



HERALDS OF RUIN

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INTRODUCTION

Heralds of Ruin Kill Team is an unofficial expansion to Warhammer 40,000 that allows you to fight more intimate, more narrative driven games of Warhammer 40,000. Instead of fighting across vast battlefields controlling armies of hundreds of troops, you take control of a small task force with a handful of warriors.

DISCLAIMER

This is not a Games Workshop product and is intended as a non-profit, unofficial fan-made expansion to Warhammer 40,000: The Rules, 7th edition. Photos in Heralds of Ruin documents were provided by the Heralds of Ruin community. All rights and trademarks to all respective owners are reserved.

Playing Heralds of Ruin

A game of Heralds of Ruin follows all the rules found in Warhammer 40,000: The Rules 7th edition, with any changes and additions explained in this document. Please note you will require all rulebooks, Codices and supplements you would normally need to play a game of Warhammer 40,000, plus these rules.

Building Your Team

Your team represents a small task force that could be infiltrating an enemy base, scouting ahead of the main army or spearheading an assault to assassinate the foe's leader. A good team is one that does well on the tabletop and has a strong theme as well.

To play a game of Heralds of Ruin you must first create your team using the Heralds of Ruin Opus for your faction. These can be found on the Heralds of Ruin blog and forum. You do not use the official Codices when choosing your units (although you still need them to reference special rules, weapons lists, etc.)

A standard game of Heralds of Ruin has a team of 250 points on each side. When building your team you must follow all Model Allowance or Unit Allowance rules laid out in your Opus. For example, if your Opus states that you may take 0-3 Special units, then you may only ever take up to three units taken from the Special section of that Opus.

Weapon Lists

Most Opuses make reference to lists of wargear available in that faction's Codex, eg. Special Weapons List, Weapons of Torture etc. In these cases, reference your Codex for rules and points costs.

Armouries

Most Opuses have an Armoury section at the end. Unit entries will state specifically whether the unit has access to the Armoury, and all references to the Armoury in the Opus refer to this section. Armoury items may be limited to certain units or unit types, or be otherwise restricted. No model may be given an Armoury item more than once.

Campaign Play

During a campaign, you will have the chance to expand and improve your team beyond the scope of a single game. You will gain Requisition Points, to spend on reinforcing or re-equipping your team, and your models will gain skills as they experience the theatre of war. If you're unlucky, they may even suffer injuries or death! Opuses, campaign rules, roster sheets and all other resources can be found at:

*HeraldsofRuin.com/forum
Heralds-of-ruin.blogspot.com*

GENERAL RULES

A Team Of Heroes

All models in a Kill Team act independently, and are classed as single model units in all respects, unless they have the Squad special rule.

Team Leaders

Team Leaders are always classed as Characters and follow all relevant rules for being so, including Look Out Sir! and Challenge rules. A Team Leader may choose the closest friendly model within 3" to make a Look Out Sir! roll, rather than choosing from his unit. Team Leaders have the Inspiring Presence special rule.

Inspiring Presence

Friendly models within 6" of this model may use its Leadership for all Leadership tests, even those which would normally require Insane Heroism

Non-Learning

The unit may never gain Battle Honours.

Built-Up Area

All games of Heralds of Ruin use this special rule. No model may Deep Strike unless its Opus' unit entry specifies that it may do so despite this rule. Any model that suffers a Deep Strike Mishap suffers a -1 modifier to the result rolled - it's dangerous to teleport or grav-drop into such built-up areas!

Similarly, it's inadvisable to drive too fast in such a close environment. Jetbikes' turboboost move is reduced to 12", apart from the Eldar factions' jetbikes, which may turboboost up to 18".

Assault Phase thrust-moves are reduced to $d6+1$ " for all jet units.

Look Out Sir!

A model must be within 3" of a character to make a Look Out Sir attempt. Look Out Sir!

rolls are made after the roll to Hit, and if

successful, the Wound is allocated to the model making the Look Out Sir! test.

Cover saves from terrain are worked out using the position of the initial target of the attack. The model taking the wound may benefit from any special rules it has that increase its cover save, but may not choose to Go To Ground.

The Rout Test

A player must make a Rout test at the start of their turn if their team is one or more Rout Thresholds higher than their opponent's (see below).

- Rout Threshold 0 - Less than 50% of the team's units have been killed or fled.

- Rout Threshold 1 - Between 50% and 75% of the team's units have been killed or fled

- Rout Threshold 2 - More than 75% of the team's units have been killed or fled.

Include units that have been removed as casualties and those that have fled the battlefield for the purposes of working out Rout Thresholds. Round up to the nearest whole unit to work out how many units a team needs to lose to move to the next Rout Threshold. It is helpful to work this out before the game!

For example: Team A started the game with 12 units and have 6 remaining. They are facing team X, who started with 11 members and also have 6 remaining. Team A is therefore at Rout Threshold 1 while the Team X is still at Rout Threshold 0 (having lost 5 of the required 5.5 units).

Team A must take a Rout Test at the start of their turn.. If team X lose another unit, neither team need to take Rout Tests, until one has lost over 75% of its units and the other has yet to.

To take a Rout Test simply roll 2D6. If the score is equal to or less than the Leadership of the team's Leader, the test is passed and the team fights on! Note that this is not a Leadership or Morale test and is not affected by any special rules.

If the Team Leader has Gone To Ground, is falling back or has been removed as a casualty, you may not use their Leadership and must use the next highest from among your models on the board. If the test is failed, the game ends immediately and the Routing player loses.

Voluntary Rout

At the start of any player's turn in which they were required to take a Rout Test, that player may choose to voluntarily fail the test.

Squads, Lone Survivors and the Rout Test

Squads in a Kill Team are not often comprised of the most valuable, inspiring or intimidating warriors. However, as many a commander through the millennia has discovered to their cost, quantity has a quality all its own.

When a squad is reduced to a single member, that model follows all the usual rules for regrouping where applicable. If it regroups successfully, it loses the Squad rule and gains the A Team Of Heroes rule for the remainder of the battle.

For the purposes of working out Rout Thresholds, squads count as two units. When the squad is reduced to below half its starting members, the opposing player counts as having destroyed one unit. When all members of the squad have been removed from play, the second unit counts as destroyed.

Models with Ld- or Ldo cannot pass rout tests. Teams with only this kind of model left on the table automatically fail the next Rout test they are required to make.

All non-transport vehicles count as Ld8 for the purposes of Rout tests only. This special value may only be used when the only surviving models on a team are vehicles. All other rules governing vehicles' interactions with Leadership apply as normal.

Go To Ground

No matter how fast your reflexes, the decision to hit the dirt cannot realistically be taken once you've already been shot!

You must declare whether a unit will Go To Ground as soon as it is chosen as the target of a shooting attack, in the same way as choosing to Jink.

Ignores Cover

Weapons or psychic powers with the Ignores Cover special rule do allow cover saves, but confer a -2 penalty to cover. You should determine what cover the target gets, before applying the modifier. This means a unit can never get a cover save better than 4+ against a weapon that Ignores Cover.

MOVEMENT PHASE

Real Terrain

A Kill Team battlefield should use a *lot* of terrain. Ruined temples, hive cities, dense forests - all should include a good amount of all kinds of terrain including ruins, buildings and lots of scatter terrain. The board should be cinematic and evocative, and present some tactical challenges! Heralds of Ruin replaces the rules for Difficult Terrain and Buildings (see below) and uses the following amendments.

Walls and Doors

Instead of using the normal rules where models can move freely through walls and other solid obstacles, use common sense. Models can't move freely through walls, but can through doors, assuming closed doors can be opened.

Difficult Terrain

Instead of rolling for Difficult Terrain, count the distance moved by a model through Difficult Terrain as double, rounding up to the nearest inch. For instance, a Tactical Marine moving 3" entirely through difficult terrain counts as moving 6" and so may not normally move further in that Phase.

Sometimes a model's move will be split between open ground and difficult terrain. In these cases, only double the distance that the model actually moves through the difficult terrain!

This rule also applies to Run moves, and when charging. Charge distances are not reduced by 2" as in Warhammer 40,000, but must take into account the double distance for any difficult terrain crossed.

In addition, models may vault over obstacles, window ledges etc. that are less than 1" high without affecting their movement.

Models with the Move Through Cover special rule do not count moves through Difficult Terrain as double, but 1" further

than usual. Distances of 2" or less are unaffected.

Buildings

To emphasize the "real terrain" aspect of Heralds of Ruin, do not use the rules for Buildings in Warhammer 40,000. Instead, treat buildings as Ruins without the Difficult Terrain penalty.

Models may use stairs, ladders etc. freely, or attempt to climb walls (see below) to reach upper levels. If models can't be physically placed inside a building, they may not move into it.

