

THE HORUS HERESY[®]
EXEMPLARY BATTLES
OF THE AGE OF DARKNESS



THE BATTLE OF PLUTO:
HYDRA'S DEVASTATION

EXEMPLARY BATTLES

As the Age of Darkness ground ever onwards, the fires of war would spread throughout the entire galaxy, consuming everything in their path. Armies and worlds were reduced to nothing more than ash, in many cases leaving no one alive to bear witness to the sacrifices made or the atrocities committed. During this time, each Legion employed unique formations to prosecute their own style of war, whether by choice or through

necessity, making use of unconventional, often abhorrent, tactics and weapons. Many of these formations would be lost during the dark years following the Horus Heresy, their traditions wiped out and the last stockpiles of their weapons exhausted. Some, however, have been preserved in these records, that future generations may learn of the terrors unleashed upon the galaxy by the Emperor's turncoat sons and the valiant heroes who stood against them.



With the true horror of the Horus Heresy unfolding throughout the entire galaxy after years of unparalleled savagery, the forces of the Warmaster seemed to be all but unstoppable. Yet, for all his conquests, the Throneworld of the Imperium stood immovable at the terminus of Horus' dark designs. To reach the vaulted halls of his father's palace, the Warmaster would have to pierce the armour that his brother Dorn had spent a decade forging around it. Of all the weapons in Horus' arsenal, none was better suited for such a task than the Alpha Legion. Having long anticipated such an order, the serpent-sly Primarch Alpharius had already mobilised assets long-hidden within the Sol System to carry out acts of sabotage and disruption, plunging the Imperial heartland into utter chaos and setting the foundation for his true plan. In response, the Imperial Fists deployed their fleets to counter the sudden spree of attacks on isolated outposts and remote installations, spreading their forces wide across the vast expanses of the Sol System as they hunted elusive ghost fleets and isolated cells of infiltrators. In so doing, the sons of Dorn played directly into Alpharius' hands, leaving a number of key facilities, whose standing garrisons were deemed sufficient to deter such

opportunistic saboteurs, temporarily unsupported. One such facility hung in the lonely orbit of Pluto: the moon-fortress known as Hydra.

A key astropathic monitoring station, Hydra was a lynchpin for the Loyalist communications network in the Sol System. The vast choir chambers of the Astropathica Hydra teemed with sanctioned telepath-diviners, whose linked minds captured, encrypted, and relayed priority interstellar communications to and from the Sol System. With this target destroyed or captured, the defences of the Throneworld would suffer a terrible blow and be all but blind to Horus' advance. Given its importance to the ongoing battle for the Segmentum Solar, Hydra was defended by a full regiment of the Solar Auxilia-grade Inferallti Hussars and a company of the Imperial Fists, as well as a complex network of defensive emplacements. The Strategos of the Imperial Army claimed such defences were impregnable to the small raiding forces it believed the Alpha Legion had unleashed to plague the fortifications of the Sol System. Yet, with the eyes of the Loyalists fixed upon the carefully orchestrated actions of a handful of his ships and warriors, Alpharius began the final stages of his plan.

A XXth Legion fleet approached Sol silently, having been drifting in-system for many weeks, engines running cold and all but the most vital systems powered down to reduce its augury signature. Through the depths of the Oort cloud where even the most powerful auspex scanner was of little use, bypassing dozens of out-system watch stations, the fleet encroached on territory the Loyalists believed secure from any attack. Those few stations Dorn had placed to monitor these small weaknesses in his defences had already fallen to Alpha Legion infiltrators sent out ahead of the fleet, cadres of specially trained headhunters and Techmarines skilled in crypto-theurgy who slaughtered all aboard the isolated watchposts and used codes stolen months in advance to fool the defenders of Sol into believing their perimeter remained solid and unbreached. With the Imperial Fists occupied in destroying those small fleets that had been left for them to catch in the far reaches of the Sol System, the hidden fleet breached the trans-Neptunian defence perimeter undetected and began to awaken, readying its weapons and warriors for battle at long last.

