

KUOFI RY PRESENTS:

THE HORUS HERESY: THE SIEGE OF TERRA CAMPAIGN

ETERNITY WALL

YLEISKATSAUS

KuoFi ry:llä on pitkä historia The Horus Heresy -kampanjoiden ja pelitapahtumien järjestämisessä. Tulevat pelitapahtumat sijoittuvat jatkossa The Siege of Terra eri vaiheisiin, Eternity Wall -mökkiviikonlopun aloittaessa näiden linkittyvien kampanjoiden sarjan. Oikeanlaiseen moodiin päästäkseen osallistujien suositellaan lukevan The Siege of Terra -kirjasarjasta ainakin ne osat, jotka kussakin kampanjassa käydään läpi. Tätä kampanjaa varten suosituslukemisto on The Lost and the Damned ja sitä edeltävät kirjat.

Nämä kampanjat ja tapahtumat ovat erittäin vahvasti temaattisia sääntöineen ja rajoitteineen, ollen monesti epäsymmetrisiä ja noudattaen tunnettua tapahtumakulkua. Osallistujilta odotetaan myös samanlaista ottautumista, kuten ns. historiallisilta figupeleiltä yleensäkin. Tämä tarkoittaa fiilistelyasennetta niin pelitilanteissa

kuten myös erityisesti oman armeijan laatimisessa. Tämä tarkoittaa, että tietyn pelin lopputulos voi olla erittäin ennalta arvattava jo ennen pelin alkua tai että kaikkia figuja ei voi kaikissa kampanjapeleissä käyttää ja käytetyn armeijan olisi hyvä kuvautua sellaisena, kuin Siege of Terraan aikaan oli. Tärkeintä on immersoitu tarinaan ja käydä sitä pelein läpi hyvässä hengessä ja porukassa. Tarkemmat sääntö- ja listavaatet sekä rajoitteet on listattu kullekin tapahtumalle erikseen.

Nämä kampanjat ja tapahtumat on rakennettu rakkaudella harrastukseen ja porukkaan, jonka kanssa harrasteaikaa vietetään. Kiitos kaikille osallistujille, avustajille, valmisteluista tehneille, kommentteja antaneille ja muutoinkin kontribuoineille. Ilman teitä näin mahtavia tapahtumia ei saisi aikaiseksi, eikä niitä haluaisi järjestääkään.



KAMPANJAN TAUSTA

Horuksen joukot ovat viimein saavuttaneet Terran kuljettuaan Sol Systemin puolustuksen läpi. Phalanx ja muut lojalistien jäljellä olevat alukset ovat paenneet odottamaan Guillimanin pelastavien joukkojen saapumista. Traitorit ovat pommittaneet ja vallanneet jo lähes koko muun Terran, mutta Imperial Palace pysyy heidän saavuttamattomissaan, toistaiseksi.

Horuksen käydessä psyykkistä kädenvääntöä etänä Emperorin kanssa, Perturabo johtaa ja koordinoi hyökkäystä Imperial Palacen puolustuksia vastaan. Teknologisesti mahtavin koskaan rakennettu Void Shield -networkki, The Aegis, suojaa palatsia niin pommituksilta avaruudesta kuin linjoistakin käsin, sekä estää alusten kulkemisen sen lävitse. Lisäksi Emperorin omat kyvyt suojaavat Terraa ja palatsia myös Warpin mahdilta, estäen Siegen alkuvaiheessa demonisten voimien materialisoitumisen Terran pinnalle, joskin veren vuotaessa tämä alue alkaa rajautumaan vain palatsiin ja supistuen edelleen vaarallisen nopeasti.

Perturabo löysi jatkuvalla pommituksella viimein heikkouden Aegiksestä Helios Gaten edustalta Bastion 16:n alueella, mikä mahdollisti viimein hitaasti kulkevien alusten läpipääsyn Aegiksestä, edelleen mahdollistaen hyökkäyksen Eternity Wall:ia vastaan.

Traitor Imperial Army, beastmanit, kultistit ja mutantit olivat ensimmäinen hyökkäysjoukko palatsia vastaan, mutta viimein, Death Guardin ollessa ensimmäinen, myös Legiones Astartes -osastot käyvät hyökkäämään palatsin ulointa muuria, Eternity Wall:ia ja sen puolustuslinjoja vastaan. Muurin ulkopuolella on kolme puolustuslinjaa (ks. oheinen kuva), josta käsin lojalistit käyvät puolustustaisteluita yrittäen hidastaa traitorien etenemistä. Traitorit pyrkivät tuhoamaan void shield -generaattoreita ja anti-ship -tykkeitä sekä murtumaan puolustusasemia ja vuodattamaan mahdollisimman paljon verta.

