were found amongst mounds of bloody flesh and shredded skin.

Waves of militia emerged from the passageways that branched away from the causeway. They threw themselves into the oncoming XVIIIth Legion troops, where dozens of them died to drag down just a single Salamanders warrior, a ratio of attrition the militia could sustain for longer than Hesioth's troops could. Leviathan dreadnoughts moved to lead the Salamanders and shield the advancing column from the brunt of attacks with their ceramite mantles, reducing the advance to a stately pace. Emperor's Children kakophoni squads struck where the tunnels widened at an intersection to unleash barrages of rippling psycho-sonic energy from their abhorrent weapons, to which the throaty roar of storm cannon arrays was the reply. The leading leviathans fell, consuming nearby warriors in atomantic fire as their slab armour was liquefied by the resonant waves of the kakophoni's assault. From across the causeway, Salamanders sanctifier squads, formed from the veterans of the Legion and armed to conduct close assaults, returned fire, their rotor cannon forcing the Emperor's Children back into the darkness where they advanced dauntlessly in pursuit.

Further on, gurneys and stretchers were found discarded in makeshift med-bays; upon them portions of surgically dissected bodies, rendered to slabs of bloody muscle and discarded in pools of congealing blood, still twitched. Clawed hands crudely stitched to sinuous limbs grasped instinctively at the Salamanders as they passed. For seventeen kilometres the spearhead continued their procession through this gallery of horrors, their numbers reduced by continuous attacks from Emperor's Children and the thralls they had captivated with their deceitful manipulations, until they reached an antechamber, its walls lined with recently emptied amniotic tanks and the floor still slick with the fluids they had contained. Medicae slabs, some upturned and others smashed to fragments, littered the space, and surgeon's blades and saws, dripping with fresh blood, were scattered around. At the far end of the antechamber, the grand golden doors to the Delphos Nexus stood before them.



Hesioth led his troops through the doors, his sword drawn as his troops followed, switching their weapons from burst-mode to continuous fire, sensing that the time for conserving their limited supplies was over. The Salamanders had passed through just one of many entrances that lined the perimeter of the Delphos Nexus, a grand amphitheatre that offered no cover from weapons fire. Vox-codes were passed between the XVIIIth warriors as they adopted a defensive posture, warriors with heavy weapons moving to take position in the centre of their formation. As they did so, a swirling vortex grew in the centre of the amphitheatre, coalescing into a form of sickly-hued white, building to a starburst crescendo, searing the majestic silhouette of the Primarch of the IIIrd Legion into the retinas of all who beheld it. As the light faded, Fulgrim's new aspect was revealed.

As their master took to the battlefield, bipedal abominations prowled through the doors that lined the amphitheatre upon limbs that bulged with grotesque musculature, straining against the Emperor's Children that pulled on the rattling chains of their shackles. Each beast was a unique patchwork of human flesh and muscle, stapled and stitched together to form a distended, swollen brute and goaded into an agonising murder-rage. These creatures, the results of macabre surgical experimentation and deviant genetic manipulation of IIIrd Legion Inductii, were the beings Fulgrim wished to observe in battle. His machinations had drawn the Salamanders to this place in order to test and refine his creations' capabilities. Heeding Fulgrim's will, the beasts let out resonant screams from their bio-augmented throat implants that reverberated

through the floor and bounded towards their prey. In response the Salamanders opened fire, roaring blasts of rotor cannon fire punctuated by the steady thump of bolt shells detonating inside the bodies of their targets, filling the amphitheatre with the cacophony of war. The first of the abominations fell as they charged the defensive circle of the Salamanders, their flesh shredded and torn by focused fire but more pressed forward, their minds so saturated with pain they no longer had the capacity to register injury. The aberrant monsters tore into Hesioth's warriors, pitching their dismembered bodies in high arcs before moving to their next target. The Salamanders drove them back with gouts of chemical fire but even as the air burned within the beasts' lungs they still fought with unnatural fury, each dragging down a score of XVIIIth Legion warriors before they finally expired.

Seemingly satisfied by what he had witnessed, Fulgrim descended into the melee. The Leviathan Br'athan was the first of the Salamanders to open fire on him, directing a salvo of storm cannon rounds at the Daemon Primarch of the IIIrd Legion. Salamanders support squads opened fire with their combi-flamers, jetting burning promethium as Fulgrim jinked aside to avoid the shots. The Phoenician lowered his left wing as a shield before deftly flicking the bladed tip of his tail in a whip-crack arc that eviscerated ranks of warriors. With cannon fire proving ineffective, the Leviathan charged across the distance to close with the Daemon as the sergeants of nearby sanctifier squads commanded their veterans to focus their firepower without relent, as the Loyalists attempted to overwhelm the corrupted Primarch, however his reflexes had been

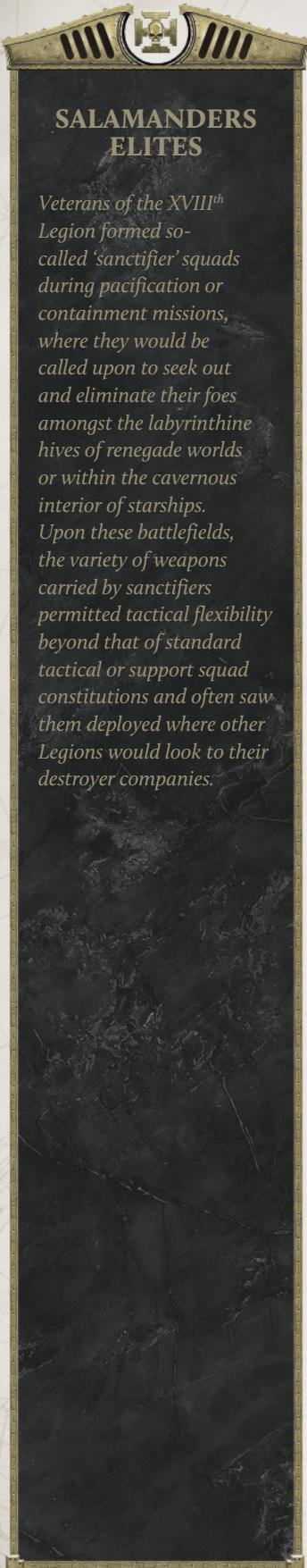


elevated to supernatural levels alongside his physical form. Each wound inflicted upon his body knit together anew in the space of a heart beat as he moved with astonishing speed and power. Fulgrim thrust his spear with his lower, left arm impaling his attackers with impunity. With his other limbs he slashed vicious cuts into the exposed joints of a dreadnought, crippling it limb-by-limb until it was left paralysed, its sensor arrays desperately scanning in limited arcs to find where the inevitable killing blow would come from. Fulgrim however did not deign to deliver death and instead left the interred warrior to witness the slaughter of his brothers, helpless to intervene as a hurricane of carnage swirled around him.