Players should decide before the game which buildings count as Ruins, and which are actually Ruins, as this will affect Dangerous Terrain tests for certain unit types. A model can pass through any gap it can fit through. For windows, shell holes, narrow passageways etc., consider the model in question. Are they extremely flexible? Do they have bulky and unyielding equipment or bar-bending strength? Be generous! If it could conceivably fit through the space, it can pass through, following the rules for Difficult Terrain where appropriate.

Hiding

Sometimes it may be in a unit's best interests to hide! A unit may hide if it is at least 50% obscured from all enemy units at the end of its movement phase. Declare that the unit is hiding during the movement phase and mark it with a Hidden counter. A unit may not hide within 12" of an enemy unit.

If an enemy unit moves within 12" or so that the hiding unit is no longer at least 50% obscured, the unit is no longer hidden.

While hidden, a model cannot be charged or targeted by enemy units' shooting attacks or psychic powers, even those that do not require line of sight. They can still be hit

accidentally by weapons or effects that scatter. Hidden units cannot take any voluntary action until the start of their next turn, at which point their hidden counter is removed.

Hidden units in control of an objective still count as controlling it. See the Missions section for more details on controlling objectives.

Climbing and Jumping

The following rule has been designed for a more cinematic way of moving around through terrain in Heralds of Ruin:

Models may jump across gaps/drops and climb walls (or anything else, if there's a place to stand at the top) during a Move, Run or Charge movement. To do this they must move up to the wall, edge or gap and still have enough movement left to cover the distance required. Climbing or Jumping does not count as moving through Difficult Terrain.

The unit must then take an Initiative test. If passed, they climb or jump successfully and may continue to move if they have movement left. If they fail when climbing up, the unit simply stays at the bottom of the wall. If they fail when jumping down or across a gap, they fall! The unit falls vertically from the point they started to jump, and takes one automatic AP- hit for each model in the unit, with a Strength equal to the number of inches fallen.

A unit does not need to take an Initiative test when climbing or jumping 1" or less, or when using a ladder. Only Infantry and Beasts may climb, but all unit types may jump.

A unit may climb or jump during a charge, run or other type of move whose distance depends on a dice roll. You must declare the unit's intention to climb before making the roll for distance. If the result is not enough to climb or jump the distance, you may opt to not start the move. If it is, take the Initiative test at the climb or jump point as above. For more information about

climbing/jumping charges, see Assault Phase later.

The maximum distance any unit may climb in a phase is 9". The maximum distance any unit may jump in a phase is 6". And, of course, no model may ever climb or jump further than it would normally be allowed to move!

Assisted climbing

A friendly model within 1" of a climbable surface or an edge of a gap may be nominated as a "Spotter" for other units attempting to climb/jump. Any unit climbing or jumping within 1" of the spotter gets a +2 bonus to Initiative for the purpose of the climb/jump. This bonus can only be gained once per climber/jumper, but a single spotter can give this bonus to any number of models.

A model may take no voluntary action during the Phase in which it is nominated as a Spotter.

Squads do not gain a bonus from a Spotter, but receive a flat +1 initiative bonus when climbing.

Designers' Note:

You should include plenty of ladders, vines, bouldering walls etc. on your board. In short, things you can climb up for free! If your terrain collection doesn't include such things, agree with your opponent which surfaces can be climbed freely, or roll for it. Such areas can become strategically important, while models that are better at climbing are rewarded for taking the "Scenic Route!"

PSYCHIC PHASE

Designer's note: Heralds of Ruin is a game of small-scale operations, and although psykers are prevalent throughout the Warhammer 40,000 universe, their effect is purposefully limited in these small games.

Generating Powers

Ignore the rules for generating psychic powers in Warhammer 40,000: The Rules, including Psychic Focus. Instead, every Opus will list the powers available from their faction's unique discipline. Psykers that are not restricted to their own discipline may also choose from the list below, as long as they have access to that discipline. For each psyker in your team, you may choose one power from the powers available to it, for each Mastery Level it has. A psyker cannot know the same psychic power twice.

Warp Charge

In a Heralds of Ruin game, psychic powers are manifested using the Warhammer 40,000 rules, with the exception that players generate D3+1 Warp Charges rather than D6. For example, a team with a single Mastery Level 1 psyker generates a Warp Charge pool of D3+2.

Psychic Defence

All units with the Psyker or Brotherhood of Psykers special rule count as having a psychic hood. Models with an actual psychic hood have its range increased to 24".

Available Powers

- Biomancy - Enfeeble, Haemorrhage
- Divination - Prescience, Perfect Timing, Misfortune, Scrier's Gaze
- Pyromancy - Flame Breath, Fire Shield
- Telekinesis - Levitation, Telekine Dome
- Telepathy - Dominate, Terrify, Hallucination*
- Daemonology (Sanctic) - Purge Soul, Banishment

**For the Hallucination result "You! You're a traitor!" apply the following:*

Randomly select one model 3" or less from the target unit, or belonging to it. That model suffers a single Strength 3 hit for every model in its own team 3" or less from it.

Cover saves cannot be taken against these hits, and they can never be allocated to another model. If there are no models within 3" of the target, treat this result as It's So Beautiful! instead.

Area Effect

Psychic powers whose rules state they target a single model, as well as all Witchfire, Beam and Nova powers, work exactly as normal.

A unit that successfully manifests a Witchfire power may not Run in the subsequent Shooting Phase.

Blessing and Malediction psychic powers whose rules state they target a "unit" or "units" have the following amendment:

When the unit or units in question are single models, the power has an area of effect of 3" around each affected model. Any single-model units within this area of effect are affected by the power as well.

When the target unit is a squad, no area of effect is produced. If a squad has any models inside an area of effect, all models in the squad are affected by the power.

Roll only once for Deny The Witch for each power used, using the best modifier of all available models. Any Wounds caused by psychic powers are taken from the closest model first, as if the affected models were a single unit. Similarly, for powers that require a Leadership test for affected models, roll once with the highest available affected leadership and apply the results of that test to all affected models.



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SHOOTING PHASE

Nerve Test

A unit must take a Nerve test if any friendly model is killed within 3" during the enemy shooting phase. The unit takes an immediate Leadership test, and if it fails, must immediately either Go To Ground or Jink, whichever it is able to do. If it can do both, the controlling player may choose.

Nerve tests triggered by weapons with the Pinning special rule are taken on 3d6 to represent their increased effectiveness at suppression. Units with the Squad special rule and those that automatically pass Leadership tests do not have to make Nerve tests. No model may take more than one Nerve test per turn.

Line of Sight

Heralds of Ruin uses a "true line of sight" system for the purposes of cover saves. A model must be at least 25% obscured from the point of view of the firing model to gain a cover save - merely standing inside Area Terrain is not enough! Remember that friendly units block line of sight as usual, even if they consist of only one model.

Running, Fleet & Crusader

Instead of rolling to determine a unit's Run move, you may always Run up to 6".

If the unit has the Fleet or Crusader special rule, you may add D3" to the Run move. If they have both, roll 2D3 and pick the highest result.

Blasts and Real Terrain

When a missile or similar projectile veers off course and hits a solid object, it explodes on impact. To represent this, if a scatter roll would take a blast marker's center point "through" a wall or comparable immovable object, it detonates on contact. Resolve the weapon's effects from that point. The portion of a blast that crosses and lies beyond the line of a wall is lost.

Suppressing Fire

A model may elect to shoot Suppressing Fire with any weapon it is allowed to shoot. If it does so, the model reduces its Ballistic Skill by 1 for the rest of the phase. If the model has already reduced its BS to use Suppressing Fire that phase, it does not need to do so again. When shooting Suppressing Fire, choose a target as usual. This is the Primary target. All enemy units within 3" then become secondary targets.

If any hits are scored, the first must be allocated to the Primary target. Allocate hits to secondary targets in order of proximity to the Primary target, closest first. You may not allocate a second hit to any target until all available targets have been allocated a hit.

Models with the Split Fire special rule do not suffer a penalty to Ballistic Skill when shooting Suppressing fire.

Multiple Primary Targets

A model that may normally fire two weapons may choose to fire one at a different Primary target. If it does so, both of its weapons must shoot Suppressing Fire. The two weapons may not choose Primary targets that are more than 3" apart.

Precision Shots

A Look Out Sir! Test taken against a successful Precision Shot has a -1 modifier to the roll.

Gets Hot!

Weapons that use plasma and other volatile substances tend to explode in spectacular fashion if misused or ill-maintained, and the more powerful they are, the worse the firer can come off. Wounds taken from the Gets Hot! special rule are resolved at the same AP as the weapon being fired.

Residual Damage Weapons

White-hot Promethium, sticky strangleweb threads and vitriolic acidic spray: the 41st Millennium is rife with weapons that do damage in more insidious and lasting ways than a simple bolt or lasround.