Aika on osapuolille tärkein menestyksen mittari, sillä traitoreilla on täysin ylivoimainen määrä joukkoja ja lojalistien ainut toivo on viivyttaa taistelua siihen, kunnes Terran ulkopuliset joukot ehtivät avuksi.

FIGUT JA MAALAUUS

Kampanjapeleissä käytettävät miniatyyrit on oltava ”valmiita” eli maalattuja ja basetettuja siten, että ne näyttävät valmiilta. Lisäksi armeijakokonaisuuksien on hyvä kuvastaa kunkin joukon aikakauden mukaista tilannetta.

Death Guard oli esimerkiksi jo erittäin mutatoitunutta, Emperor’s Childrenit täysin heterogeenisiä joukkoja, World Eaterit järkensä menettäneitä ja punaisia. Toki mukana on varmasti ollut myös vielä perinteisemmän oloisia traitor-osastoja, joten tyyllillisesti Great Crusaden aikaisilla traitorjoukoilla voi myös hyvin ottaa osaa kampanjapeleihin.

Lojalistilegioonista paikalla oli suuremmissa määrin vain Imperial Fists, Blood Angels ja White Scars, mutta myös muiden legioonien pienempiä osastoja oli sijoitettuna Terralle, joten myös millä tahansa lojalistilegioonalla voi peleihin ottaa osaa.

Legiones Astartes -joukkojen lisäksi sotaan otti osaa myös Horusta kannattava Mechanicum ja vasta muodostettu lojalistien Adeptus Mechanicus, sekä tietysti lukuisat Imperial Army -osastot molemmin puolin.



ARMEIJALISTAT

Rampanjan pelit pelataan joko 2000 tai 3000 pisteen listoilla. Jokainen pelaaja tekee siis ainakin 2000 pisteen listan, sillä kaikilla osallistujilla ei välttämättä ole vielä 3000 pisteen edestä figuja pelikunnossa. Pelin alussa vastustajan kanssa sovitaan, kumman kokoinen peli pelataan. Toki suosituskoko on 3000 pistettä, jos molemmilta nämä löytyvät, pelaikaa on siihen varattu riittävästi.

Lojalistien lista tulee jakaa pelien skenaarioita varten kahteen osaan, Main Forceen ja Relief Forceen. Main Force on 2000 pisteen listoille 1300-1500 pistettä ja Relief Force loput 500-700 pistettä ja 3000 pisteen listassa Main Force on 2000-2250 pistettä ja Relief Force looput 750-1000 pistettä. Armeijalistaan on erikseen merkattava näiden Main Forcen ja Relief Forcen sisältö.

Lojalistit saavat lisäksi listaansa ilmaiseksi Aegis Defence Linen, jonka säännöt löytyvät main Rulebookista. Tähän soveltuu joko vanhemman mallinen Aegis Defence Line, uusi vasta julkaistu GW:n versio, jokin omatekemä tai kolmannen osapuolen linnoitusmuuri, kunhan nämä ovat suunnilleen samaa kokoa kuin uusi tai alkuperäinen GW:n Aegis Defence Line. Myös tämä tulee olla maalattu valmiiksi.

Traitorien listassa ei ole erikseen eri osioita, mutta traitorit saavat 4. skenaarioon ilmaiseksi unitillisen demoneita. Näiden demonien tulee olla myös valmiita, kuten muutkin käytetyt figut. Käytetyt demonisäännöt löytyvät ko. skenaarion tiedoista. Modeleiksi käy mitkä tahansa noin jalkaväen kokoiset GW:n tai muun valmistajan kuvaavat miniatyyrit, kunhan ne ovat 25-32 mm baseilla.

Mikäli sinulla ei ole Aegis Defence Linea tai unitillista demoneita tai et halua näitä käyttää, eivät nämä ole pakollisia.