Hesioth witnessed Fulgrim's contempt for the XVIIIth Legion's warriors as he bisected and dismembered with surgical precision. Knowing his own skill was no match and hoping only to stall the Daemon's rampage and spare the lives of his stricken brethren for if but a moment, Hesioth charged at the Primarch, his blade held high. As the praetor-commander bounded in great strides, Fulgrim turned about, spreading all of his arms wide as if to welcome him. The praetor's blow was true and found its intended target – the centre of Fulgrim's chest where the heart of an ordinary should have been – but even as the sword's power field-wreathed point pieced gilded armour, Hesioth knew that his otherwise perfect strike was not enough to kill the thing Fulgrim had become. As the great sword sank into Fulgrim's flesh, the momentum of the charge burying it to the hilt, he threw his head back exhaling with something between ecstasy and agony at once. Inside his helm, Hesioth's eyes widened as Fulgrim's viciously barbed tail smashed into his spine and burst out

through his sternum, impaling him like a carcass hung for butchery. The Daemon beat its wings to bear them both aloft, the praetor-commander speared by Fulgrim's tail that looped beneath him and through his body. For several moments, the pair rose into the air, Hesioth alive only due to his enhanced physiology. Below them, Emperor's Children Legionaries flooded into the arena, gunning down the surviving Salamanders mercilessly. Hesioth, defeated and sensing his own imminent death, blink-clicked a flickering holo-sigil on his helm's display and transmitted a pre-recorded order to his flagship; he had failed – the extraction of the XVIIIth Legion and the bombardment of the Amethryne City should commence immediately. With the last of his strength, Hesioth lifted his head to look upon the thing that Fulgrim had become, the Daemon met his gaze and the corner of his mouth curled in a knowing smile, before swinging his sword in an arc of gore, sending Hesioth's head spinning from his body.

Across every district of the Amethryne City, XVIIIth warriors, that had already begun to enact extraction protocols, and militia fighters alike were bathed in the blinding light of a supernova explosion as a shockwave erupted from the Delphos Nexus, flattening the fractured and crumbling buildings in its path. A column of light rose from the depths and speared into the high atmosphere, atop it a single point of star-burst light burned for a brief moment, before the city was enveloped by the clouds of a rolling dust storm. In that moment the orbiting Salamanders fleet suffered complete system outages, their augurs momentarily blinded and their motive drives cutting out. As their systems once again flickered into life several minutes later, the drifting hulk of the *Pernissus*, that had hung in orbit alongside them, was gone.



SALAMANDERS SANCTIFIER SQUAD125 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Sanctifier	7	5	4	4	4	2	4	2	8	3+
Sanctifier Sergeant	7	5	4	4	4	2	4	3	9	3+

Unit Composition

- 4 Sanctifiers
- 1 Sanctifier Sergeant

Wargear

- Bolter
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades
- Power armour

Dedicated Transport

- A Salamanders Sanctifier 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

- A Salamanders Sanctifiers Squad may include:
 - Up to 5 additional Sanctifiers.....+22 points each
- One Sanctifier may take a:
 - Legion vexilla.....+10 points
- One Sanctifier may take a:
 - Nuncio-vox.....+10 points
- One Sanctifier may take a:
 - Augury scanner.....+10 points
- The entire unit may take:
 - Melta bombs.....+25 points per unit
- Any model in the unit may replace its bolter with:
 - Bolt pistolFree
- Any model in the unit may replace its bolter and bolt pistol with:
 - Two volkite serpents+10 points per model
 - Two hand flamers.....+5 points per model
- For every five models in the unit, one Sanctifier may exchange his bolter for one of the following:
 - Obsidite rotor cannon.....+10 points
- For every five models in the unit, one Sanctifier may exchange his chainsword for one of the following:
 - Chainaxe+5 points each
 - Power weapon.....+10 points each
 - Thunder hammer.....+25 points each
- The Sanctifier Sergeant may exchange his chainsword for one of the following:
 - Chainaxe+5 points
 - Power weapon.....+10 points
 - Power fist.....+20 points
 - Thunder hammer.....+25 points
- The Sanctifier Sergeant may exchange his power armour for:
 - Artificer armour.....+10 points

Unit Type

- Sanctifier: Infantry
- Sanctifier Sergeant: Infantry (Character)

Special Rules

- Legiones Astartes (Salamanders)
- Relentless
- Stubborn



Obsidite Rotor Cannon

These weapons have much in common with the multi-barrelled, rotary weapons commonly found in Legion arsenals but are enhanced with the use of specialist rounds, tipped with a hyper-hardened mineral naturally formed from the pyroclastic flows of Nocturne's oldest volcanoes.

The weapon listed here is counted as an 'Auto' weapon for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Obsidite rotor cannon	24"	3	5	Assault 3, Breaching (6+), Pinning



UNIT SHOWCASE

Shown below are some examples of Salamanders Sanctifiers that have been built and painted by the Studio Staff. The unit has power armour marked with Nocturnean runes and glyphs, and obsidite rotor cannons. The squad is built using the Legion MkIII Tactical Squad, using parts from the Special Weapons Upgrade set and decals from the Salamanders Legion Transfer Sheet.





The Bloodied Path

The purgation fleets of the Salamanders Legion sought Fulgrim's sons within the Pale Stars and found their forces harboured within the Invocatus system where they would find a graveyard of abandoned void craft locked in the orbit of the system's capital world. Here they would make planetfall, intent on cornering the stranded Emperor's Children and allowing them no means of escaping the wrath of the XVIIIth. Impetuously the Salamanders chased their quarry into the Amethryne City but were beset by seemingly endless hordes of frenzied and fearless militia forces that stood in their path, and were drawn into the ancient subterranean causeways that lay beneath the ruined structures of the once-grand settlement. Only when the Salamanders were bloodied and wearied by the weight of the acts of violence they had been forced to commit was the true nature of the IIIrd Legion unleashed.