All weapons with Range: Template gain the Residual Damage special rule. Any unit hit by a weapon with this special rule must pass an Initiative test, or risk suffering further ill effects from the attack. The test must be taken after any Wounds are resolved.

If the unit fails the test, it gains a Residual Damage counter. A unit may only ever have one Residual Damage counter at a time. Players are strongly encouraged to make their own unique counters to represent the weapons that cause them!

A unit with a Residual Damage counter must take an Initiative test at the start of their turn. If the test is passed, remove the counter. If failed, the unit takes a single AP-hit at the Strength of the weapon which caused the counter to be gained, and the counter remains.

If a unit with a Residual Damage counter is hit with a Residual Damage weapon of higher Strength, follow the steps for gaining a counter as usual. If the test is failed, further Residual Damage is resolved at the higher Strength value. If it is passed, only the original counter remains.

A unit that starts its turn in base contact with a unit with a Residual Damage counter must pass an Initiative test or gain a counter itself. They may not try to remove the counter during the same turn.

In the shooting phase, a friendly model within 1" may, instead of shooting or running, assist a unit with a Residual Damage counter. Roll a D6: on a 2+, the dangerous substance is neutralised and the counter is removed. However, on a 1, the assisting model also catches fire/gets harmful goo on its face and its unit gains a Residual Damage counter as well!

A unit with the Resilient special rule may never gain Residual Damage counters.

Grenades

Kill Teams must travel light, as they may need to avoid detection by enemy scouts or be cut off from supply lines normally available to them.

All kinds of grenades, as well as some weaponry detailed in the Opuses, gain the One Use Only special rule. Once a grenade has been used (either in the Shooting or Assault phase) it may not be used again. An easy way to record this is to cross off the grenade on your roster sheet as it is used. During a campaign, used grenades are replenished for free after each game.

You must state whether or not your unit will use a grenade it has in the Assault phase (for example, when a model equipped with Frag grenades charges into terrain).

A unit whose Opus entry states it is equipped with grenades or has the ability to buy grenades may buy extras. A unit may only buy grenades if it is equipped with them already or if its Opus entry explicitly states that it may do so, using the following table:

Frag/Defensive/Assault	1 point
Plasma/Krak	2 points
Haywire/EMP	2 points
Melta Bomb	5 points

ASSAULT PHASE

The Assault phase is where the majority of Heralds of Ruin's changes come into play. After your warriors have taken all they can of ducking into shadows, hauling themselves over walls and avoiding unexpected psychic onslaughts, sometimes no options remain but to fix bayonets and charge!

The table below details the order of play for the Assault phase. If you're reading this for the first time, don't worry! Anything that seems strange will be explained over the next couple of pages.

1. Declare and accept or refuse all challenges.
2. Charging player chooses an enemy unit and declares ALL charges against that unit.
3. Receiver declares all units firing Overwatch on behalf of the target of the charge, including itself.
4. Roll charges for surviving units.
5. Charging player chooses another target. Repeat from step 2 until all charges are concluded.
6. Declare and resolve all Counter-Charges.

The high-stakes nature of a Kill Team's mission often brings their combatants into bitter fights to the death. Any obstacle to success must be eliminated, and many of the unsung heroes of the 41st Millennium will trust no others with the task!

To represent these dramatic clashes in Heralds of Ruin, we have added a new Challenges step to the beginning of the Assault phase:

Challenges

Challenges are now issued when one Character model declares a charge against another. The charging Character has the right to issue the challenge first. If they do not, the Character being charged may then issue a challenge.

If the challenge is accepted in either case, no other models may then declare a charge or counter-charge against either participant.

No other models (even those belonging to the same unit) may allocate attacks to either participant for one full game turn after the challenge is issued.

A model that refuses a challenge suffers a -1 penalty to both its Attacks and Leadership characteristics and loses the Inspiring Presence rule.

These effects last one game turn from the point the challenge was issued. The refusing model may charge/attack and be charged/attacked as normal.

Bodyguards

A model with the Bodyguard special rule may accept a challenge in place of a character within 3". The bodyguard counts as a Character for all purposes when accepting or fighting in a challenge. The charging model rolls charge distance to the originally challenged model, and if the charge is successful, the bodyguard and challenged model switch places immediately before the Fight sub-phase. Bodyguards may not issue challenges unless they themselves are Characters.

Charge Order

Note that while you must decide which models will be issuing and accepting challenges before any charge moves are made, challengers do not have to be the initial charger, and charge order is still up to the charging player.

Redirecting Charges

The hardened fighters of a Kill Team must be able to adapt to changing circumstances in a heartbeat, and do not have the luxury of resting on their laurels just because they have managed to shoot one enemy down!

If a unit wants to charge, but cannot do so as their target in the shooting phase is already dead, they may wish to redirect their charge. To do this, the would-be charger must take a Leadership test. If they pass, they may choose a new target within 3" of where the original target died. This new target must be eligible to be charged under all other rules. The unit may charge the new target as normal. If the test is failed, the unit may not charge.

Supporting Charges

Units may declare charges against enemy units already engaged in combat, even if they cannot be physically be placed in base contact due to intervening friendly models (ie. there is no room). If you choose to do this, measure to the nearest enemy model's base for charge distance as normal - if the charger is in range, move it as close as possible to the enemy. If you cannot place the charger in base contact with a friendly model that is in base contact with an enemy, the charge fails. Unengaged enemy models may still fire Supporting Overwatch (see later) for a model that is locked in combat provided they are within 3" of that model.

Supporting Attacks

Models engaged in combat who are not in base contact with an enemy model, but are in base contact with a friendly model that is are classed as "supporting." Supporting models are still locked in combat. They may attack any enemy model in base contact with a friendly model that is in base contact with themselves. This is done exactly as if the supporting model was in base contact with the enemy model, except that the supporting model may only ever make a single attack.

Precision Strikes

Successful Precision Strikes cause a -1 penalty to Look Out Sir! rolls.

Diving Charges

If you have to Jump more than 1" (across a gap or down a drop) to charge an enemy it is classed as a "diving" charge. Work through the charge sub-phase as normal until you have to move the diving model. Take an initiative test at the point of the Jump as described in the Climbing and Jumping phase section of Movement, above. If the test is failed, the charge is failed. The unit takes falling damage and remains at the bottom of the fall. If the test is passed, the unit completes its charge and gains a +1 Strength bonus during the subsequent Fight sub-phase.

Climbing Charges

If a charging unit has to climb in order to reach its target, work out the charge as normal until you have to move the model. Move the model up to the point where it would begin its climb and take an Initiative test as described in the Climbing and Jumping section of Movement, above. If failed, the unit remains at the foot of the climb and the charge is failed. If passed, the unit completes its charge, but suffers a -1 penalty to Weapon Skill during the subsequent Fight sub-phase.

Supporting Overwatch

Any friendly model within 3" of a charger's target unit may choose to fire Overwatch in support. Supporting overwatchers may target any of the units who declared a charge against the original target.

You must choose all units that will fire Supporting Overwatch at step 3 of the table above. However, you do not have to say which unit will fire at which charger. Decide as those units charge. Any Supporting Overwatchers who have not fired overwatch once all charges are completed have wasted their chance to do so. A model may only be nominated to fire Overwatch once per turn.

Counter-Charge

Once all charges against a specific unit have been completed, any friendly units within 3" of a charging enemy model may take a Leadership test in order to counter-charge.

If they pass, the unit may choose to immediately charge too. Diving Counter-Charges are allowed, but do not grant the +1 bonus to Strength.

Move the unit into base contact with any charging model within 3". A model that counter-charges does not gain any bonuses for doing so, unless they have the Counter Attack special rule, in which case they gain the number of bonus attacks they would normally gain for charging. No bonuses to Counter-Charge are gained from other special rules such as Furious Charge.

Assault Results

When determining assault results, add one to the number of "total unsaved Wounds inflicted" for each of the following conditions that apply to models on each side of the combat, before working out the result. Each condition only adds +1 to the assault results on each side, regardless of how many times it applies. For example, you may only gain +1 to your side's Wounds even if three of your models Counter-Charged. This does allow models to win or lose combats in which no unsaved Wounds were inflicted.

Combat Result Modifiers

- A friendly model has Charged this turn.
- A friendly model has Counter-charged this turn
- A friendly model has a Banner*
- Your side of the combat outnumbered the enemy at least 5 to 1

*A Banner includes any wargear with "Banner" or "Standard" in its name.

Multiple Assaults

A single model may attempt to charge multiple models, provided it can get into base contact with them. The distance between the charging model and its furthest target is the required charge distance. If all targets are equidistant from the charging model, measure charge distance as normal and add 1" to the required distance. At the end of the charge sub-phase models making a multiple assault must be in base contact with all their charge targets, or the charge is considered to be failed and the model is not locked in combat.