Koska pelit kuvaavat historiallista tilannetta, armeijalistan valinnoille tulee muutamia rajoitteita. Skenaarioissa 1.-3. ei saa olla lainkaan modeleita, joilla on Daemon-erikoissääntö, sillä Emperorin Aegis estää vielä näiden ilmentymisen Terran pinnalla. Skenaariossa 4. saa tällaisia olla, sillä tarpeeksi verta on jo vuodatettu heikentäen Emperorin voimia, ja tätä varten traitor-pelaajilla saa halutessaan olla eriävä armeijalista, kuin aikaisemmissa skenaarioissa. Lisäksi listaan saa ottaa nimetyistä hahmoista ainoastaan seuraavia, jotka Terralla taistelivat tämän taistelun aikaan (jos listassa kokee olevan virheitä, pyydetään siitä ilmoittamaan järjestäjälle):



Liber Imperium

Constantin Valdor, Jenetia Krole

Mechanicum

None

Daemons of the Ruinstorm

None

I Legion – Dark Angels:

None

III Legion – Emperor's Children

Lord Commander Eidolon, Captain Lucius

IV Legion – Iron Warriors

None

V Legion – White Scars

Primarch Jaghatai Khan, Tsolmon Khan

VI Legion – Space Wolves

None

VII Legion – Imperial Fists

Sigismund, Fafnir Rann

VIII Legion – Night Lords

None

IX Legion – Blood Angels

Primarch Sanguinius, Chapter Master Raldoron, Judiciar Aster Crohne

X Legion – Iron Hands

None

XII Legion – World Eaters

Khârn the Bloody, Gahlan Surlak

XIII Legion – Ultramarines

None

XIV Legion – Death Guard

Calas Typhon

XV Legion – Thousand Sons

Ahzek Ahriman, Magistus Amon

XVI Legion – Sons of Horus

Garviel Loken, Tybalt Marr

XVII Legion – Word Bearers

None

XVIII Legion – Salamanders

None

XIX Legion – Raven Guard

None

XX Legion – Alpha Legion

Primarch Alpharius, Exodus, Armillus Dynat, Autilion Skorr

KAMPANJAPELIT

Viikonloppukampanjan aikana pelataan neljä kierrosta, yksi perjantaina, kaksi lauantaina ja yksi sunnuntaina. Maastot ovat aseteltuna valmiiksi pelipöydille ja niitä tullaan muuttamaan kuhunkin skenaarion sopiviksi pelien välissä. Maastot kuvaavat lojalistien puolustusasemia ja joillain pöydillä on näitä kuvaavia elementtejä, jotka ovat lojalistien käytettävissä. Näiden säännöt ovat erikseen merkattuna pelipöydittäin. Esimerkkinä näistä ovat mm. automaattiset tuliasemat, barrikadit, aseistetut bunkkerit yms.

Kummallekin osapuolelle (loyalist/traitor) valitaan kapteeni, joiden johdolla pelaajat paritetaan kierroksittain. Lojalistien kapteenin avulla jokaisen kierroksen alussa lojalistipelaajat jaetaan pelipöydille, joiden maastosijoittelussa on otettu huomioon lojalistien puolustusasemat, eli lojalistien deployment on ennalta määrätty. Tämän jälkeen traitorien kapteeni jakaa traitoripelaajat eri pöydille haluamallaan tavalla ja pelit voivat pöydittäin tämän jälkeen

alkaa. Lojalistipuoli deployaa yleensä aina ensin ja aloittaa pelin, ellei traitor-pelaaja onnistu Seize the Initiative.

Skenaariot ja deployment suosivat selvästi lojalisteja, mutta ensimmäiset vuorot lojalistit pelaavat yleensä vajaalla miehityksellä traitoreita vastaan. Lisäksi traitorit pystyvät tietyissä skenaarioissa kierrättämään joukkojaan tai saavat lisätukea demoneista. Saattaapa kesken pelien tulla myös muita voimatasapainoa muuttavia tilanteita eteen, joista ilmoitetaan vasta kesken pelien. Pelit ovat siis ajoittain tarkoituksella epätasaisia ja -symmetrisiä.

Kullakin kierroksella pelatuista peleistä selvitetään kumpi osapuoli voitti (traitor/loyalist) ja joukkueiden voittosuhte vaikuttaa seuraavien skenaarioiden tapahtumiin ja sääntöihin.

Tarkemmat skenaariokohtaiset tiedot on kuvattu kunkin skenaarion kohdalla alla.



CAMPAIGN MISSION 1

Destruction of Defensive Assets

Prior to launching a full frontal assault on Bastion 16 perimeter, the traitors aim to neutralise as many other support defensive assets as possible around the main area of attack. These include smaller frontal defensive bastions, anti-ship gun batteries and shield generators as well as some strategically important frontal defensive positions. Success in these assaults could mean faster progress in breaking the main defences around Bastion 16.