THE WAR FOR THE PALE STARS

In 012.M31, as the Horus Heresy drew towards its inevitable and bloody conclusion, the Emperor's Children began to conquer the Pale Stars. This offensive would draw the Salamanders from their fortress on nearby Nocturne to oppose them, sparking a new front in the Horus Heresy. At the remote world of Invocatus IV, the Salamanders would discover the true reason for the Emperor's Children's new onslaught, and become embroiled in a battle with the daemonic reborn Fulgrim. Though they fought with the skill and tenacity expected of the sons of Vulkan, the unleashed fury of a corrupted Primarch would prove too much for the Salamanders to survive.



THE BLOODIED PATH

Guided by information extracted from captives, Hesioth and his troops battled along 17 kilometres of the Argo Causeway, running a gauntlet of constant, harrying ambushes from the Emperor's Children and suicidal attacks by their enthralled cultists. Only the determination and strength of will of the XVIIIth Legion gave them momentum enough to forge on, into the unknown.

In order to claim victory in The Bloodied Path, the Attacker must capture and hold Objectives while the Defender must destroy enemy units to accumulate Victory points.

VICTORY CONDITIONS: LOCATION UNKNOWN

At the end of each of their player turns as the Active player, the Attacker scores Victory points for controlling specific Objectives (see the Objectives and Deployment sections of this Exemplary Mission), with the number of Victory points scored being determined by the Sector and Game Turn. In Game Turn One, no Victory points can be scored by controlling Objectives. On Game Turn Two, 1 Victory point can be scored for controlling an Objective in Sector 1 only. In Game Turn Three, 1 Victory point can be scored for controlling an Objective in Sector 2 only. In Game Turn Four, 2 Victory points can be scored for controlling an Objective in Sector 3 only. In Game Turn Five, 3 Victory points can be scored for controlling an Objective in Sector 4 only.

The Defender scores 1 Victory point for each enemy unit that has all of its remaining models removed as casualties (units that Fall Back off the battlefield count for this purpose) and 1 Victory point each time an enemy unit Falls Back (note that multiple Victory points can be scored if the same unit Falls Back multiple times).

Players may also score Victory points from the following Secondary Objectives only:

- **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.
- **Break Their Ranks:** If a player causes one or more enemy units to have all of their remaining models removed as casualties (Units that Fall Back off the battlefield count for this purpose), in their first player turn as the Active player, then that player scores 1 Victory point. If at least one of the units whose models are removed as casualties was an Elites or HQ unit then that player scores an additional Victory point.

At the end of Game Turn Five the player with the highest total of Victory points is the winner.

STRATEGIC ADVANTAGE

Before beginning any set-up, the players should roll off. The winner of this roll-off gains Strategic Advantage.

When playing this Exemplary Mission, the players must also determine which player will take the role of the Attacker and which will take the role of the Defender. The players can choose to either adopt the historical roles as depicted in the narrative, with the Attacker as the Salamanders and the Defender as the Emperor's Children, or the player with Strategic Advantage can choose to take the role of the Attacker or the Defender for this Exemplary Mission.

SELECTING ARMIES

Both players should select armies with a Points Limit of 3,000 points and using the Crusade Force Organisation chart – this includes selecting any Warlord Traits, Rites of War, Psychic Disciplines or other such options, which must all be noted on the controlling player's Army Roster. Note that the Attacker may not select any units of the Fortification Battlefield Role.

SETTING UP THE MISSION

This Exemplary Mission uses the Deployment Map shown below:

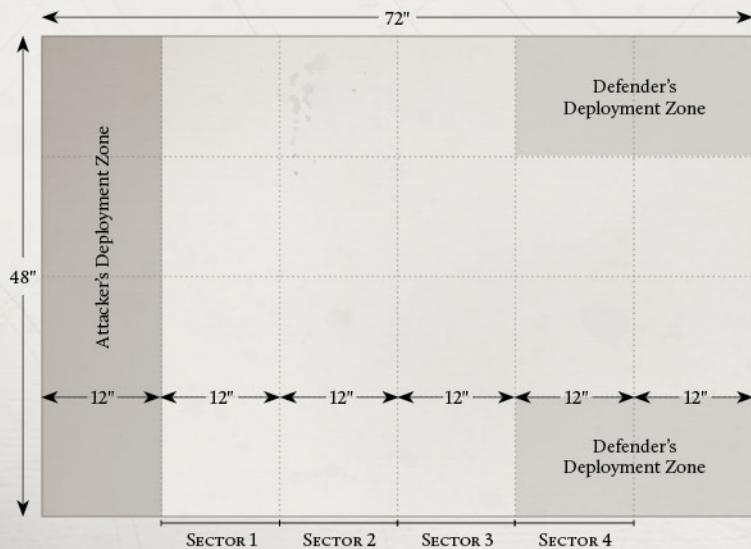
The battlefield terrain should be set up to represent the interior of the transport causeways, with ruins, industrial clutter and buildings.

Once all terrain has been placed, the player that does not have Strategic Advantage must declare if they intend to make a Deep Strike Assault, Flanking Assault, Subterranean Assault, Drop Pod Assault or other similar special deployment from Reserves, and which units from their Army Roster will be committed to those actions.

Once these units have been noted on that player's Army Roster, the player that has Strategic Advantage must declare if they intend to make a Deep Strike Assault, Flanking Assault, Subterranean Assault, Drop Pod Assault or other similar special deployment from Reserves, and which units from their Army Roster will be committed to those actions.

Once both players have declared all appropriate Reserves Actions, they may choose to place any other units from their armies into Reserves. These units may not be added to an already declared Reserves Action, nor may further Reserves Actions be cleared at this point. Note that all players must deploy at least one unit onto the battlefield at the start of play, unless another special rule states otherwise.

DEPLOYMENT MAP



OBJECTIVES

After terrain has been set up but before any models are deployed, the Attacker must place an Objective marker anywhere in Sector 1 that is not in Impassable Terrain and at least 12" from any battlefield edge. The Defender must then place an Objective marker anywhere in Sector 2 that is not in Impassable Terrain and at least 12" from any battlefield edge and another Objective marker. Players then continue to alternate placing Objective markers anywhere in Sector 3 and 4 that is not in Impassable Terrain and at least 12" from the battlefield edge or another Objective marker.

A total of 5 Objective markers must be placed for this Exemplary Mission.

DEPLOYMENT

Once all terrain and Objectives are placed, the Attacker deploys their entire army onto the battlefield first, into the Deployment Zone marked on the Deployment Map. Once the Attacker has deployed all of their units, the Defender must set up all of their own units into either or both of the remaining Deployment Zones.

