

KUOFI RY PRESENTS:

## THE HORUS HERESY: THE SIEGE OF TERRA CAMPAIGN

# THE FIRST WALL

### YLEISKATSAUS

**K**uoFi ry:llä on pitkä historia The Horus Heresy -kampanjoiden ja pelitapahtumien järjestämisessä. Vuonna 2023 alkanut ja seuraavinkin vuosina tulevat pelitapahtumat sijoittuvat The Siege of Terra eri vaiheisiin, The First Wall -mökkiviikonlopun ollessa toinen näiden linkittyvien kampanjoiden sarjassa. Oikeanlaisen moodiin päästäkseen osallistujien suositellaan lukevan The Siege of Terra -kirjasarjasta ainakin ne osat, jotka kussakin kampanjassa käydään läpi. Tätä kampanjaa varten suosituslukemisto on The First Wall 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 listaavaatet 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

**V**aikka lähes koko Terra on kaaoksen ja traittorien vallassa, Imperial Palace on toisakseen kestänyt siihen kohdistuneet hyökkäykset. Kaikki traittoreiden yritykset saada läpimurto Eternity Wallilla ovat epäonnistuneet ja Emperorin psyykinen voima on onnistunut pitämään demonit palatsin ulkopuolella. Horus ja Magnus ovat jatkaneet psyykkisiä hyökkäyksiään heikentääkseen Emperoria. Traittorit tarvitsevat kovasti titaanien apua palatsien valloituksessa, mutta eivät kykene tuomaan niitä palatsille ilman, että heillä olisi hallussaan suuri avaruussatama. Horus antaa Perturabolle käskyn tehdä merkittävä läpimurto puolustukseen ja Perturabo päättää vallata Lion's Gate Spaceportin.

Lion's Gate Spaceport on palatsin laidalla sijaitseva valtava avaruussatama, joka on osa laajempaa palatsin sisäistä linnoitusta nimeltä Lion's Gate. Perturabo tietää, että valtaamalla avaruussataman traittorit pääsisivät hyökkäämään palatsin ulko- ja sisäosiin. Tämä avaruusportti on kuitenkin yksi vahvimmin linnoitetuista linnakkeista koko palatsissa.

Perturabo asettaa Triarch Kroegerin vastuulliseksi avaruussataman valloitukseen. Kroeger omassa suoraviivaisuudessaan aloittaa operaation suoraviivaisella hyökkäyksellä suoraan avaruussataman muurille valtavalla piiritysjoukolla. Taistelu Lion's Gate Spaceportista on alkanut.

## FIGUT JA MAALAUUS

**K**ampanjapeleissä 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

**K**ampanjan pelit pelataan 3000 pisteen listoilla. Molempien pelaajien lista tulee jakaa pelien skenaarioita varten kahteen osaan, Main Forceen ja Relief Forceen. Main Force on 2000-2250 pistettä ja Relief Force loput 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. Listojen rakennuksessa ei saa käyttää Primach Unit Typen omaavia yksiköitä. Skenaariossa 4 molemmat osapuolet tulevat saamaan yhden kappaleen jokaista paikalla ollutta Primachia, jotka tiimien komentajat alkoivat pelaajille ennen peliä.

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). Kaikille nimetyistä hahmoista ei ole olemassa modelia tai sääntöjä, mutta voitte kuvata heitä sopivilla warlord traiteilla ja aseistuksella sääntökirjojan mukaan.





Liber Imperium

None

The Dark Mechanicum

Inar Satarael – Archmagos

Daemons of the Ruinstorm

None

I Legion – Dark Angels:

None

III Legion – Emperor’s Children

None

IV Legion – Iron Warriors

Kydomor Forrix – ‘The Breaker’, First Captain, Triarch

Barban Falk – ‘The Warsmith’, Triarch

Vull Bronn – ‘The Stonewrought’, 45th Grand Battalion

Volk-Sa’ra’am – ‘The Obliterator’