Consolidation

A unit that is able to Consolidate may do so into base contact with the nearest enemy unit within d6". That unit may fire Overwatch as though they were being charged, even if they already fired Overwatch this turn.

Units that consolidate into combat count as Initiative 1 for the first round of the new combat. They do not count as charging and so gain none of the associated benefits. The new combat begins at the start of the Fight sub-phase in the next player turn.

HOR MISSIONS

Here we present a collection of missions designed especially for Heralds of Ruin, by its creators and members of its community. In this section we will take you through the Heralds of Ruin mission rules that govern how you set up and play your games. Note that these rules are just an example of how to play a Heralds of Ruin Game – we encourage players to create their own missions, scenarios and rules!

Getting Started

Unless specified otherwise, a Heralds of Ruin Game follows the rules in the Preparing for Battle chapter of the Warhammer 40,000 rulebook. Every Heralds of Ruin Mission has the following rules, in addition to those described in its specific section of this chapter:

The Battlefield

Heralds of Ruin Games are played on a 4'x 4' battlefield, with a heavy concentration of terrain, the more terrain the better the game! When placing terrain, strive for a visually appealing and tactically challenging battlefield – you should try not to strategically place terrain features in a manner that unfairly aids or penalises a specific side. A lot of different types and heights of terrain also helps make the game interesting, try adding some emplaced weapons, tanglewire, fuel dumps and other small obstacles as well as the normal buildings and ruins. You should also include plenty of ladders/ropes/vines for free climbing, especially when not using the Optional Climbing Equipment rules.

Deployment

When deploying your forces, use the Standard Deployment Method in the Warhammer 40,000 rulebook with the deployment map included in the mission you are playing. Players do not roll for Warlord traits.

First Turn

Unless the mission specifies who has first turn, the player that deployed first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative.

Game Length

All Heralds of Ruin Missions use the Variable Game Length rules, but some missions may have ways of ending the game early.

Special Rules

All Kill Team missions use the Reserves, Night Fighting, Built-up Area and The Rout Test rules.

Holding Objectives

Many missions require your team to hold objectives. In order to control an objective, a model must be no more than 3" away from it in any direction, and have line of sight to it. Only one side may control an objective.

Carrying Objectives

Some missions require you to pick up and move objectives. To do so, a model must move into base contact with the objective. It (or its unit) is then considered to be carrying the objective, which must stay as close as possible to that unit. If the unit is a squad, you should specify which model has the objective. A model can only carry one objective at a time. Objectives may be moved in any phase, but may not be moved more than 12" in total in any player turn, or they are Dropped (see below) at the point where they exceeded 12" of movement.

Dropping Objectives

An objective is dropped when it moves more than 12" in a single turn, or when a model carrying it is Injured, Killed or takes a hit from Falling. Scatter the objective d3" from the carrying model's position.

The objective will come to rest against any solid object or table edge. If the scatter takes the objective into base contact with another model, that model automatically gains control of it.

Passing Objectives

Once per player turn, in any phase, an objective may be passed between friendly models. Move the models into base contact to make the transfer. This does not allow the objective to move further than 12" in a single turn. Models engaged in combat may not pass objectives.

WHICH MISSION?

There are two methods of picking a mission to play, narrative or random:

Narrative

The best way to play Heralds of Ruin is to decide between you and your opponent which of the six missions in this chapter you want to play. If this is done in advance, you can even create a short story to explain why the two teams are fighting. Its great fun to make up a story, or recreate a story found in the Warhammer 40,000 fiction.

Players can build their team around this story and even paint up some special terrain to add to the overall narrative. In some cases, you will need to decide which player will be the 'attacker' or 'defender' depending on your story and team choices. If you have a strong story for your game, why not create your own scenario rules, or use the ones provided as a base?

Random

Sometimes you just want to gather your miniatures and play a game, without the need to prepare a story beforehand. In this case, if a scenario references an 'attacker' or 'defender', randomise which player is which before you start playing. In order to decide on the scenario you will be playing roll a D3 and then a D6 to determine which mission from that set you'll be playing.

D3: Mission Set

1. Futile War
2. Heralds of Ruin
3. Antaeus

The Mission Sets

The sets of missions have been put together to provide loose "levels" of play. We think they're all brilliant, but if you have an idea of the kind of game you feel like playing, dispense with the d3 roll and just roll in your preferred set.

The **Futile War** missions are all based on static objectives, and feature few special rules. They're ideal for a quick game with very little additional setup or extra rolling in-game. Don't let their simplicity fool you: the very lack of bizarre situations to take advantage of will test your tactical acumen to the limit.

The Classic **Heralds of Ruin** missions make for a variety of great intermediate-level games, based on controlling the battlefield, outmaneuvering your enemy or even destroying their base. We recommend new Heralds of Ruin players start here.

The **Antaeus** missions require still deeper tactical decision-making, feature some specific terrain setups and bizarre scenarios, and will test your team's ability to react to new situations in a heartbeat. Not for the faint-hearted commander!

Futile War missions reproduced with kind permission from Chris Nihilus. Antaeus missions reproduced with kind permission from Rhett Bricker/Master Antaeus. Many thanks!

HOR

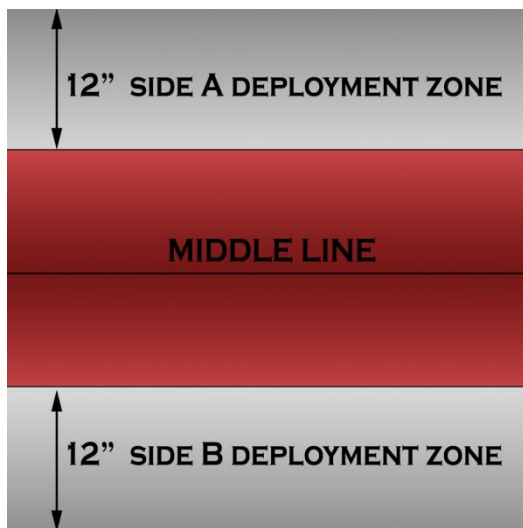
FUTILE WAR 1 BORDER MASSACRE

The border was, until recently, the scene of a ferocious battle, during which neither side was able to make the decisive move.

The time has come for survivors, reserves and special forces to succeed where mighty armies and war machines could not. You must cross the line and open a way into enemy territory!

Deployment Map

The deployment zones are opposite each other, spanning the width of the board up to 12" in depth:



Mission Rules

At the end of every player's turn, the player whose turn just ended scores 1 point for every objective they control.

Players score 1 victory point for First Blood and 1+D3 victory points for Linebreaker. Players score 1 victory point if the enemy Team Leader is removed as a casualty.

Before choosing table edges, in the centre of the board place a single objective marker.

Then, players place one objective marker each, one on the right and one on the left of the centre, but always on the Middle Line, for a total of 3 objective markers.

Objective markers must be at least 9" apart.

HOR

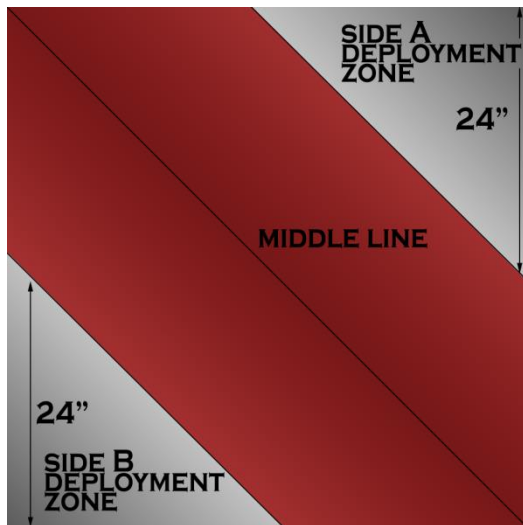
FUTILE WAR 2

ENGINE OF WAR

*Bombs and artillery have made of this place a desert of fire and death.
Still, supplies are needed on both sides, and the armies send the best they
have to take them in such a damned warzone.*

Deployment Map

The deployment zones are opposite each other, in diagonally marked corners:



Before choosing table edges, in the centre of the board place a single objective marker. Then, players place one objective marker each, one on the right and one on the left of the centre, but always on the Middle Line, for a total of 3 objective markers. These objective markers must be at least 12" from the centre. Number them, from 1 to 3.

Mission Rules

At the beginning of the first turn of each player, roll 3 D3 dice.

The numbers generated indicate the objective markers the player needs to capture, and are referred to as Tactical Directives.

At the end of every turn, you score one victory point for each of your Tactical Directives whose number matches that of an objective marker you control, then remove those directives.

At the start of every player's turn, if they have fewer than 3 tactical directives, he must generate new directives until they have 3.