If there is no position where the controlling player can legitimately deploy one or more of their units according to the deployment rules of the Exemplary Mission being played, those units that cannot be deployed are placed immediately into Reserves – but cannot be assigned to any previously declared Reserves Actions.

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

THE FIRST TURN

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

GAME LENGTH

The battle ends at the end of Game Turn Five. Once the battle has ended, the player with the highest total of Victory points is the winner.

MISSION SPECIAL RULES

This Exemplary Mission has the **Reserves** and **Sudden Death** mission special rules. Additionally, the Attacker may choose to begin the battle with the **Night Fighting** special rules in effect.

- **Sudden Death:** If, at the end of any Game Turn, any 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 Reserves 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, but the player that still has models on the battlefield scores an additional Victory point.



Daemon Primarchs

DAEMON PRIMARCHS

Through the power of the gods of Chaos the Traitor Primarchs were elevated beyond even the prodigious levels they previously existed at, their traits exaggerated both for the better and for the worse. Their martial strengths were enhanced to beyond that of mortal comprehension and, in contrast, so were they riven by their flaws, magnified by the lens of corruption. The pursuit of betterment became narcissistic obsession, resilience became recalcitrance and valour became an all-encompassing fury that dulled the other senses. Eventually, as each of them was gradually consumed by the new powers they were imbued with, they lost the virtues by which they once lived, becoming parodies of themselves, counterpoints to their creation.

This section provides rules to cover the use of Daemon Primarchs in battles of Warhammer: The Horus Heresy – Age of Darkness. These rules will apply to all such models as they are released, and include a new Unit Type, new special rules and other rules. In addition, each individual Daemon Primarch's specific rules may introduce other new rules and effects, all of which will be detailed on that Daemon Primarch's profile.

THE DAEMON PRIMARCH UNIT TYPE

All Daemon Primarchs have the Daemon Primarch Unit Type, which provides the most common rules that typify these terrifying creatures on the field of battle:

DAEMON PRIMARCH

Terrifying corruptions of the Emperor's finest generals, Daemon Primarchs are creations of foul power and icons of the dark influence of Chaos. Once, they led the Space Marine Legions and fought for the future of humanity, now they are a blight upon the galaxy, living embodiments of the sins of the Great Crusade.

The following rules apply to all models with the Daemon Primarch Unit Type:

- All models with the Daemon Primarch Unit Type have the following special rules: Independent Character, Eternal Warrior, Fear (2), It Will Not Die (5+), Bulky (6), and Relentless. In addition, all models with the Daemon Primarch Unit Type always count as Character models.
- Models with the Daemon Primarch Unit Type are not affected by special rules that negatively modify their Characteristics (other than Wounds) and, in addition, models with the Daemon Primarch Unit Type always resolve Snap Shots at their normal BS.
- All models with the Daemon Primarch Unit Type are immune to the effects of the Fear (X) special rule, cannot be Pinned, and a unit that includes one or more models with the Daemon Primarch Unit Type automatically passes Pinning and Regroup tests and cannot choose to fail a Morale check due to the Our Weapons Are Useless special rule. When a unit that includes one or more models with the Daemon Primarch Unit Type fails a Morale check, the unit does not Fall Back as per the standard rules, but instead suffers D3 automatic Wounds with no Saves of any kind allowed which must be allocated to a model with the Daemon Primarch or Daemon Unit Type or the Corrupted Unit Sub-type.
- Any Hits inflicted by a model with the Daemon Primarch Unit Type, as part of either Shooting Attacks or in close combat, are allocated by that model's controlling player and not the controlling player of the target unit. These Hits should form a separate Wound Pool.
- If an army includes any models with the Daemon Primarch Unit Type, then one of those models must be chosen as the army's Warlord.
- For the purposes of any special rule that affects or has additional effects that target models with the Daemon or Primarch Unit Type, a model with the Daemon Primarch Unit Type is considered to have the Daemon and Primarch Unit Types.





PRIMARCH

Fulgrim's desire for perfection in all things left his mind open to doubt, the seeds of which were nurtured by the malevolent spirit that inhabited the Blade of the Laer and his own hubris. Since his apotheosis to daemonhood in the ancient xenos citadel deep beneath the crone world of Lydris, Fulgrim has been able to shift his appearance between a more humanoid guise and a monstrous form gifted by his new patron. With a serpentine lower half, vast wings and a pair of additional arms, Fulgrim's new body elevated an already deadly warrior to even greater heights, closer to the perfection he so craved.

FULGRIM TRANSFIGURED600 POINTS

The Phoenician Deified, Avatar of Perfection

	M	WS	BS	S	T	W	I	A	Ld	Sv
Fulgrim Transfigured	9	8	6	7	7	7	8	7	10	2+

Unit Composition

- 1 Fulgrim Transfigured

Wargear

- Blades of the Phoenician
- Resplendent Wings
- Serpentine Daemonform

Unit Type

- Daemon Primarch (Unique)

Special Rules

- Legiones Hereticus (Emperor's Children)
- Master of the Legion
- Scion of Corruption
- Move Through Cover
- Traitor
- Warlord:** Avatar of Perfection

Warlord: Avatar of Perfection

As Fulgrim grew ever greater in his patron's regard, his focus became ever less on his Legion, and towards the attainment of personal glory, seeking out any whose martial prowess approached his own and humbling them.

If chosen as the army's Warlord, Fulgrim Transfigured automatically has the Avatar of Perfection Warlord Trait and may not select any other Warlord Trait.

Avatar of Perfection – During the controlling player's Charge sub-phase, Fulgrim Transfigured, and any unit he is part of, must attempt a Charge if there are any enemy units that contain any models with an unmodified Weapon Skill characteristic of 6 or more within 12", and at least one of these enemy units must be declared as a target of that Charge. Note that this does allow a unit that contains a model with this Warlord Trait to Charge a different unit to one that they made a Shooting Attack against in the previous Shooting phase. In the subsequent Fight sub-phase, the controlling player must issue a Challenge, and must nominate Fulgrim to be the Challenger. If the Challenge is accepted by an enemy model with a Weapon Skill characteristic of 6 or more that does not have the Primarch or Daemon Primarch Unit Type, while that Challenge is ongoing, Attacks made for Fulgrim Transfigured hit on a result of 2+, regardless of the Weapon Skill characteristic of the target.