Gharal – Captain

Berossus – Captain, Dreadnought

V Legion – White Scars

None

VI Legion – Space Wolves

None

VII Legion – Imperial Fists

Sigismund – Lord Castellan, First Captain, Marshal of the Templars

Fafnir Rann – Lord Seneschal, Captain of the First Assault Cadre

Haeger – Lieutenant-Commander, Castellan of the Lion’s Gate space port

Ortor – Sergeant, First Squad, First Assault Cadre

VIII Legion – Night Lords

None

IX Legion – Blood Angels

None

X Legion – Iron Hands

None

XII Legion – World Eaters

Khârn – Captain, Eighth Assault Company

XIII Legion – Ultramarines

None

XIV Legion – Death Guard

Typhus – First Captain, Host of the Destroyer Hive

XV Legion – Thousand Sons

None

XVI Legion – Sons of Horus

Ezekyle Abaddon – First Captain

XVII Legion – Word Bearers

Zardu Layak – ‘The Crimson Apostle’, Master of the Unspeaking

Kulnar – Slave of the Anakatis Blade

Hebek – Slave of the Anakatis Blade

XVIII Legion – Salamanders

None

XIX Legion – Raven Guard

None

XX Legion – Alpha Legion

None

## KAMPANJAPELIT

**H**iiikonloppukampanjan 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 lojalisti pelaajat jaetaan pelipöydille, joiden maastosijoittelussa on otettu huomioon

lojalistien puolustusasemat, eli lojalistien deployment on ennalta määrätty (Paitsi skenaariossa 3). Tämän jälkeen traitorien kapteeni jakaa traitor pelaajat eri pöydille haluamallaan tavalla ja pelit voivat pelipöydittäin tämän jälkeen alkaa.

Pelit ovat siis ajoittain tarkoituksella epätasaisia ja -symmetrisiä. Saattaapa kesken pelien tulla myös muita voimatasapainoa muuttavia tilanteita eteen, joista ilmoitetaan vasta kesken pelien. Kullakin kierroksella pelatuista peleistä selvitetään kumpi osapuoli voitti (traitor/loyalist), jolla on vaikutusta seuraavaan skenaarioon. Joskus riippuu myös voiton laadusta, että minkäinen vaikutus sillä on tuleviin peleihin. Tarkemmat skenaariokohtaiset tiedot on kuvattu kunkin skenaarion kohdalla alla.



## CAMPAIGN MISSION 1

# Shield Wall Assault

Traitors attempt to capture the spaceport with a simple direct assault to the walls with a massive siege host. Much to their surprise, the Loyalist defenders sally out from the walls to meet the enemy in the plains and formed a Shield Wall. As the traitors first assault was pushed back with heavy casualties suffered, a massive trench warfare ensued in front of the Spaceport. Traitors must attempt to push Loyalist back and destroy the Shield wall on order to start bombarding the walls.

### SETTING UP THE GAME

The terrain has been set up defensively for the Loyalist player depicting the Shield Wall around in front of the Lion's Gate Spaceport. The Loyalist player has a clear advantage from the terrain. Scenery resembles trench outworks.

Loyalist player gets one Shield Generator to the front edge of Deployment Zone.

### OBJECTIVES

The Loyalist Deployment Zone 1 is considered as an objective.

### DEPLOYMENT

This mission uses the deployment map shown below, with the Loyalist player deploying first. The Loyalist player must deploy their whole Main force to the Deployment Zone 1, and Relief force to Deployment Zone 2.

Once the Loyalist player has deployed all their units, the Traitor player deploys their entire army onto the battlefield, placing any units they wish into the Reserves instead.

### THE FIRST TURN

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

### GAME LENGTH

At the end of Game Turn Six the battle ends.

### VICTORY CONDITIONS: BREACH THE LINE AND HOLD THE ASSET

**BREACH THE LINE:** Control the Loyalist Deployment Zone objective. At the end of the game players gain 1 Victory point for each scoring unit wholly within objective.

**DESTROY THE ASSETS:** Traitor force's objective is to destroy the Shield Generators. Traitor player gains 1 Victory point for each destroyed generator.

NOTE! The events in this scenario influence the following games. Report how many generators were destroyed in this scenario to event organizer.