Players score 1 Victory Point for First Blood, Linebreaker and for the enemy Team Leader being removed as a casualty.

HOR

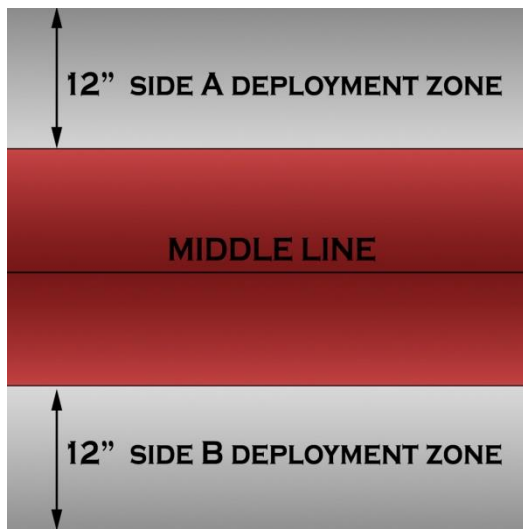
FUTILE WAR 3

DIATRIBE

*The misunderstanding turns into hate.
The hate turns into a skirmish.
The skirmish turns into a bloodbath.*

Deployment Map

The deployment zones are opposite each other, spanning the width of the board up to 12" in depth:



Before choosing table edges, in the centre of the board place a single objective marker. Then, players place one objective marker each, one on the right and one on the left of the centre, but always on the Middle Line, for a total of 3 objective markers. Objective markers must be at least 9" apart. Number them 1-3.

Mission Rules

At the beginning of the first turn of each player, roll a D3.

The number generated indicates the objective marker the player needs to capture, and is referred to as the Tactical Directives.

At the end of every turn, you score one victory point for each of your Tactical Directives whose number matches that of an objective marker you control, then remove those directives.

At the start of every player's turn, if they have fewer than 3 tactical directives, they must generate new directives until they have a number of directives equal to the turn number.

Players score 1 Victory Point for First Blood, Linebreaker and for the enemy Team Leader being removed as a casualty.

HOR

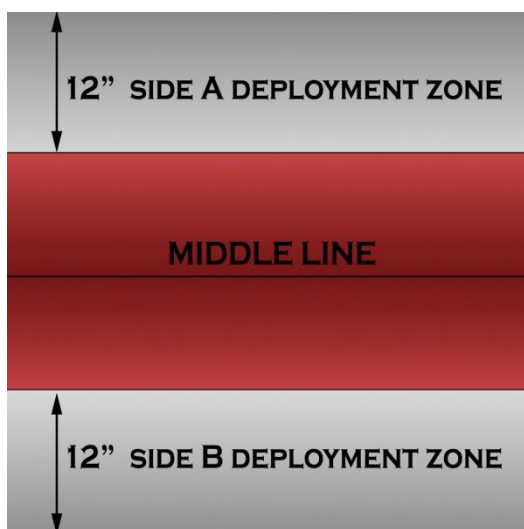
FUTILE WAR 4

CLASH

There is no retreat, you can only go forward.

Deployment Map

The deployment zones are opposite each other, spanning the width of the board up to 12" in depth:



Before choosing table edges, place an objective marker in the centre of each deployment zone.

Then each player, in turn, places an objective marker, one in middle field A and one in middle field B, not less than 6" from any of the table edges.

These objective markers must not be less than 12" apart.

There should be 6 objective markers:

1 in Side A, 1 in Side B, 2 in Middle Field A and 2 in Middle Field B.

Mission Rules

At the end of every player's turn, the player counts the objective markers he or she controls.

They earn 1 victory point for each marker they control in the closest Middle Field

to their own Deployment Zone;

2 points for each marker they control in the furthest Middle Field from their own Deployment Zone;

3 points if they control the objective marker in the enemy Deployment Zone.

Players score 1 victory point if the enemy Team Leader is removed as a casualty, 1 victory point for First Blood and 1+D3 points for Linebreaker.

HOR

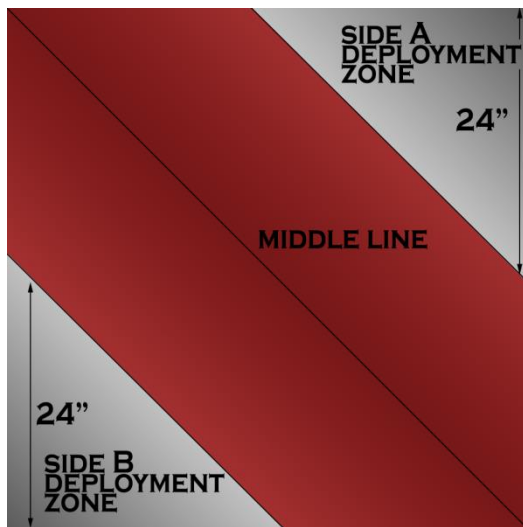
FUTILE WAR 5 LAST CHANCE

The war is over... almost.

*While all around lies dust, wrecked tanks and brave actions that will remain
unremembered, the last warriors alive fight for the last hill, the last safe
place, the last weapon of destruction.*

Deployment Map

The deployment zones are opposite each other, in diagonally marked corners:



In the center of the board place a single objective marker, ideally in a building, on a hill or other strategically important location.

Mission Rules

At the end of each player turn, if they control the objective marker, they gain a number of points equal to the Turn Number.

Players score 1 Victory Point for First Blood, Linebreaker and for the enemy Team Leader being removed as a casualty.

HOR

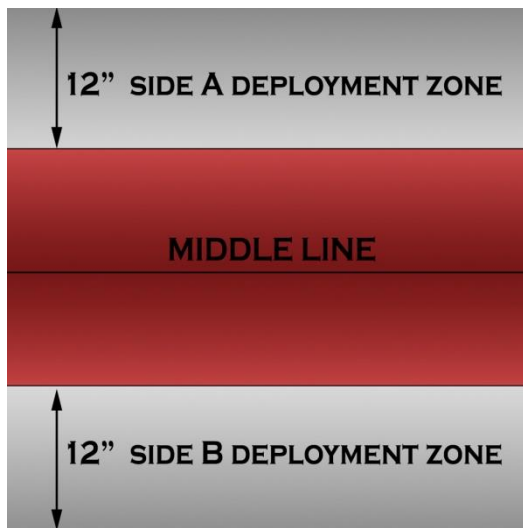
FUTILE WAR 6

MACHINERY OF RISK

War is not waged on the battlefield alone, but also in the mind.

Deployment Map

The deployment zones are opposite each other, spanning the width of the board up to 12" in depth:



Before choosing table edges, in the centre of the board place a single objective marker. Then, players place one objective marker each, one on the right and one on the left of the centre, but always on the Middle Line, for a total of 3 objective markers. Objective markers must be at least 9" apart. Number them 1-3.

Mission Rules

At the beginning of the first turn of each player, the player rolls a number of D3 dice of their choice, between 0 and 3.

The numbers generated indicate the objective markers both players need to capture, and are referred to as Tactical Directives. The total number (between 0 and 6) of Tactical Directives are shared between both players.

At the end of every turn, you score one victory point for each of the Tactical Directives whose number matches that of an objective marker you control, then remove those directives.

Players score 1 Victory Point for First Blood, Linebreaker and for the enemy Team Leader being removed as a casualty.

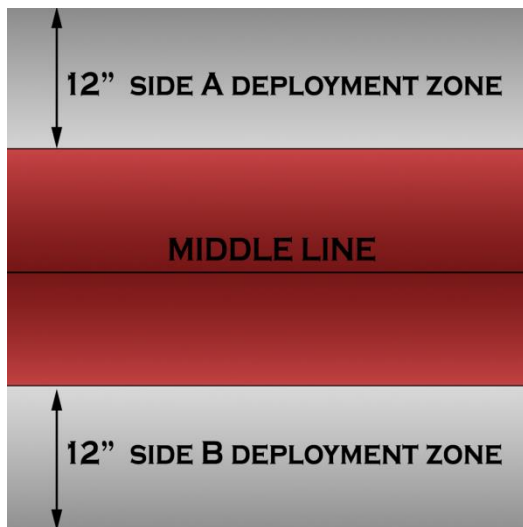
HERALDS OF RUIN CLASSICS 1

ESCALATING SKIRMISH

Two small teams have met by chance and neither is prepared to turn his back and let his opponent get away without a fight. The skirmish soon escalates as reinforcements arrive.

Deployment Map

The deployment zones are opposite each other, spanning the width of the board up to 12" in depth:



Mission Rules

Before deployment, both players must split their teams into two sub-teams as evenly as possible (for example a team of 11 units would be split into two sub-teams of 6 and 5 units). The players then decide which of their sub-teams start the game on the table (the 'starting' sub-team), and which will come on later (the 'reinforcements').