With the fury of a striking serpent, the Alpha Legion fleet pierced through the heart of the Hydra moon-fortress' small flotilla of picket ships. The sleek and deadly void-craft of the Legiones Astartes were like sharks loosed amongst their prey, the hulks of the lumbering picket craft torn apart by the fierce lance beams of the Alpha Legion and the wreckage left to drift in the void around Hydra as a mark of the fearsome warriors' arrival. Even as the defence flotilla was being dismembered in space, shimmering figures clad in scaled Cataphractii Terminator armour materialised in the command centres and barracks of Hydra, cutting down the Solar Auxilia with roaring salvos of bolt shells before the coruscating flash of teleportation had even faded. Volkite energy beams lanced from weapons, igniting flesh and bone in gouts of incandescent flame as the Alpha Legion's vanguard, the infamous Lernaean Terminators, deployed their dread weaponry. Their onslaught reduced those few of the Inferallti Hussars garrison force that managed to mount a defence to little more than smouldering bones and cinders. The sporadic counter-attacks of the Solar Auxiliaries proved woefully ineffective, their las beams bouncing harmlessly off the thick armour of the hulking Alpha Legion Lernaean as they secured key sites across Hydra and massacred the shocked Solar Auxilia troops that attempted to hold them back.

The first wave of the invasion deployed in a series of lightning strikes by teleport assault, each carefully planned to ruthlessly destroy their assigned targets. Communications bunkers, defence batteries, auspex array bastions – all were systematically neutralised to pave the way for the next wave of the Alpha Legion's onslaught. Kharybdis assault claws and Dreadclaw drop pods were launched in swarms, latching onto the outer surface of the monitoring station, their powerful melta arrays slicing through the metres-thick walls of metal and plascrete. Through the openings cut into Hydra's hull came the Alpha Legionaries, bolters raised and blades at the ready, killing even as they took their first steps onto the station. Caught utterly unaware, the station now began to awaken to the danger it faced, with the Imperial Fists garrison desperately rearranging its carefully placed defences to meet the unexpected attack. Yellow-armoured breacher squads locked shields and met the invaders head-on, the Imperial Fists' valour posing the first real threat to the Alpha Legion's plans. This too had been foreseen by Alpharius, and squads of Lernaean Terminators were quickly deployed to shatter the hurriedly rearranged Loyalist defences, while Headhunter kill-teams singled out and eliminated the officers of the Solar Auxilia and Imperial Fists alike to sow chaos in the ranks of the defenders. Not even the station's tech-thralls were spared as they blindly carried out their tasks at their work stations, with detachments of Alpha Legion warriors specifically targeting these vital workers, both to cripple the station's ability to function and to send a message to the defenders of the monitor station on Hydra: death was the only fate that awaited them.

The station's command centre quickly fell silent, its commander and honour guard slaughtered in their stronghold by Alpha Legion saboteurs who had scaled the outside of the command tower and breached its walls with melta-charges. With the command centre fallen, contact was lost with one section of the station after another, with frantic vox messages speaking of a warrior clad in azure armour forged in the manner of some terrifying beast of Ancient Terran myth, and the bloody ruin that followed in the wake of his fearsome spear. Led by this towering warrior, the Alpha Legion forces penetrated deep into the heart of the facility, where they split into dozens of smaller cadres with each seemingly roving the Hydra at random, attacking targets of opportunity with little regard for accepted military logic. Amongst these disparate strike teams were hidden two primary force concentrations with vital target destinations, their movements obscured by the havoc unleashed by their allies. The first of these forces moved to secure the silent command centre, where they established a defensive cordon that the scattered defenders could not ignore and served to drag the Loyalists into a drawn-out and bloody struggle for its control – another carefully orchestrated distraction. The second force, led by Harrowmaster Indar Völlinus, made its way to the plasma reactor buried deep within the bowels of Hydra station.



Even as the facility was being ravaged by the XXth Legion, the Imperial Fists cruiser *Spear of Verria* powered into Pluto's orbit, having returned from patrol duties in the deep void. With the picket fleet in ruins and only a few servitor-satellite defence platforms still operating, Captain Vendraal of the *Spear*, made stern and seasoned in hundreds of conflicts from the earliest days of the Great Crusade, came to a fateful decision. Pushing the venerable cruiser's engines to breaking point, Vendraal slammed his ship into the waiting XXth Legion formation, all guns firing. As the *Spear of Verria* was picked apart by Traitor lance batteries, Captain Vendraal launched every boarding craft available to him towards Hydra, shielding the flight of those craft with the disintegrating hull of his cruiser. The skeleton crew that remained aboard the *Spear of Verria* would continue to fight for another twenty-two minutes, covering their brothers as they approached the besieged station, finally ending their fight by ramming the Alpha Legion heavy cruiser *Cockatrice*.