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

• **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 without Independent Character Unit Type or from Lord of War Force Organization Chart slot is placed into Ongoing Reserves instead of removing it from the game. Units arrive from Ongoing reserved individually on a roll of 4+. The rolls are made for each unit at the start of every Traitor players turn. Furthermore, when any such units arrive from Ongoing Reserves with Deep Strike Assault and Subterranean assault may do so 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". Any other unit have to arrive from the Traitor players battlefield edge using Flanking Assault.

• **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.

In this mission, the Aegis roll is successful on a roll of 2+, if the shield generator is operational. Destroying a generator gives a -1 modifier to the Aegis roll.

#### Bombardment:

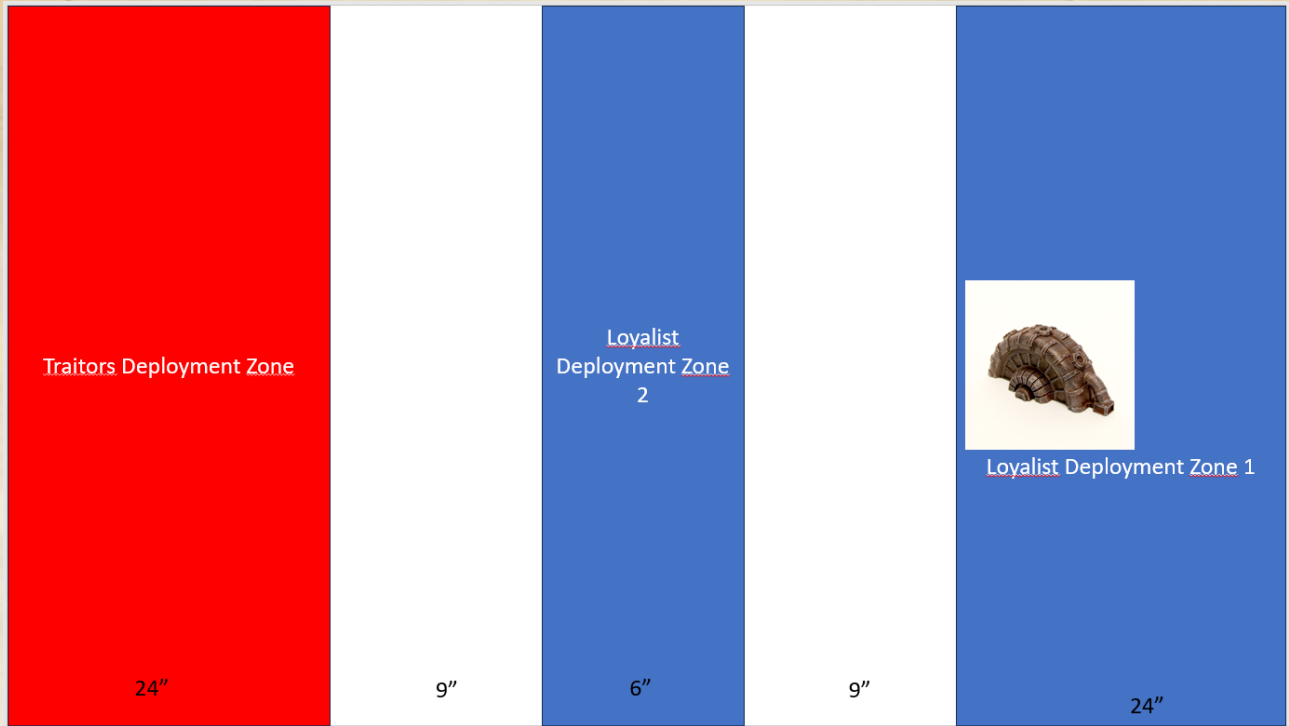
S 12 AP 1, Ordnance 1, Large Blast (5"), Exoshock (3+), Shock Pulse, Brutal (3), Pinning, Shell Shock (1)

#### Shield Generator:

Front 14, Sides 14, Back 12, HP4. Special Rules: Flare Shield. Always explodes D6" S8 AP- hits.



# DEPLOYMENT MAP





## CAMPAIGN MISSION 2

# Desperate Infiltration

While the attack on the wall raged, traitor forces with the lead of Triarch Forrix use it as a smokescreen and attempt to infiltrate the palace and capture the bridges between the Lion's Gate and the Spaceport. This operation was however doomed, because traitor forces capturing the wall decided not to help the infiltrating force, but to abandon them. Traitors found themselves trapped inside the palace with near infinite loyalist forces around them. Traitors must desperately try to survive and find their way out back to their own lines.