In addition, the first Reaction made in each Game Turn by Fulgrim Transfigured and any unit he has joined does not use up a point of the controlling player's Reaction Allotment.

Serpentine Daemonform

In the wake of his physical being becoming a vessel for the powers of the Warp, Fulgrim's form became nigh indestructible. Despite his virtual immortality, Fulgrim's monstrous pride often ensured that should a foe threaten to best him, he would dramatically leave the battlefield, denying them the satisfaction of besting him in combat.

Fulgrim Transfigured's Serpentine Daemonform provides a 2+ Armour Save and a 4+ Invulnerable Save. Additionally, while Fulgrim Transfigured has four or fewer wounds, add +1 to dice rolls made for his It Will Not Die (X) Special Rule.

If, at the start of any of their player turns, Fulgrim Transfigured has two or fewer Wounds and is not locked in combat, his controlling player may choose to remove Fulgrim Transfigured from play as a casualty. If Fulgrim Transfigured is removed from play in this manner, the opposing player achieves no Objectives or Secondary Objectives that would otherwise be scored by removing Fulgrim Transfigured as a casualty.

Blades of the Phoenician

No recorded sightings of Fulgrim in the later years of the Horus Heresy appear to agree on how many blades the fallen Primarch carried or the form they took. What all agreed on however was that they parted armour with ease.

At the start of each combat, Fulgrim Transfigured's controlling player must choose one of the following profiles to use:

Weapon	Range	Str	AP	Type
Decapitating Slashes	-	User	2	Melee, Murderous Strike (4+)
Sundering Blows	-	+3	1	Melee, Brutal (2), Wrathful Blows (3), Unwieldy

Wrathful Blows (X): A model making Attacks with a weapon with this special rule makes an amount of Attacks equal to the number shown in brackets, regardless of their Attacks Characteristic and any bonuses gained for Charging.

Scion of Corruption

By the time of Fulgrim's apotheosis, the full debased nature of his Legion was well known to both friend and foe alike.

All units with the Legiones Astartes (Emperor's Children) special rule in an army that includes Fulgrim Transfigured must replace it with the Legiones Hereticus (Emperor's Children) special rule. In addition you cannot include Fulgrim Transfigured in the same army as Fulgrim.

Resplendent Wings

Fulgrim's altered form descended from tortured skies on delicate wings. Though fragile in appearance, when punctured by bullet or blade, they rapidly reknit, remaining perfect and unblemished.

At the start of the controlling player's Movement phase a model with Resplendent Wings may set its Movement Characteristic to a value of 14 for the duration of the controlling player's turn (sometimes referred to as 'activating' this special rule). This allows a model with Resplendent Wings to move up to 14", regardless of the Movement Characteristic shown on their profile and gain any other benefits of a Movement Characteristic of 14 (including the bonus to Charge distance). In addition, models with Resplendent Wings that have been activated ignore terrain while Moving and Charging, but must take Dangerous Terrain tests as normal when beginning or ending their movement in Dangerous Terrain. A model with Resplendent Wings that have been activated treats all Difficult Terrain as Dangerous Terrain and may move over both friendly and enemy models or units without penalty – but must end its movement at least 1" away from any model from another unit.

A model with Resplendent Wings may still Run if it would normally be able to Run (this does not allow units that include any models with the Heavy Unit Sub-type to Run). When making a Run move for a model with activated Resplendent Wings, add the Initiative Characteristic of the model to 14 to determine how far it may move – the model ignores terrain and models from other units while making a Run move with Resplendent Wings as previously noted, but may not make Shooting Attacks or declare a Charge in the same turn in which it has Run as per the normal rules for Running.

During a Reaction made in any Phase, a player may not choose to activate a model's Resplendent Wings to gain any bonus to its Movement Characteristic.

LEGIONES HERETICUS

Over the course of the Horus Heresy, many of the proud Space Marine Legions gave themselves over to corruption, selling their souls for promises of power. Though the Legions varied in terms of their engagement with the fel lords of the Warp, it cannot be denied that the boons granted to them proved valuable in this conflict.

Any unit with this special rule will have a number of additional special rules and abilities specific to their 'named' Legion. Those gained by the Emperor's Children are detailed as follows, and others will be detailed in other Horus Heresy - Age of Darkness publications. A Space Marine unit may only have one such 'named' rule, e.g., Legiones Hereticus (Emperor's Children). Space Marine units from a different Legion may only be included in an army using an Allied Detachment (see page 11 of *Warhammer: The Horus Heresy - Liber Hereticus*) and in conjunction with the Allies in the Age of Darkness chart (see page 12 of *Warhammer: The Horus Heresy - Liber Hereticus*). Only units with the Traitor Allegiance can gain this special rule, and when selecting an Allegiance for a unit with this special rule, you can only select 'Traitor'.

For the purposes of building an army, treat this special rule in the same manner as the Legiones Astartes (X) special rule (e.g., All models in the same Detachment must have the same version of this special rule, etc.), with the exception that you may not include units with the Legiones Astartes (X) and units with the Legiones Hereticus (X) special rules in the same Detachment.

Unless specified otherwise, a unit with this special rule loses any benefits, options or Wargear available to their specific variant of the Legiones Astartes (X) special rule and instead gains the benefits granted by their specific variant of the Legiones Hereticus (X) special rule instead. Units with a pre-selected variant of the Legiones Astartes (X) special rule (such as the Emperor's Children Palatine Blade Squad) retain the same Legion variant of Legiones Hereticus (X). For example, a Palatine Blade Squad would always exchange Legiones Astartes (Emperor's Children) for Legiones Hereticus (Emperor's Children).



EMPEROR'S CHILDREN ADVANCED REACTION

This Advanced Reaction is available only to units composed entirely of models with the Legiones Hereticus (Emperor's Children) special rule. Unlike Core Reactions, Advanced Reactions are activated in unique and specific circumstances, as noted in their descriptions, and can often have game changing effects. Advanced Reactions use up points of a Reactive player's Reaction Allotment as normal and obey all other restrictions placed upon Reactions, unless it is specifically noted otherwise in their description.

Twisted Desire – This Advanced Reaction may be made once per battle during the opposing player's Shooting phase when any enemy unit declares a Shooting Attack targeting a friendly unit under the Reactive player's control that is composed entirely of models with the Legiones Hereticus (Emperor's Children) special rule that is not Falling Back. The Reacting unit immediately becomes Stupefied (see page 107) and adds 2 to Stupefied rolls made against wounds inflicted as part of the Shooting Attack that triggered this Reaction.