SETTING UP THE GAME

The terrain has been set up as a defensive position for the Loyalist player to defend a certain defensive asset, be it a weapons platform or a defensive bastion. The Loyalist player has a clear advantage from scenery.

OBJECTIVES

After the Loyalist player has deployed, but before the Traitor player deploys, the Loyalist player places one objective marker into the defensible asset in their deployment zone. In case of a bastion or other building, the objective marker should be placed right next to the access point. In case of other structures, the objective marker should be placed in a suitably centric part of the asset.

DEPLOYMENT

This mission uses the deployment map shown below, with the Loyalist player deploying first.

The Loyalist player must use the Deployment Zone indicated on the deployment map, deploying the Main Force and the complimentary Aegis Defence Line onto the battlefield. The Relief Force is deployed from Reserves. Once the Loyalist player has deployed all of their units in the Main Force, the Traitor player deploys their entire army onto the battlefield, placing any units they wish into the Reserves instead.

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

THE FIRST TURN

The Loyalist player takes the First Turn, unless the Traitor player can Seize the Initiative.

GAME LENGTH

At the end of Game Turn Six the battle ends.

VICTORY CONDITIONS: HOLD THE ASSET

Whichever player holds the sole objective at the end of the game is considered victorious. If neither player holds the objective, the game is considered a draw.

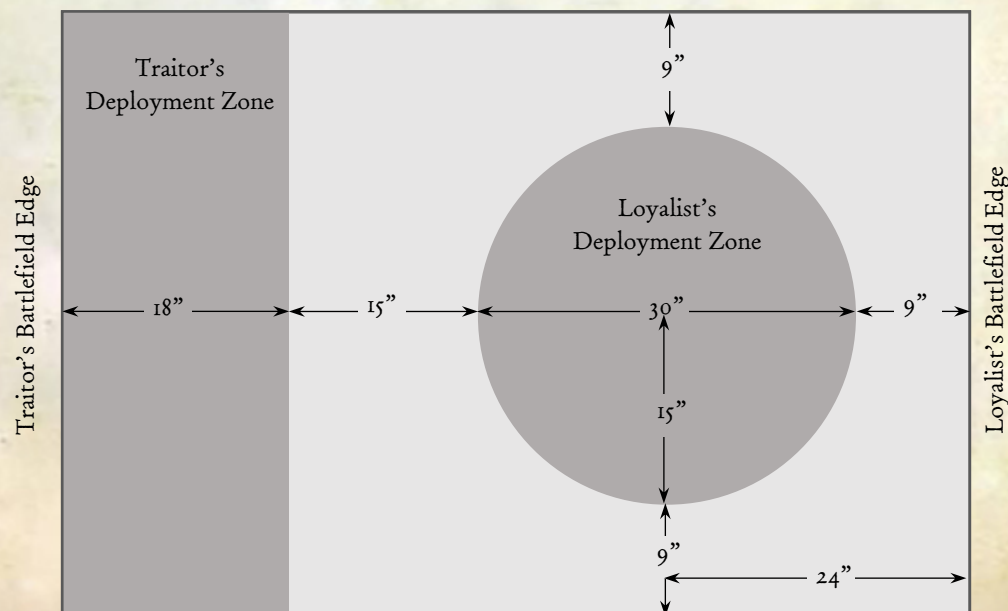
If either of the players field a Primarch model and the model is slain, the game is automatically considered victorious for the opponent. If both players field a Primarch model and both of them are slain, the game is considered a Traitor victory.

MISSION SPECIAL RULES

- **NIGHT FIGHTING**
- **DELAYED RESERVES:** *Troops are stretched thin for the Loyalists and time for the reinforcements to arrive takes much longer than desired.*

The Loyalist player may start rolling for the Reserves no sooner than in the beginning of Game Turn Four. If the Reserves do not arrive on Game Turn Four, they are rolled again in the beginning of Game Turn Five and if not arriving then, the Reserves will automatically arrive in the beginning of Game Turn Six. For the Traitor player, Reserves work as normal.