Follow the standard deployment method as normal, but the players must only place models from their starting sub-team. All models in a player's reinforcements sub-team are held in Reserve and must roll and arrive as per normal Reserve rules. During this mission all models gain the Outflank special rule. Models that already have the Outflank special rule gain the Acute Senses special rule.

Victory Conditions

At the end of the game total up the points values of each model that has been removed as a Casualty. The player that has the least points worth of removed models has won the game. If the points difference between players is less than 50 points then the game ends in a draw.

Campaign Bonus RP

The Assassin achievement is increased to +5 RP. Also, a player gains +1 RP for every enemy Special model one of his models removes as a casualty.

(NB: if you have multiple squads in your Team, divide them as evenly as you can between the sub-teams)

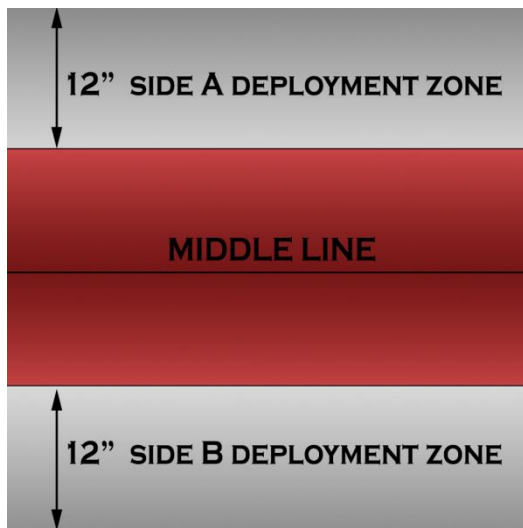
HERALDS OF RUIN CLASSICS 2

DOOMSDAY DEVICE

Rumours abound of a device of untold destruction, but it could be within any one of multiple hiding places. Assemble your team, you need to find the doomsday device and destroy it (or capture it for your own ends) before time runs out!

Deployment Map

The deployment zones are opposite each other, spanning the width of the board up to 12" in depth:



Mission Rules

After setting up the terrain, both players must roll-off. Players take it in turns to place a total of 6 Hiding Place Markers, starting with the player who won the roll-off. These Hiding Place Markers can be anything from coins, glass gems or specially created models – as long as it's clear what they are. The markers themselves do not interfere with the game in any way (move, shoot, etc. as if they were not there). Markers cannot be moved by any means once they are placed.

The Hiding Place Markers may not be placed within either deployment zone, or closer than 6" from each other or the table edges. Remember you do this before deployment zones are chosen, so try to be

fair when you place them. Only one of the Hiding Place Markers will be the Doomsday Device that your team so desperately needs to find. Each time a model ends its turn in control of a Hiding Place Marker, roll a D6. On a roll of a 1-5, remove the marker from the table – this hiding place is empty. On a roll of a 6, that model has found the Doomsday Device. As soon as the Doomsday Device is found, all other Hiding Place Markers are immediately removed from the table. If five Hiding Place Markers have been searched unsuccessfully, the sixth Hiding Place Marker automatically becomes the Doomsday Device.

In addition to the normal means of ending the game, if a single player has controlled the Doomsday Device for a full game turn, and is still in control of it at the beginning of their turn, roll a D6: On a 6+ the game immediately ends as the device is defused/stolen.

Victory Conditions

At the end of the game, if a single player has control of the Doomsday Device, they win the game. If neither player has control of the Device, then the game is a draw.

Campaign Bonus RP

The player that 'finds' the Doomsday Device gains +2 RP, if there are any opposing models present (within 6" and with Line of Sight) when the device is found, the opposing player gets +1 RP as well. A player gains +2 RP if at least one of their models ends the game within 3" of the Doomsday Device (this can be awarded to both players).

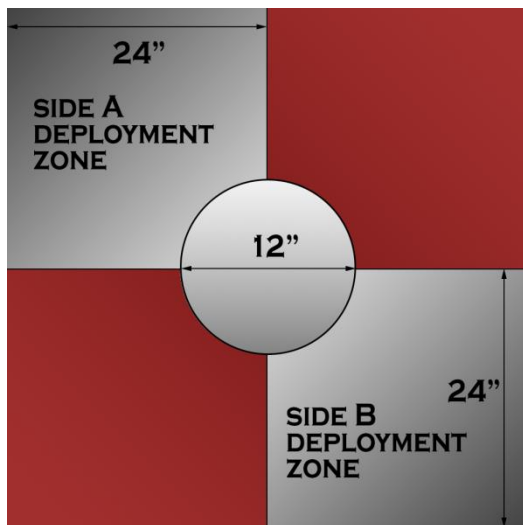
HERALDS OF RUIN CLASSICS 3

TAKE AND HOLD

Sometimes territory is the most valuable asset you can claim, and your team needs it. It's time to move your front line forward, capture those buildings!

Deployment Map

The deployment zones are in opposite corners, up to 24" square. No models may deploy within 6" of the centre of the table:



Mission Rules

Before setting up the terrain, both players must roll-off. Players take it in turns to place a total of five Objective Buildings, starting with the player who won the roll-off. These Objective Buildings can be anywhere from 6" to 12" in length and width (they can be as high as you want). Once these have been placed, set up the rest of your terrain around them.

The Objective Buildings can be placed anywhere on the table at least 6" away from each other or the table edge. Remember you do this before deployment zones are chosen so try to be fair when you place them. If you have additional buildings on the table, mark the Objective Buildings so they stand out.

As soon as any model enters an objective building, roll a D6 on the following chart to find out what type of building it is. The

building gains the rules listed for that building type for the rest of the game.

D6	Building Type
1-2	Unremarkable: the building has no additional rules.
3	Munitions factory: if a model inside the building passes a cover save, roll a D6. On a 2-6, everything is fine. On a 1, the ammo detonates! Every model in the building takes a S3 AP- hit with the Ignores Cover special rule.
4	Weapons Cache: models inside the building re-roll failed To Hit rolls of 1 when shooting.
5	Med Centre: models within this building gain the Feel No Pain (6+) special rule. If the model already has an equivalent of better source of Feel No Pain - tough!
6	Armoured Bunker: this building provides a 3+ cover save (rather than the usual 4+)

Victory Conditions

At the end of the game take note of what models are within which Objective Building. If a building contains only models from a single player's team then that building is 'controlled' by that player. The player that controls the most Objective Buildings wins the game. If both players control the same amount of Objective Buildings the game is a draw.

Campaign Bonus RP

A player receives +1 RP for every Objective Building his models control at the end of the game.

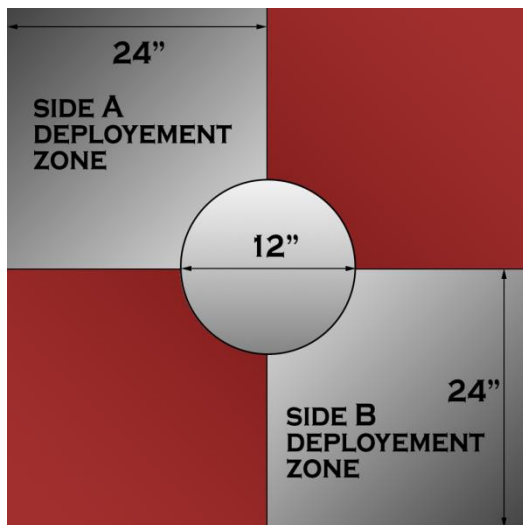
HERALDS OF RUIN CLASSICS 4

POSSESSION

Something of value is spread across the battlefield. Perhaps a shower of meteorites containing Adamantium ore fell to earth, or xenos archeotech fell from a crash-landed ship. Whatever these things are, your team wants them.

Deployment Map

The deployment zones are in opposite corners, up to 24" square. No models may deploy within 6" of the centre of the table:



Rules

After setting up the terrain, both players must roll-off. Players take it in turns to place a total of 5 Artefacts, starting with the player who won the roll-off. These Artefacts can be anything from coins, glass gems or specially created models – as long as it's clear what they are.

The markers themselves do not interfere with the game in any way (move, shoot, etc. as if they were not there).

The Artefacts can be placed anywhere on the table at least 6" away from each other or the table edge, and not within either deployment zone. Remember you do this before deployment zones are chosen so try to be fair when you place them. Artefacts use the same rules for seizing, moving and dropping as described at the beginning of this section.

Victory Conditions

At the end of the game the player that has the most models carrying an Artefact wins the game. If both players have the same number of Artefacts the game is a draw.