### SETTING UP THE GAME

The terrain resembles urban areas of palace around Lion's Gate. Terrain gives no clear advantage for either player. Loyalists have a few bunkers and turrets scattered in the battlefield to resemble inner defenses.

### OBJECTIVES

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

### DEPLOYMENT

Traitor player deploys the whole army first to the deployment area shown below. After all the units of Traitor player have been deployed, Loyalist player deploys the main force of their army, anywhere outside of the Traitor Deployment Zone, but at least 12" away of any enemy unit. The Loyalist Relief Force must start from reserves, which arrive normally.

### THE FIRST TURN

he side which won the previous mission, gets the first turn, unless the opponent sieges the initiative.

### GAME LENGTH

At the end of Game Turn Five the battle ends.

### VICTORY CONDITIONS: SURVIVORS

At the end of the game, the Loyalist player scores Victory points for each destroyed Traitor unit according to the table below. The Traitor player scores Victory points for each surviving unit at the end of the game, according to the same table. In addition, the Traitor

player may move friendly units off their own Battlefield Edge, considering these units surviving for the purpose of calculating Victory points.

The Traitor Battlefield Edge is decided with a dice roll after both players have deployed. The unit needs to be wholly within 10" from the Traitor Battlefield edge in the end of the player turn to retreat from the battle.

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

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.

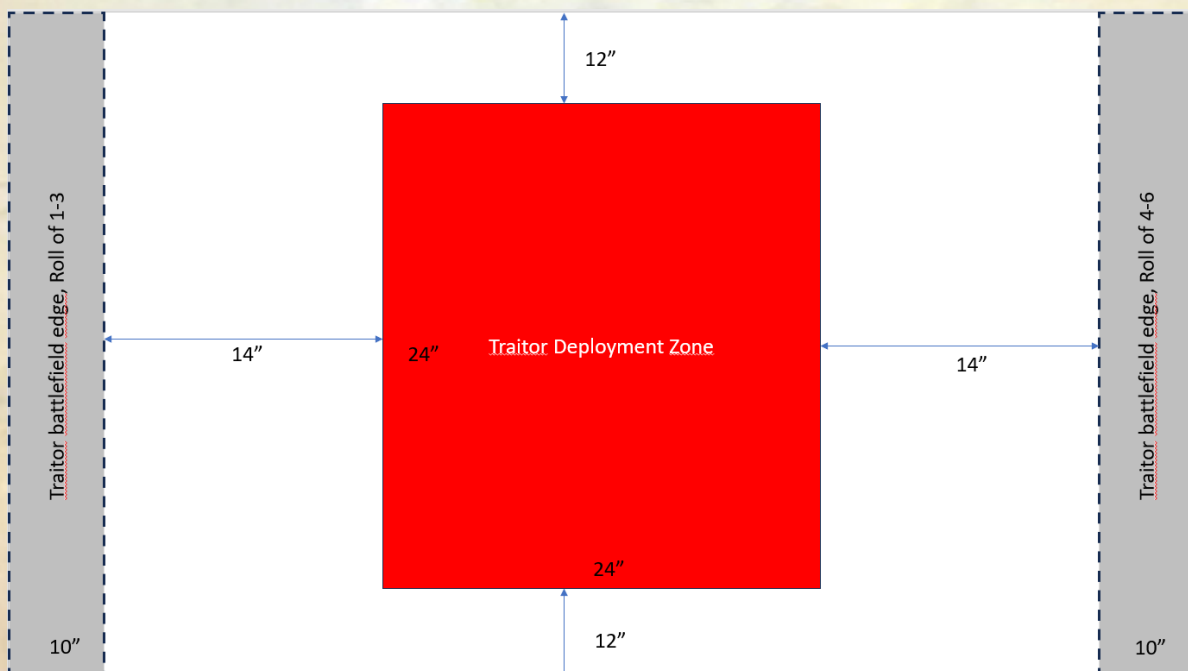
### MISSION SPECIAL RULES

#### • NIGHT FIGHTING

#### • INFINITE ASSETS, LOYALISTS:

Any destroyed unit without Independent Character Unit Type or from Lord of War Force Organization Chart slot is placed into Ongoing Reserves instead of removing it from the game. Units arrive from Ongoing reserved individually on a roll of 4+. The rolls are made for each unit at the start of every Loyalist player turn. Furthermore, any such units that may arrive from with Deep Strike Assault and Subterranean assault may do so. Any other unit must arrive from any battlefield edge using Flanking Assault.