LEGIONES HERETICUS (EMPEROR'S CHILDREN)

All models with this special rule are subject to the following provisions:

LORDS OF PROFLIGACY

After a Shooting Attack has been resolved against a unit composed entirely of models with this special rule, if that unit is not Falling Back, its controlling player can choose for it to become Stupefied. If a unit becomes Stupefied while Pinned or affected by the Blind or Concussive (X) special rules, it ignores the effects of these while Stupefied.

Stupefied

A unit that is Stupefied can only fire Snap Shots and cannot make Reactions in any Phase. If a unit that is Stupefied has a Charge declared for it, then that Charge is always considered to be Disordered. Furthermore, whilst Stupefied, all models in that unit increase their Strength Characteristic by +1 and when a model in a Stupefied unit suffers an unsaved Wound, it can make a special Stupefied roll to ignore it. Stupefied rolls may not be taken against attacks that have the Instant Death special rule. Roll a D6 each time an unsaved Wound is suffered. On a 6+, the unsaved Wound is ignored. On any other result the Wound is applied as normal. Add 1 to Stupefied rolls made for units which have the Fearless special rule. A Stupefied roll is a Damage Mitigation roll – any model may make only a single Damage Mitigation roll of any type for any given Wound.

At the end of its controlling player's following turn, the unit is no longer Stupefied. Whilst it is Stupefied, a unit does not take further Morale checks in the Movement phase or Shooting phase and cannot be Pinned. If the unit is forced to move, for example, if it has to Fall Back, it is no longer Stupefied. If assaulted, the unit will fight as usual, but enemy units do not receive the Initiative penalty for having Charged a unit through Difficult Terrain, even if the Stupefied unit is in Difficult Terrain. If a unit becomes Stupefied while making a Charge, then that Charge continues as normal, but is automatically counted as Disordered. Units that are locked in combat can be Stupefied, but take Morale checks in the Assault phase as normal and if forced to Fall Back are no longer Stupefied.

THE DIVINE INSTRUMENTS

Models with this special rule gain access to unique Wargear options (see The Armoury of Indulgence on [page 111](#)).

THE PHOENICIAN'S HUBRIS

Models with this special rule may not select the Phoenix Warden Consul upgrade (see page 155 of *Warhammer: The Horus Heresy – Liber Hereticus*). In addition, Phoenix Terminator Squad units with this special rule replace the Living Icons and Phoenix Retinue special rules with the Fallen From Grace special rule.

EXEMPLARS OF WAR

A Warlord with this special rule may select either The Broken Mirror or Paragon of Excellence Warlord Traits from the Emperor's Children Warlord Trait list (see page 152 of *Warhammer: The Horus Heresy – Liber Hereticus*). If one of these Warlord Traits is selected, replace each instance of 'Legiones Astartes (Emperor's Children)' within that Warlord Trait with 'Legiones Hereticus (Emperor's Children)'.

FALLEN FROM GRACE

With Fulgrim assuming his immortal form, many of his personal retinue found their role redundant. Many relinquished some or all of their ceremonial wargear, instead taking up other roles within the Legion, while the remainder instead sought to prove their worth anew in the eyes of their brethren and their beloved Primarch.

A unit with this special rule gains +1 to the score used to calculate the winner of a combat during the Assault phase if it is within 6" of another friendly unit with the Legiones Hereticus (Emperor's Children) special rule. If it is within 6" of Fulgrim Transfigured, it instead gains +2 to this score.

The changes wrought by the favours of the Dark Gods were not restricted to those that actively sought them, indeed each Legion that sided with the Warmaster was corrupted to some degree and departed from the ideals established at their founding. Most often this was manifested as predilection to the extremes, both upon the field of battle and off it. For the IIIrd, Fulgrim forged a path of arrogance and contempt for all things, down which his sons willingly followed. By the later stage of the Horus Heresy, the Emperor's Children were blinded to the reality of what they had become and willingly embraced the corrupting influences of their new patron.

GAINING ACCESS TO CORRUPTED RITES OF WAR

Any Detachment that has the Legiones Hereticus Faction, regardless of the specific variant of that Faction (i.e., Legiones Hereticus (Emperor's Children) or Legiones Hereticus (Sons of Horus)), and fulfils at least one of the following conditions may use a Corrupted Rite of War:

- The Detachment includes at least one model with both the Legiones Hereticus (X) special rule and the Master of the Legion special rule (such as one of the Daemon Primarchs, a Legion Praetor or Legion Centurion with the Delegatus Consul upgrade).
- The Detachment can upgrade at least one model from the Detachment to have the Master of the Legion special rule as noted in a specific Corrupted Rite of War that allows this.

Emperor's Children Corrupted Rites of War

A Detachment which has the Legiones Hereticus (Emperor's Children) Faction may make use of the following Corrupted Rites of War as long as it includes at least one model with the Master of the Legion special rule:

CORRUPTED RITE OF WAR: BROTHERHOOD OF THE PHOENIX

In the days before the Horus Heresy, the Brotherhood of the Phoenix was a fraternity of officers from the Emperor's Children, akin to the warrior lodges found in other Legions, albeit with a significantly more elitist approach to membership. In the years after the Legion's fall, this became a haven for the most ambitious and deadly warriors, clamouring around their Primarch, each seeking his attention and favour.

Effects

- A Detachment using this Corrupted Rite of War may take up to five HQ choices, regardless of the Force Organisation chart in use. Each of these HQ choices must be from the following list:
 - Lord Commander Eidolon.
 - Captain Lucius.
 - A Legion Centurion with the Legion Champion Consul upgrade.
 - A Legion Cataphractii Centurion with the Legion Champion Consul upgrade.
 - A Legion Tartaros Centurion with the Legion Champion Consul upgrade.
- A Legion Champion in a Detachment using this Corrupted Rite of War gains the Sycophantic Retinue special rule.

SYCOPHANTIC RETINUE

While Fulgrim Transfigured is on the battlefield, models with this special rule gain the Preferred Enemy (Everything) special rule.

Limitations

- Fulgrim Transfigured must be included in a Detachment using this Corrupted Rite of War.

CORRUPTED RITE OF WAR: CHILDREN OF THE MARAVIGLIA

In the latter years of the Horus Heresy, Fulgrim rarely took to the field at the head of his forces. Instead he preferred to linger, pursuing his own interests until such a point as his arrival would provide the maximum dramatic effect. Fulgrim's forces would surge across the battlefield, seeking to prepare it for his grand entrance, before he would appear, often in a burst of cloying perfumed fog or an explosion of iridescent razor-sharp petals, ensuring all eyes were drawn to him as he turned the tide of battle and reaped the acclaim and adoration of his mortal followers.