Campaign Bonus RP

For every Artefact one of their models is carrying at the end of the game, that player receives +1 RP

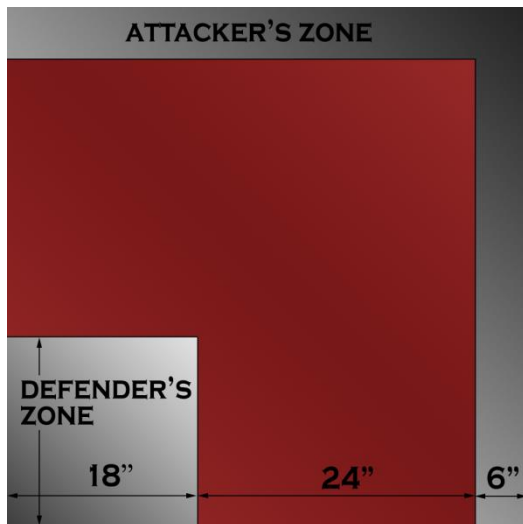
HERALDS OF RUIN CLASSICS 5

LAST STAND

This is it, your team's final stand against your enemies. Or is it?! Reinforcements are on their way, you just need to hold out until they get here, and crush them between the hammer and the anvil!

Deployment Map

The defender's deployment zone is an 18" square in one corner of the board. The attacker's deployment zone spans the length of the two table edges opposite the defender, up to 6" in depth:



Mission Rules

In the Last Stand mission one team is a defender waiting for reinforcements, whilst the other is the attacker (see Which Mission? to determine which player is which).

During this mission, ignore all special rules that dictate deployment such as Deathwing Assault, as well as Scouts and Infiltrators. Although it may not be totally accurate for some armies background to do so, it is vital for this mission to work as intended – a nail biting last stand!

When setting up your terrain, to give the defenders a fighting chance in this scenario, you must place a fair amount of cover in one corner of the board for them to hide behind. This can either be a building or ruin, or a number of barricades such as a

defence line or sandbags.

Before deployment, the defender must split his team into two sub-teams as evenly as possible (for example a team of 11 units would be split into two sub-teams of 6 and 5 units). They then decide which of their sub-teams start the game on the table (the 'defending' sub-team), and which will come on later (the 'reinforcements').

The defender deploys their defending sub-team first, then the attacker deploys their entire team second, following the Standard Deployment Method. The attacker will always get the first turn in this mission. The defending player's reinforcement models are placed in Reserves when the game begins, and when they arrive they may enter from any table edge of the defender's choice.

Victory Conditions

At the end of the game look at how many defending models are left on the table. If there are half or more models left then the defender has won. If there are less than half left then the attacker has won. However, if the attacker also has less than half of their entire team left on the table the game is a draw.

Campaign Bonus RP

Players on either side who end the game with 5 or more models in the Defender's deployment zone gain +3RP.

NB. As with Escalating Skirmish, if the defender has multiple squads in their team, they should be divided as evenly as possible between the sub-teams.

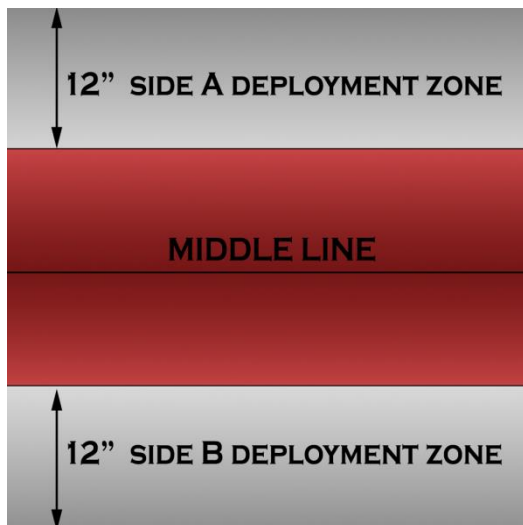
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HERALDS OF RUIN CLASSICS 6 RAID

The enemy base has been found and this could be the one and only chance to destroy it. Your team has been sent in to bring the base down on top of their heads.

Deployment Map

The deployment zones are opposite each other, spanning the width of the board up to 12" in depth:



Mission Rules

In the Raid mission one team is a defender, whilst the other is the attacker (see Which Mission? to determine which player is which). The defender always deploys first in this mission.

After setting up the terrain and determining which player has which Deployment Zone, the defender must place three Base Supports completely within their Deployment Zone (this can be inside a building). The Base Supports must be placed at least 6" away from each other or the table edge..

These Base Supports can be anything from coins, glass gems or specially created models – as long as it's clear what they are. In reality the 'support' could be anything from a literal support pillar, to a generator or a control panel. The Base Supports are Impassable terrain and may not be moved

once they are placed. Deployment continues as normal once the Base Supports have been placed.

A Base Support has an Armour Value of 10, and may only be destroyed in the Assault phase. The Base Support is charged/attacked in combat in the same way as a building and any glancing or penetrating hit will automatically destroy it. In addition, any defending model within 3" of a Base Support gains the Fearless special rule.

After deployment the attacking player may nominate up to three of his models to carry 'explosive charges'. These act in the same way as a melta bomb but may not be used against anything other than a Base Support. Write these charges on your roster or place a coin/counter next to the model carrying them (remember to cross them off when they are used).

In addition to the normal means of ending the game, if all three Base Supports have been destroyed the game ends immediately.

Victory Conditions

At the end of the game if all three Base Supports have been destroyed then the attacker wins. If one or none of the Base Supports have been destroyed the defender wins. If two Base Supports have been destroyed the game is a draw.

Campaign Bonus RP

Every Base Support destroyed gives the attacking player +2 RP per support, even if they lose. The defending player gains +2 RP for every Base Support left undestroyed at the end of the game, even if they lose by Rout or tabling. The attacker didn't manage to destroy the base in time!

ANTAEUS MISSION 1

FRAGMENTARY ORDER

Solar storms have killed all of your comms. It's been 6 standard cycles since you've heard anything from leadership. To complicate matters, you have now encountered an enemy element, though they look just as bewildered as your crew. You consider to what degree you wish to bloody their noses before leaving the area when every vox in the area bursts into frantic activity as a celestial fluctuation renders all vox channels one and even drifts the signal into the warp. Every element in the area converges on your location, intent to gain advantage or even just to break up the monotony.

Universal Special Rules:

- Night fighting
- Mysterious Objectives
- Seize the Initiative
- First Blood
- Slay the Team Leader

Placing Objectives

This scenario uses 5 objectives with the 1st objective placed in the center of the table. Players should take it in turn to place objectives one by one. Each should be placed in a different table quarter at least 12" from the center objective and at least 6" from another objective. These non-center objectives are referred to as satellite objectives.

Starting the Game

Players should roll off to determine deployment. The player with the high die roll may choose his or her table edge and must deploy first, up to 12" from the table edge. The other player will deploy in the opposite table edge. The player who deployed first will go first unless the player who deployed second can seize the initiative.

Victory Points

- Each mysterious objective identified yields one victory point to the player whose unit identified it.
- After the end of turn 2, but before any player's turn 3, roll a d6 and consult the below table as the vox-net bursts into activity.

Fragmentary Order

1. Distress Signal - the center objective is worth 3 Victory Points, while the satellite objectives are worth 1 VP each, to whichever side holds them at the end of the game.

2. Area Denial - Each objective becomes a toughness 5 infantry model with 3 wounds, a 3+ armor save and the Stealth USR. Destroying one yields 1 VP. They are hit automatically in CC and do not lock other models. In a close combat involving both players and an objective, either player can allocate attacks to the objective as though it was an enemy.

3. Kill Order - Comms traffic reveals the objectives are tactically irrelevant and that inflicting losses on the enemy is the first priority. Players earn 1 VP for every 50 purchase points (or fraction thereof) of the enemy that they are able to put out of action. Immobilized vehicles, pinned and falling back models all count toward this.

4. Evac! - Comms traffic reveals that the whole area has been earmarked for a "comprehensive and vigorous" orbital bombardment. Players must move their kill teams off the table as quickly as possible. At the end of the game turn in which this result was rolled (so both players have at least one chance to escape) each model on the table is hit according to the following table:

Evac! Table	
Round 3	Strength 1, AP- No special rules
Round 4	Strength 4, AP3 Ignores Cover
Round 5	Strength 7, AP2 Ignores Cover
Round 6	Strength 10, AP1 Instant Death, Ignores Cover

A unit is considered to have escaped if it can reach the table edge in any phase (even as a result of a massacre or consolidation in an opponent's turn). A squad is considered to have escaped if even a single model reaches the table edge.

Units locked in combat are, sadly, locked in combat unless both players decide to abandon it before blows have been struck.

After the game is over, compare Victory points from the first two turns. In war, sometimes everyone loses.

5. Recovery - All objectives become movable and must be moved off the table. Gain 1 VP for each objective moved off the table in this way. Dropped relics will scatter off the table, and if that happens, neither player scores the point.