### DEPLOYMENT MAP





## CAMPAIGN MISSION 3

# Landing Assault on the Spaceport

While The siege raged down on the walls, Traitors with the leadership of Abaddon attack the upper tiers of the Spaceport. It became apparent, that all the attacks to the walls and bridges were just a faint, and the true intention of Perturabo was to make landing straight to the Spaceport. To prevent this from happening, Rogal Dorn sends Sigismund with loyalist host to bolster the defences of the landing areas and engage this traitor vanguard force.

### SETTING UP THE GAME

The battlefield terrain resembles Spaceport landing area with urban buildings and storage containers. The area consists of scattered defensive works with bunkers. Loyalist player gets a few stationary turrets scattered in the No-Mans-Land.

### OBJECTIVES

In this mission, there are three landing pads as objectives in the No-Mans-Land. One in the center of the battlefield, and two 18" away from the center objective measured from the center as described in the picture below.

### DEPLOYMENT

Players Roll-Off for who wins the Strategic Initiative. The Player, whose team claimed victory over the last mission gains +1 modifier to the Roll-Off.

Player with Strategic Initiative chooses the deployment zone and deploys The Main Force into chosen deployment zone. After first player have deployed the Main Force, opponent deploys their whole Main Force into their deployment zone.

### THE FIRST TURN

The Player with Strategic Initiative starts, unless other player can Seize the Initiative.

### GAME LENGTH

At the end of Game Turn Six the battle ends.

### VICTORY CONDITIONS: CONTROL THE PADS

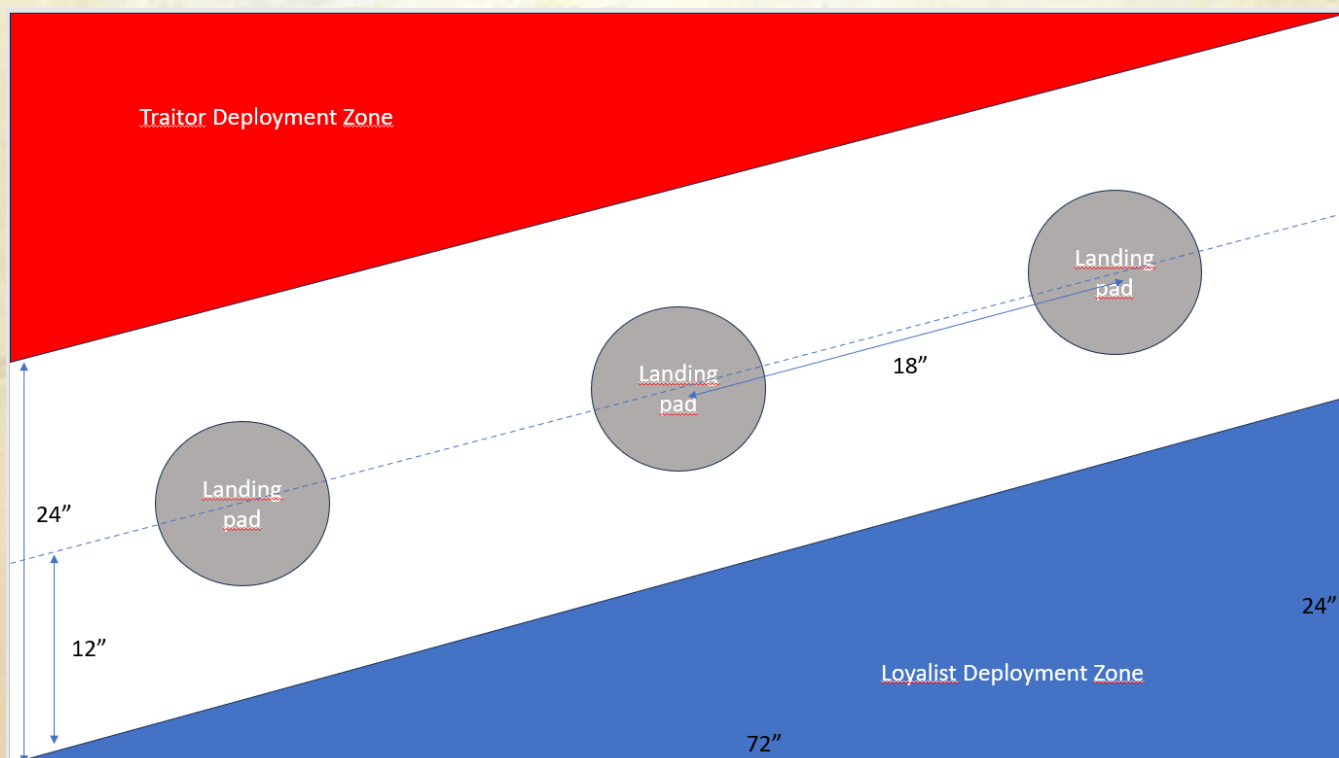
At the start of the player turn, the controlling player gains 1 victory point for each objective they control. In the Game Turn Six, the player whose turn is last, scores the objective at the end of player turn.