Effects

- All models in a unit from an Allied Detachment gain the Stubborn special rule while at least one model from that unit is within 6" of any model with the Legiones Hereticus (Emperor's Children) special rule in the same army.
- Fulgrim Transfigured gains the The Stage is Set special rule.

Limitations

- Fulgrim Transfigured must be included in a Detachment using this Corrupted Rite of War.
- This Rite of War may only be selected for a Primary Detachment.
- An army whose Primary Detachment is using this Rite of War must include an Allied Detachment that is selected from the Solar Auxilia or Imperialis Militia Army Lists that includes at least four units.

THE STAGE IS SET

Before the start of the first turn, when placing units into Reserves, if Fulgrim Transfigured has not joined a unit and does not have a Retinue Squad, the controlling player may place Fulgrim Transfigured into Reserves and must declare to their opponent a Turn number from Turn 2 - 4, indicating on which of their own turns they will bring Fulgrim Transfigured into play from Reserves. At the start of the declared turn, the controlling player must place Fulgrim Transfigured wholly within 6" of a unit with the Legiones Hereticus (Emperor's Children) special rule, and not within 1" of any enemy models. If this is not possible, Fulgrim Transfigured cannot be set up this turn, and the controlling player must attempt to deploy Fulgrim Transfigured again at the start of their following turn.

Until Fulgrim Transfigured is placed on the battlefield in this manner, all models in a Detachment he is part of have the Stubborn special rule.

PALATINE PREFECTOR IXATHE



Prefector of the Epierre Decemvirate of the Palatine Blades, Champion of the Cohort.

Artificer-wrought MkIV 'Maximus' power armour adorned with heavily customised personal livery. An elaborately decorated left pauldron and the crimson plume signifies Ixathe's role in the Palatine Blade's duelling hierarchy.

THE ARMOURY OF INDULGENCE

The following comprises a list of new options and Wargear available only to Detachments with the Legiones Hereticus (Emperor's Children) special rule and exemplifies the nature of that Legion.

DEBASED AUGMENTS

Experimentation by the Legion's Apothecarium continued unabated throughout the Horus Heresy, with little need for secrecy once the shackles of the Emperor had been thrown off. During this time, forbidden lore and ever-more bizarre chemical concoctions were mixed with the now-routine surgical augmentations and xenos technology to create truly disturbing results.

- Any model with the Traitor Allegiance and both the Legiones Hereticus (Emperor's Children) special rule and the Character Unit Sub-type but not the Unique Sub-type may select a single Debased Augment from the list below for a cost of +15 points. If a unit with the Legiones Hereticus (Emperor's Children) special rule has an option to give all models in that unit a Surgical Augment, they cannot take a Surgical Augment but can instead take a Debased Augment for the additional points value listed in that unit entry.
 - Warp Scream** – A model with a warp scream gains the Hammer of Wrath (1) special rule. If the model already has the Hammer of Wrath (X) special rule, add 1 to the value of that Hammer of Wrath (X) special rule instead. Hammer of Wrath attacks made by a model with a warp scream have the Rending (5+) special rule.
 - Abhorrent Sensoria** – A model with this upgrade gains the Precision Shots (5+) and Precision Strikes (5+) special rules.
 - Sublingual Glands** – A model with this upgrade gains the sublingual glands weapon:

Weapon	Range	Str	AP	Type
Sublingual glands	Template	-	5	Assault 1, Fleshbane, Blind

PHOENIX PATTERN POWER WEAPONS

A mark of honour during the Great Crusade, by the latter years of the Horus Heresy these weapons were as often taken as trophies as they were rewards of prestige. Some were claimed in duels while others were retained by those warriors who had left the Phoenix Guard. Regardless of how they were earned, they still remained a true artist's blade.

Any model with the Legiones Hereticus (Emperor's Children) special rule and Character Unit Sub-type may exchange a power weapon for one of the following for no additional points cost.

All weapons listed here are counted as 'Power' weapons for those rules that affect such weapons:

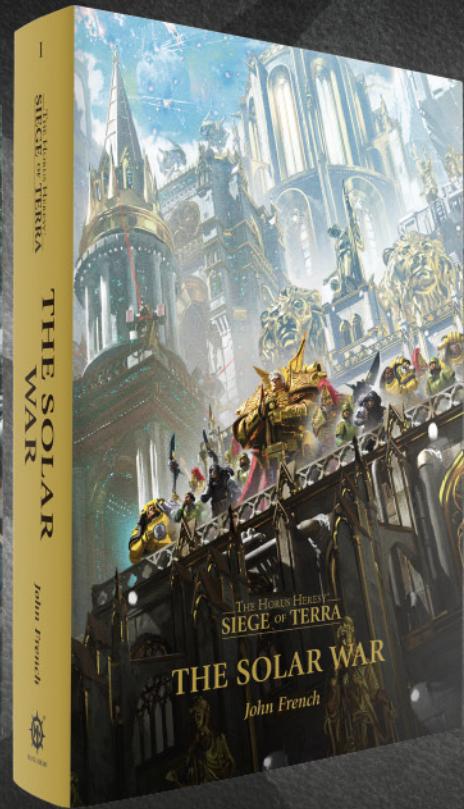
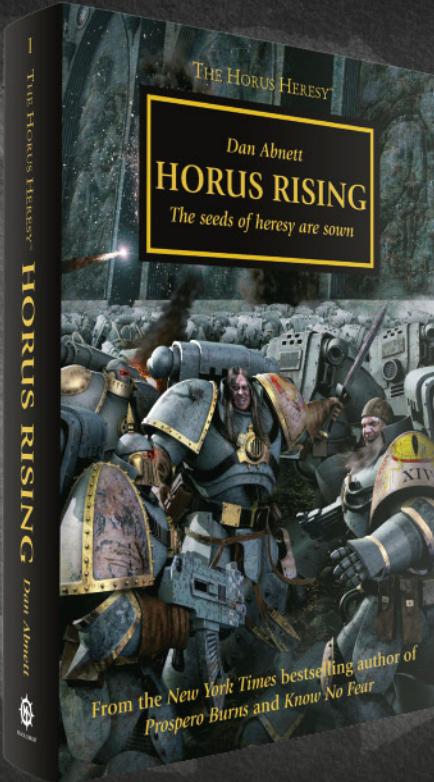
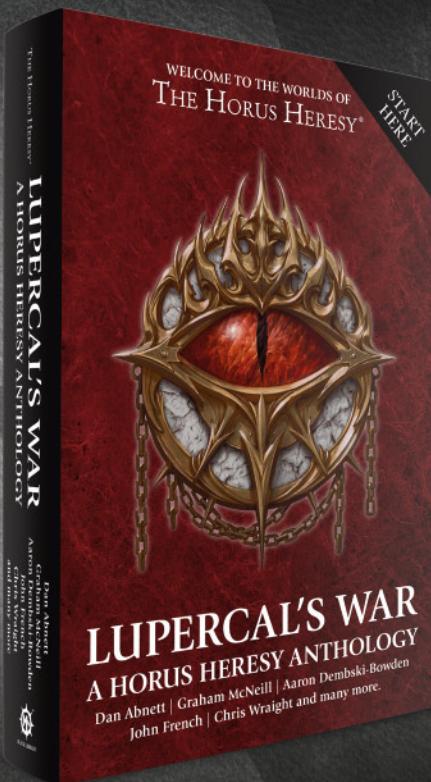
Weapon	Range	Str	AP	Type
Phoenix rapier	-	User	3	Melee, Rending (6+), Murderous Strike (6+)
Phoenix power spear	-	+2	3	Melee, Reach (1), Murderous Strike (6+), Breaching (6+), Two-handed