DEPLOYMENT MAP



CAMPAIGN MISSION 2

The Third Line

The third line was the first proper continuous defensive line around the Imperial Palace. So far, the Aegis had held, preventing any bombardment or troop entry to the Line 3 and inward defences. However, after days of bombardment as Perturabo probed for weaknesses, due to a reactor flaw in one of the Aegis' reactors, a small weakness appeared in the Palace network centered around Bastion 16 outside the Helios Gate. The Aegis around this area was weakened enough to allow for slow-moving aircraft to penetrate. Despite the ragings of Angron and the boredom of Fulgrim, Horus would not launch an all-out attack yet. The Emperor's might not only prevented Daemons from manifesting on Terra, but also threatened to destroy the Daemon Primarch's should they set foot upon its soil. Nevertheless, at the heel of Death Guard, the traitor legion forces were finally able to attack the Imperial Palace defences directly.

SETTING UP THE GAME

The terrain has been set up defensively for the Loyalist player depicting the Line 3 around Bastion 16. The Loyalist player has a clear advantage from scenery.

OBJECTIVES

The whole Loyalist Deployment Zone counts as an objective for the purpose of special rules, such as Heart of the Legion, for both players. The mission does not require any Objective Markers to be placed onto the Battlefield.

DEPLOYMENT

This mission uses the deployment map shown below, with the Loyalist player deploying first.

The Loyalist player must use the Deployment Zone indicated on the deployment map, deploying the Main Force and the complimentary Aegis Defence Line onto the battlefield. The Relief Force is deployed from Reserves. Once the Loyalist player has deployed all of their units in the Main Force, the Traitor player deploys their entire army onto the battlefield, placing any units they wish into the Reserves instead.

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

THE FIRST TURN

The Loyalist player takes the First Turn, unless the Traitor player can Seize the Initiative.

DEPLOYMENT MAP



GAME LENGTH

At the end of Game Turn Six the battle ends.

VICTORY CONDITIONS: STORM THE LINE

At the end of the game, each player scores 2 Victory Points for every friendly Scoring unit in the Loyalist's Deployment Zone, and 1 Victory point for every friendly Denial unit in the Loyalist's Deployment Zone.

If either of the players field a Primarch model and the model is slain, the game is automatically considered victorious for the opponent. If both players field a Primarch model and both of them are slain, the game is considered a Traitor victory.

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

SLAY THE WARLORD: If the enemy army has a Warlord, and at the end of the game their Warlord has been removed as a casualty, you score 1 Victory point.

FIRST BLOOD: The first unit, of any kind, to be completely destroyed during the game is worth 1 Victory point to the opposing player at the end of the game.

If two or more units from opposing forces are destroyed simultaneously (for example, at the same Initiative step in an Assault phase) then both players get 1 Victory point (in addition to any Victory points from the mission).

MISSION SPECIAL RULES

- **NIGHT FIGHTING**
- **INFINITE ASSETS:** *The Traitor forces have innumerable troops at hand to overwhelm any defensive formations. Casualties mean nothing for the Warmaster's horde, as new troops can be sent directly to the front line either by aerial transport or direct teleportation.*

Any destroyed unit with Infantry, Cavalry or Automata Unit Type from Elite, Troop or Fast Attack Force Organisation Chart slot for the Traitor player is placed into Ongoing Reserves instead of removing it from the game. Furthermore, when any such units arrive from Ongoing Reserves, they may perform a Deep Strike Assault with the exception, that not model may be placed within 24" of the Loyalist's Battlefield Edge. If the initial model scatters too close, reduce the scatter by minimum required to stay outside 24".

- **CEASELESS BOMBARDMENT:** *The Traitor forces continue to weaken the Aegis and probe for further reactor flaws with ceaseless bombardment. The Aegis still holds for majority of the attacks, but if any shots get through, the bombardment is intensified exponentially in those regions to overwhelm the reactors.*

At the beginning of each of the Traitor player's Shooting Phases, the Traitor Player may make a shooting attack anywhere on the board with the following profile exactly as if the shot was made by his own army, with BS 0. After determining the final position of the blast marker, but before rolling for damage, the Loyalist player may make a special Aegis roll with a D6. On a successful roll, the Aegis operates as intended and the shot is wasted. If the Aegis roll is failed, the Traitor player proceeds to roll for the damage. If the Mission 1 was considered a Loyalist victory for the team, the Aegis roll is successful on a roll of 2+. If the Mission 1 was considered a Traitor team victory, the Aegis roll is successful on a roll of 3+. Further, the number of shots fired is increased by one each time an Aegis roll is failed. An Aegis roll is made separately for each shot.