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.

### DEPLOYMENT MAP





## MISSION SPECIAL RULES

- **NIGHT FIGHTING**
- **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.

In this mission, the Aegis roll is successful on a roll of 2+. The Loyalist player gains a negative modifier to the Aegis roll depending how many Shield Generators were destroyed in the first Mission:

- 50 % destroyed: -1 modifier.
- 70% destroyed: -2 modifier.
- 90% destroyed: -3 modifier.

Bombardment:

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

- **ARRIVING REINFORCEMENTS:**

The relief force may only arrive to the battlefield as "Arriving reinforcements". Starting from the Game Round 2, controlling player may deploy from reserves one unit per landing pad they control. The unit must be deployed wholly within the landing pad objective. If the arriving unit cannot fit to the landing pad due to other units on the way, it cannot do so. Any units that have not arrived until the end of battle, are considered being destroyed.





## FINAL CAMPAIGN MISSION

# Battle for the Spaceport

As the traitor managed to gain a foothold to the spaceport, the main attack begins. Perturabo lands his flagship the “Iron Blood” and begins an all-out attack. The loyalists are also running out of reinforcements, as the Addaba Free Corps defected to Warmaster’s side. Meanwhile Crimson Apostle Zardu Layak was slain, but his death manifested a massive portal to the Warp which allowed first daemons to manifest to the Palace. The situation starts to collapse for the loyalist, and Rogal Dorn orders a withdrawal from the Spaceport. As the main force retreats to the next line, loyalist rearguard tries to hold the line.

### SETTING UP THE GAME

The terrain has been set up defensively for the Loyalist player depicting the Shield Wall around in front of the Lion’s Gate Spaceport. The Loyalist player has a clear advantage from the terrain. Scenery resembles urban areas with trenchworks turrets and heavy fortifications.

### OBJECTIVES

There are no objectives in this mission. For purposes of the special rules, Loyalist Deployment Zone is considered Deployment Zone.

### DEPLOYMENT

Before the mission 4 starts, the Commander of the Loyalist players have to allocate following Primarchs for loyalist players.

- Sanguinius
- Rogal Dorn
- Jaghatai Khan

These Primarchs are not counted towards the point limits of the army. If Primarch is from a different army as the players, it is considered as a Sworn Brothers Ally.

After Loyalist players have allocated the Primarchs. Traitor commander does the same with following Primarchs.

- Angron
- Fulgrim
- Mortarion
- Perturabo

These Primarchs are not counted towards the point limits of the army. If Primarch is from a different army as the players, it is considered as a Distrusted Allies.

Loyalist player deploys whole army to their Deployment Zone. Once Loyalist has deployed, that Traitor player deploys whole army to their deployment zone. Both players may put units into the reserves if they wish.