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Kallibrax
Hindari Spoil
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Lucan

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Goro

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Barbarus

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Pruden

Narsis

Quaran

Delverance

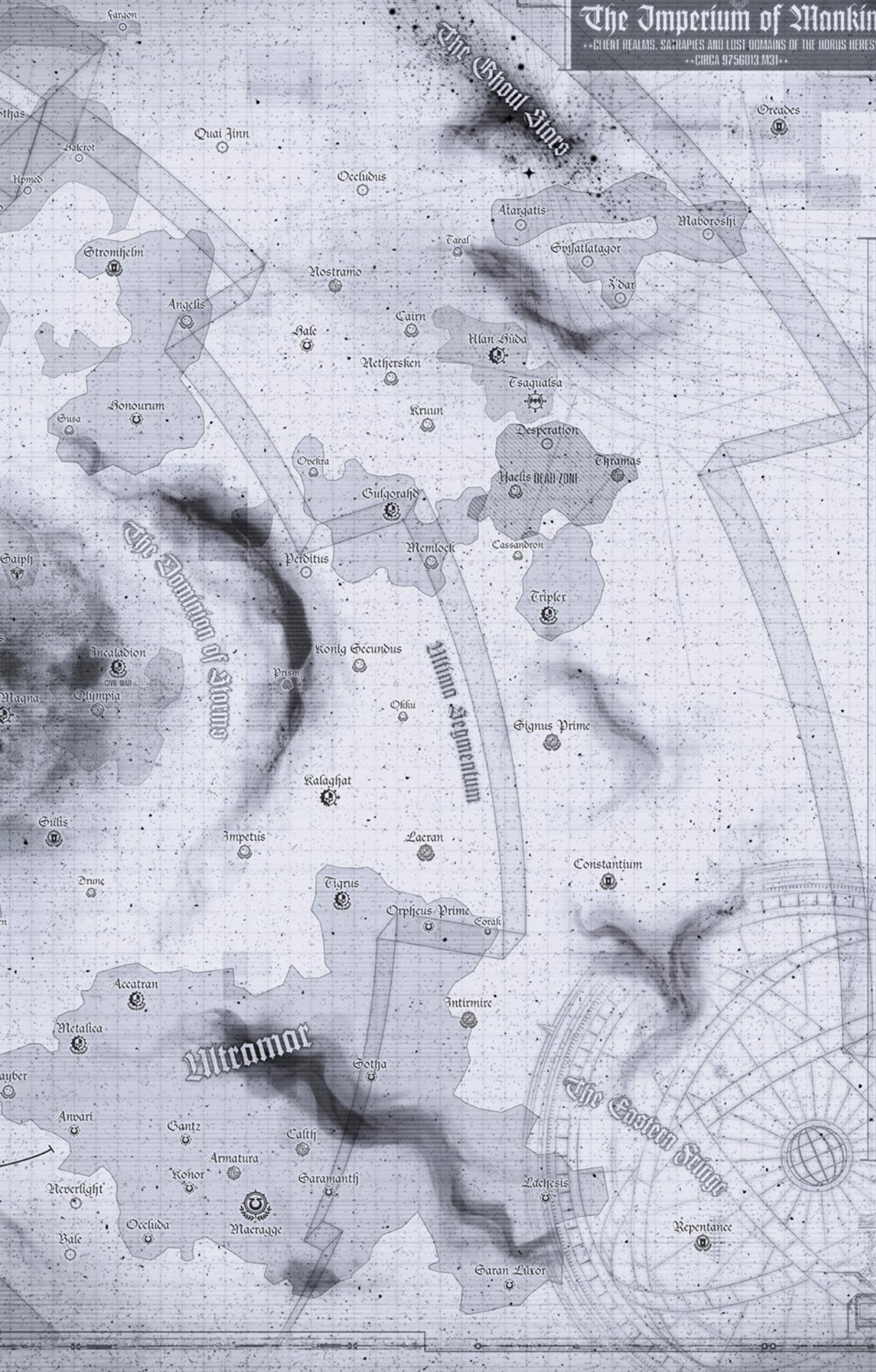
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Lecta Galactica Symbologia

VERUM - FRUCTUS/NOTA-OPTIO-PRIMUS

- Minor Imperial System
- Major Imperial System
- Fortress of the Great Crusade
- Destroyed System
- Forbidden System
- Legion Home World
- Legion Protectorate
- Mechanicum Forge World
- Dark Mechanicum Forge World
- Defensive Perimeter
- Lines of Attack
- Loyalist Controlled Space
- Traitor Controlled Space
- Ruinstorm
- Warp Storm

This private chart - Horus Heresy. Being a complete and full listing of the territories of the Imperium on the Eastern Edge of the galaxy, it is maintained by the Eastern Sector of the Eastern Armada, under official Sector 200 and Sector 201 Sector - Inter Sector. 200 days is considered New Eastern space, maintained by the mechanics of war and the people of the Imperium.