Bombardment:

S 12 AP 1, Ordnance 1, Large Blast (5"), Exoshock (3+), Shock Pulse, Brutal (3), Pinning, Shell Shock (1)



CAMPAIGN MISSION 3

Retreat from the Second Line

Eventually, bastion after bastion and thus, Line 3 and Line 2 fell under the inexhaustible Traitor onslaught. All the Loyalist forces could do was to retreat each time further towards the Eternity Wall and simultaneously slow the Traitor advance. Time was of paramount importance, as well as managing losses for the Loyalist forces. In some areas, managing to retreat was no easy feat, often times turning the orderly retreat into massacre of Loyalist forces.

SETTING UP THE GAME

The terrain has been set up as a retreat route for the Loyalist player depicting an area from Line 2 to Line 1. Neither player has clear advantage from scenery.

OBJECTIVES

The mission does not require any Objective Markers to be placed onto the Battlefield.

DEPLOYMENT

This mission uses the deployment map shown below. The players roll-off and the winner chooses to deploy first or second.

The Loyalist player must use the Deployment Zone indicated on the deployment map, deploying the Main Force onto the battlefield. The complimentary Aegis Defence Line is not used in this Mission. The Relief Force is deployed from Reserves.

The Traitor player deploys their entire army onto the battlefield using the Deployment Zone indicated, placing any units they wish into the Reserves instead.

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

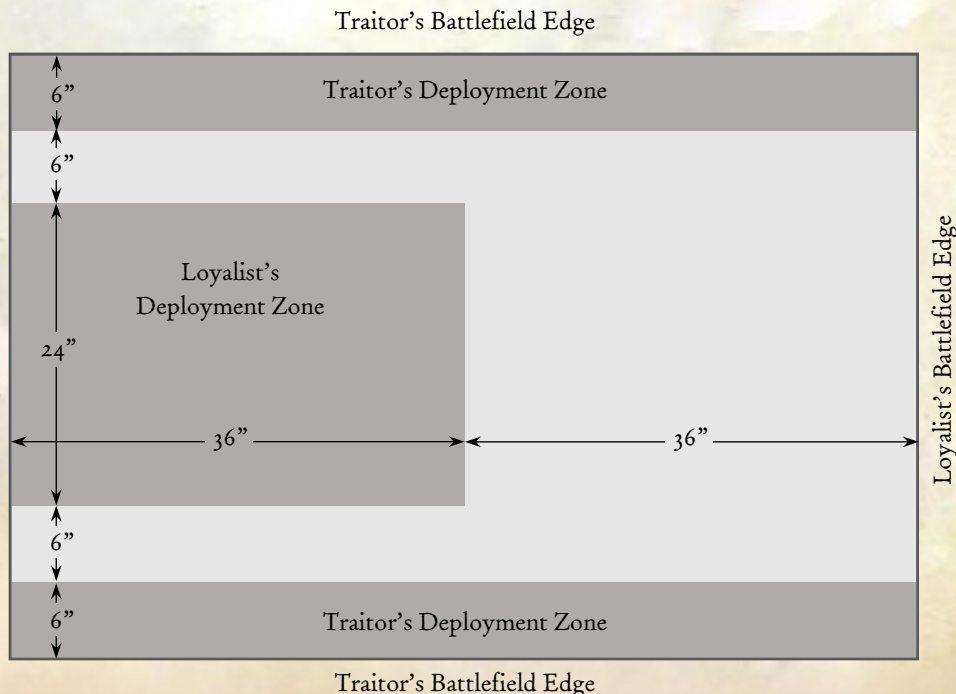
THE FIRST TURN

The player that deployed first takes the First Turn, unless the other player can Seize the Initiative.

GAME LENGTH

At the end of Game Turn Six the battle ends.

DEPLOYMENT MAP



VICTORY CONDITIONS: RETREAT TO LINE 1

At the end of the game, the Traitor player scores Victory points for each destroyed Loyalist unit according to the table below. The Loyalist player scores Victory points for each surviving unit at the end of the game, according to the same table. In addition, the Loyalist player may move friendly units off their own Battlefield Edge, considering these units surviving for the purpose of calculating Victory points. Every model in the unit needs to have enough movement to touch the Loyalist's Battlefield Edge for this purpose. At the end of the game, fleeing Loyalist units are considered surviving, as well as those units that have fled over the Battlefield edge.