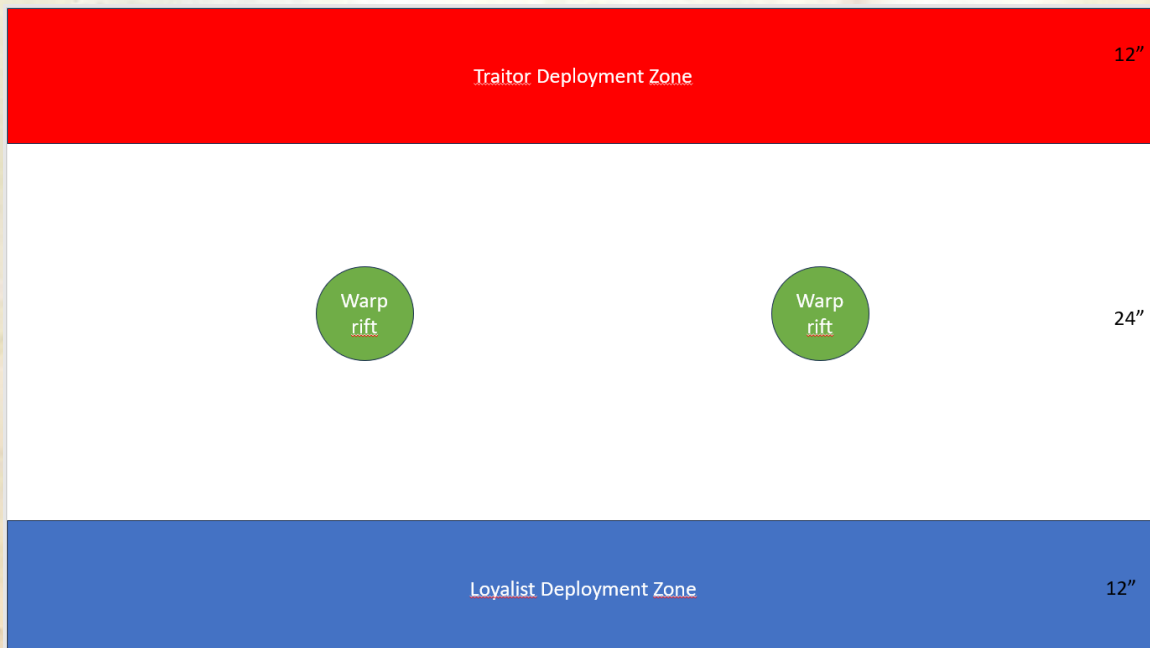
### THE FIRST TURN

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.

### DEPLOYMENT MAP





## VICTORY CONDITIONS: SURVIVORS

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.

The Traitor Battlefield Edge is decided with a dice roll after both players have deployed. The unit needs to be wholly within 10" from the Traitor Battlefield edge in the end of the player turn to retreat from the battle.

- 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

• **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.

In this mission, the Aegis roll is successful on a roll of 2+. The Loyalist player gains a negative modifier to the Aegis roll depending how many Shield Generators were destroyed in the first Mission:

- 50% destroyed: -1 modifier.
- 70% destroyed: -2 modifier.
- 90% destroyed: -3 modifier.

Bombardment:

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

### • INFINITE ASSETS:

Any destroyed unit without Independent Character Unit Type or from Lord of War Force Organization Chart slot is placed into Ongoing Reserves instead of removing it from the game. Units arrive from Ongoing reserves individually on a roll of 4+. The rolls are made for each unit at the start of every Traitor player turn. Furthermore, when any such units arrive from Ongoing Reserves with Deep Strike Assault and Subterranean assault may

do so 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". Any other unit have to arrive from the Traitor players battlefield edge using Flanking Assault.

### • WARP RIFTS:

The warp is tearing itself into the material world, and it occurs as hazardous rifts roaming around causing chaos. These are represented with 3" blast templates. In the beginning of the game, two warp rifts are set to the battlefield. In both players start of the turn, these warp rifts make random movement using Scatter and 2D6 to decide direction and distance. Every model touched by warp rift takes a single S 8 AP-2 hit.

• **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 below.

### 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

### AETHERAL 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+)