6. Strategic Meltdown - Roll twice on the Fragmentary Order table. If a 6 is rolled for one of these, roll 2 more objectives until all 5 possibilities are in play or you stop rolling 6's. You are now responsible for all of these objectives (and, possibly evacuating your own kill team).

ANTAEUS MISSION 2

DEATH BY MOONLIGHT

Special note

Re-arrange the table so that the piece of ruins with the highest point on the table is in the center. This is the objective.

Mission

High command is preparing a salient into the night side and wants to place autonomous flare launchers that troops can use to call for light as needed. You are in the middle of setting up the array when an enemy kill team enters the area determined to keep your forces in the dark. You must defend the array at all costs, fortunately, you have a large supply of illum flares to keep the battle lively.

This mission has an attacker and defender. The defender's deployment zone is anywhere 6" or less from the centre of the table, and the attacker must simply choose a table edge. The defender deploys first and the attacker will have the first turn. The attacker may not deploy anything, but instead, will arrive on as if from reserves, except that the attacker rolls for reserves from turn 1.

For each unit arriving from reserves, roll a further d6. On 2-6 the owning player may choose which table edge the unit arrives from. On a 1, the unit got lost or diverted, and their opponent chooses their entry point instead.

Universal Special Rules

- First Blood
- Slay the Leader
- Night Fighting (will always be in effect and lasts the whole game)
- Random Game Length

The center objective is worth 3 VPs. Whomever holds the objective may, at the start of their shooting phase, dictate that night fighting is suspended for the remainder of his or her turn and the entirety of their opponent's turn. Each time a player loses control of the objective, 1 VP is awarded to his opponent (this wording applies because it is totally possible that a model might fall, kill themselves with a plasma weapon, be executed by a commissar, etc).

ANTAEUS MISSION 3

AMPHIBIOUS OPS

A transport carrying has crashed nearby and left unsecured intel all over the area. The only problem is that this area is a spillover causeway for a dam with several dozen large holes blown in it. The city's automated flood prevention system means that the area is occasionally savaged by raging torrents of water, making retrieval tricky. To further complicate matters, an enemy kill team is in the area - likely part of the same element that shot the transport down in the first place. How they know about the intel is irrelevant; you cannot let them have it!

Universal Special Rules:

- Night fighting
- Seize the Initiative
- First Blood
- Slay the Team Leader
- Linebreaker

Deployment

Players should roll off to determine starting table corners. The deployment zone for this mission is up to 8" from the table edge. The player who chooses his or her deployment zone first will deploy and go first unless his or her opponent steals the initiative.

Flood

At the beginning of every game turn after the first, roll a d6. On a 1 or a 2, the water begins rising. Every model on the surface of the table must make a strength or initiative (owning player's choice) check to keep their footing. At the beginning of the next game turn after the flood starts, the surface of the table is considered impassable terrain. Models that are still on the surface of the table can make a strength check on 2d6 to remain or be swept away (removed from game, but automatically survive). Those that remain are considered to be in difficult and dangerous terrain. Models that cannot normally climb may climb to the first level of terrain above the table surface, but will have to find ramps or jump to get around after that.

After the flood has started, in each subsequent game turn, roll a d6. On a 1-2, the flood immediately recedes and the surface of the table will become passable. At the beginning of the next player, turn start rolling for the flood again. You get the idea.

A note on terrain

This mission assumes you have an excellent selection of complex terrain on hand with multiple levels and removable ramps for your terrain. If not, this mission could turn into a slog and that's completely okay! War sucks and so does flooding, when you put them together, you get a sucktastic suckpocalypse of sucktacular suckportions!

Objectives

There are 5 objective markers and 5 loot markers on the table. Players will take it in turn to place them, making sure to mark the difference between objective markers and loot markers. Loot markers can be moved in the usual way, save that they can be moved off the table to be permanently captured. Although models that move off the table this way always survive the battle, they count toward routing. Standard objectives are too heavy or delicate to move and must be held until the game ends to yield victory points. Each of the 10 objectives is worth 1 VP to whomever controls it at the end of the game.

ANTAEUS MISSION 4

THE RESISTANCE

Your team has been assigned to capture a high value asset and get them to an exfiltration point. Between you and mission success is an enemy kill team and an extremely mean-spirited and well-armed populace who are tired of being pushed around.

Deployment zones span the width of the table up to 12" in depth.

Special note

Re-arrange the table so that the piece of ruins with the highest point on the table is in the center. This is the extraction point.

Placing Objectives

Players should take it in turn to place objectives. Objectives must be farther than 12" from the center of the table, 6" from any table edge and 6" from any other objective. All objectives must be placed in separate ruins.

Universal Special Rules

- First Blood
- Slay the Leader
- Night Fighting
- Linebreaker
- Seize the Initiative
- Random Game Length
- Hostile Populace: At the end of a phase that a unit moves into a ruin containing an objective, roll a d6 and consult the following table:

1 - Structure Trap! The ruin is built to collapse. All units inside must make a dangerous terrain test. The ruin is then removed, leaving the models inside exposed on the table surface.

2 - Held by militia The unit takes d3 S3, AP- Shooting hits each turn they remain in the building.

3 - Angry Mob The unit takes d6 S3, AP- Melee hits each turn they remain in the building.

4 - Hive Gang The unit takes d6 S3 AP- Rending melee hits each turn they remain in the building.

5 - Cartel Guard The unit takes d3 S7 AP2 shooting hits each turn it remains in the building.

6 - High Value Target This is the person you were looking for. The objective is now revealed.

If 4 buildings have been identified, then the 5th is automatically the high value target. This objective must be moved, using the relic rules, to the highest point at the center of the table for extraction.

Winning the Game

Sudden Death: The team that holds the target in the pick-up zone uncontested for the entirety of his or her opponent's turn wins the game at the beginning of his or her next turn.

The Target is worth d3 Victory Points to the team that controls it at the end of the game.

HOR

ANTAEUS MISSION 5

CYCLONIC TECTONIC

It figures. High command made a mistake and now you and your team have to go clean it up for them. It seems they missed a hardened surface-to-space gun battery in their initial recon. The cyclonic and tectonic bombardment has already begun and wouldn't you like to know who they tapped to go take care of that battery?

Universal Special Rules

- First Blood
- Slay the Leader
- Linebreaker
- Night Fighting
- Seize the Initiative
- Random Game Length

A World In Torment: After the first full game turn, roll a d6 and consult the following table. Its effects apply for that full game turn (both player's turns) and then will be rolled again before the next game turn.

D6

1-2 Eye of the Storm - A rare moment of calm settles over the battlefield. No effect this turn.

3-4 Storm Wracked - A moment of hard vacuum catches you off-guard, but reduces friction and decompression dangers for ranged weapons. All ranged attacks are made at -1 BS, but cause rending. All close combat attacks are rending. If a model's close combat attacks are already rending then it may re-roll to wound rolls of 1.

5-6 Tectonic Upheaval - The ground shakes and cracks. All terrain is considered dangerous and difficult. Models with Move Through Cover must still make dangerous terrain tests. Finally, the cover save for all ruins is reduced to 5+ as shifting weakens the structure.

Otherwise, this mission is identical to the Raid mission (Heralds of Ruin Classics n. 6)

ANTAEUS MISSION 6

MONSTER HUNT

High command has earmarked an isolated monster that someone or other wants captured and dissected. It looks like a popular beast, considering the strength of forces converging on it.

Objectives

Incapacitate and secure the monster for dropship pickup.

Deployment & First Turn

Players should roll off to choose table edges. The player that chooses first should deploy first and then go first with the second player deploying opposite him or her. The player that deployed first will, by default, go first unless the second player can seize the initiative. Players can deploy anywhere along their table edge up to 12" in. Just bear in mind that the monster has a maximum move distance of 21 inches.

Universal Special Rules

- First Blood
- Slay the Leader
- Night Fighting
- Linebreaker
- Seize the Initiative
- Random Game Length

Placing & Moving the Monster

At the beginning of the game, place the Monster in the center of the table. At the end of the first full game turn, roll the scatter dice +2d6. The monster will move the rolled distance in the direction indicated. In subsequent game turns, before either player goes, the monster moves 9" per turn (remember that MCs have move through cover) toward the closest model and then attempts to charge, rolling 2d6. If this is sufficient to bring it into base contact, it will make its attacks against the model or unit that it charged. If it wins or otherwise ends up consolidating, it will do so directly toward the closest model.

The player who causes the monster to lose its last wound gains 3 Victory Points.

When the beast is dead, it becomes an objective worth d3+1 Victory Points to whomever holds it at the end of the game.

The Monster

WS	BS	S	T	W	I	A	Ld
4	0	10	6	4	2	3	10

Special Rules:

Fearless, Monstruous Creature, It Will Not Die