- Infantry: +1 Victory point per unit
- Dreadnought: +3 Victory points per unit
- Any other: +2 Victory points per unit

If either of the players field a Primarch model and the model is slain, the game is automatically considered victorious for the opponent. If both players field a Primarch model and both of them are slain, the game is considered a Traitor victory.

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

SLAY THE WARLORD: If the enemy army has a Warlord, and at the end of the game their Warlord has been removed as a casualty, you score 1 Victory point.

MISSION SPECIAL RULES

- **NIGHT FIGHTING**
- **SAVE THE CONVOY:** *Reinforcements are held in position to launch counter assaults on Traitors attacking retreating troops. Sadly, vox jamming, fog of war and chaos might prevent them arriving on time.*

If the Mission 2 was considered a Loyalist victory for the team, the Loyalist player may start rolling for the Reserves in the beginning of Game Turn Three. If the Reserves do not arrive on Game Turn Three, they are rolled again in the beginning of Game Turn Four and if not arriving then, the Reserves will automatically arrive in the beginning of Game Turn Five.

If the Mission 2 was considered a Traitor victory for the team, the Loyalist player may start rolling for the Reserves in the beginning of Game Turn Four. If the Reserves do not arrive on Game Turn Four, they are rolled again in the beginning of Game Turn Five and if not arriving then, the Reserves will automatically arrive in the beginning of Game Turn Six.

For the Traitor player, Reserves work as normal.



FINAL CAMPAIGN MISSION

Helios Gate

The traitors initiated their dual plan to break The Aegis and allow for the manifestation of Daemons upon Terra. A giant projected face of Zardu Layak appeared on an island of bones which descended from the sky, urging the commoners of Terra to rise up against the Emperor and ensuring them that if they turned to Horus now they would be spared. The Palace guns could not silence the corporeal island, and after his speech concluded it began to rain blood. The blood signalled that the traitors had finally undertaken their ritual to weaken the Emperor's psychic barrier, and the Mechanicum released their Daemon Engines. Eight "Warp-Bane" guns constructed near the sites of the beached Ark Mechanicum vessels opened up on the Aegis Shield around the Palace, sapping it of its energies as the Death Guard deployed massive Towers of Nurgle at the walls. As the Aegis gave way the traitor bombardment finally was able to hit the Palace defences directly, causing massive devastation and allowing for a Night Lords Raptor assault on the Eternity Wall. The outermost trenches around the Palace Walls were now untenable, but Sanguinius opened up the Helios Gate and led a massive counterattack by the Blood Angels and Imperial Fists as well as Titans of the Legio Solaria. Sanguinius knew victory was impossible, but had his Astartes buy enough time to allow for the Imperial Army conscripts to make it inside the walls and allow for Titans to destroy the incoming Towers of Nurgle.

SETTING UP THE GAME

The terrain has been set up defensively for the Loyalist player depicting the Line 1 around Helios Gate. The Loyalist player has a clear advantage from scenery.

OBJECTIVES

The Loyalist's Main Force Deployment Zone next to the Loyalist's Battlefield edge counts as an objective for the purpose of special rules, such as Heart of the Legion, for both players. The mission does not require any Objective Markers to be placed onto the Battlefield.

DEPLOYMENT

This mission uses the deployment map shown below, with the Loyalist player deploying first.

The Loyalist player must use the Deployment Zones indicated on the deployment map, deploying the Main Force and the complimentary Aegis Defence Line onto the Main Force Deployment Zone next to the Loyalist's Battlefield edge. The Relief Force is deployed onto the Relief Force Deployment Zone next to the Traitor's Deployment Zone. Once the Loyalist player has deployed all of their units, the Traitor player deploys their entire army onto the battlefield, placing any units they wish into the Reserves instead.

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

THE FIRST TURN

The player, whose team claimed victory for Mission 3, takes the First Turn, unless the other player can Seize the Initiative.

GAME LENGTH

At the end of Game Turn Six the battle ends.

VICTORY CONDITIONS: PUSH THE ATTACKERS BACK

At the end of the game, each player scores 2 Victory Points for every friendly Scoring unit and 1 Victory point for every friendly Denial unit in the Loyalist's Main Force Deployment Zone next to the Loyalist's Battlefield Edge. In addition, the Traitor player scores 1 Victory point for each destroyed Loyalist unit in the Relief Force.

If either of the players field a Primarch model and the model is slain, the game is automatically considered victorious for the opponent. If both players field a Primarch model and both of them are slain, the game is considered a Traitor victory.

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

SLAY THE WARLORD: If the enemy army has a Warlord, and at the end of the game their Warlord has been removed as a casualty, you score 1 Victory point.

LAST MAN STANDING: The side with the greatest number of surviving units at the end of the game gains an extra Victory point.



MISSION SPECIAL RULES

- **NIGHT FIGHTING**
- **INFINITE ASSETS:** *The Traitor forces have innumerable troops at hand to overwhelm any defensive formations. Casualties mean nothing for the Warmaster's horde, as new troops can be sent directly to the front line either by aerial transport or direct teleportation.*

Any destroyed unit with Infantry, Cavalry or Automata Unit Type from Elite, Troop or Fast Attack Force Organisation Chart slot or any Daemon unit for the Traitor player is placed into Ongoing Reserves instead of removing it from the game. Furthermore, when any such units arrive from Ongoing Reserves, they may perform a Deep Strike Assault with the exception, that not model may be placed within 24" of the Loyalist's Battlefield Edge. If the initial model scatters too close, reduce the scatter by minimum required to stay outside 24".

- **DAEMONIC INCURSION:** *The boundaries between reality and Warp have grown thinner with every drop of blood shed on the soil of Terra. Daemonic creatures are finally able to manifest on the surface causing havoc amongst the defenders.*

The Traitor player may use an alternative army list for this Mission, as previously stated. This list may include models with the Daemon special rule and/or unit type.

The Traitor player may also use a complimentary unit of Lesser Daemons of 5 to 15 models for this game using the rules opposite.

LESSER DAEMON UNIT

Lesser Daemon	M	WS	BS	S	T	W	I	A	Ld	Sv
	8	4	3	4	4	2	3	2	9	-

UNIT TYPE:

- Daemon

WARGEAR:

- Tooth and claw

SPECIAL RULES:

- Aethereal Invulnerability (5+)
- Traitor
- Deep Strike
- Blessed by the Pantheon

AETHEREAL INVULNERABILITY

A model with this special rule gains an Invulnerability Save of 5+. This Invulnerable save cannot be taken against attacks made with weapons with the Force special rule.

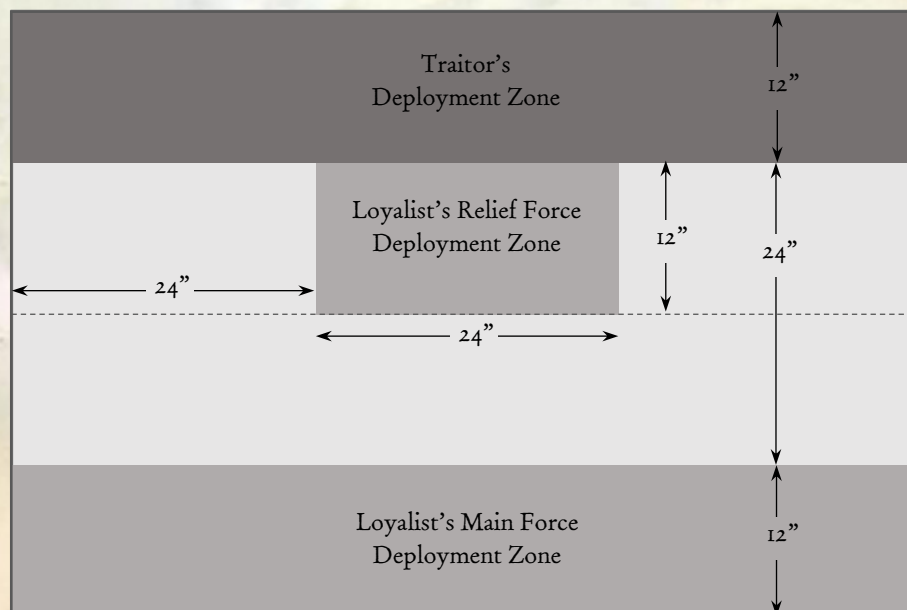
BLESSED BY THE PANTHEON

A unit with this special rule may choose one additional special rule from the following: Feel No Pain (5+), Rage (3), Fleet (2) or Shred.

WEAPON	RANGE	STR	AP	TYPE
Tooth and Claw	-	User	5	Melee, Rending (5+)

DEPLOYMENT MAP

Traitor's Battlefield Edge



Loyalist's Battlefield Edge