The Imperial Fists transports touched down in Hydra's cavernous landing bays amid a vicious firefight. The invaders had reached the bays only to find the Alpha Legion well-prepared for them. Banestrike rounds tore through the Imperial Fists Legionaries as they disembarked from their transports, yet the sons of Rogal Dorn were unshaken, forming a tight wedge formation to press the attack. At their head was Centurion Gregorius Skekkir and a contingent of Huscarl Terminators, their ebon Cataphractii plate looming behind the golden Vigil pattern storm shields that protected the Imperial Fists from the enemy's onslaught. Alpha Legion recon squads concealed among the shadows of high

gantries and stacks of armoured containers picked out Imperial Fists line officers and vexilla bearers with highly accurate shots from their sniper rifles, hoping to force the approaching Loyalists to scatter for cover. Yet, without breaking their advance, the Imperial Fists replied with a volley of krak grenades that tore apart the cover of their hidden assailants. Flushed from hiding, the Alpha Legion skirmishers were quickly routed in a brutal melee with the Huscarls, the champions of the VIIth Legion, and the Imperial Fists took control of the landing bays, driving the remaining Alpha Legionaries back.

Deep within the belly of the Hydra moon-fortress, Harrowmaster Vollinus led the assault on the Loyalist forces guarding the reactor chamber, cleaving a bloody swathe to that vital objective. Corpses of Inferallti Hussars littered the corridors in his wake, and the bloodied yellow plate of fallen VIIth Legionaries stood out among them like islands in a grim sea. Yet, with each new bulkhead, the Harrowmaster met unwavering resistance, and though his cobalt-armoured Legionaries prevailed time and again, their advance was slowed to a crawl. Each snap of a las round and each bolt shell detonation was yet one more moment that the defenders delayed the XXth Legion. With the time bought by the bitter resistance of those Loyalists still fighting, Centurion Skekkir pushed forward from the landing bays, well informed as to the layout of the facility and those sections key to its defence. He ordered his relief force to separate and reinforce the defenders' most overwhelmed positions throughout the station, while he and his Huscarls made haste to the heart of the station. With fist and blade, the Imperial Fists Terminators pressed on, smashing through one barricade

and bulkhead after another with Solarite power gauntlets. Yet their swift advance took its toll, and the Huscarl casualties began to mount. Though they reached the reactor chamber before the Harrowmaster and his force, only a dozen of the Huscarls survived. There, before the great adamantium gates that sealed the searing plasma heart of the Hydra moon-fortress, the VIIth Legion Centurion and his brothers locked their shields together and waited.

It was not long before the din of battle drew closer, rising from a distant murmur to a cacophonous roar of frenetic gunfire and the screams of the dying. From an adjoining corridor, a pair of Inferallti Hussars backed towards Skekkir's line and were cut down by bolter fire from unseen enemies. Then, for but a moment, all was silent. Indistinct figures sketched in the monochrome of dark-vision loomed at the edges of Skekkir's helmet display. The Imperial Fists shield wall braced as their helmet senses picked up the thrum of rotor cannons spinning up to fire. A hail of auto-rounds impacted across the golden shields and ebon plating of the Huscarls' Terminator armour, the few rounds that made it through causing only superficial damage to their thick plate. With a bellowed command, Centurion Skekkir ordered his brothers to hold – for a reckless charge would accomplish nothing save to leave the doors unguarded and play into the hands of their devious adversaries. The storm of rotor cannon fire abruptly ceased, and Harrowmaster Vollinus and his Lernaean Terminators erupted from the darkness, their serpent-scaled armour baffling the auto-senses of the Imperial Fists. Vicious axes hooked into the Huscarls' shields and fibre-bundle muscles strained as the Traitors tried to tear them from their bearers' grip. A Huscarl grunted in pain as a Lernaean Terminator arced an axe blade sheathed in disruptive energies through the side of his storm shield and ebon plate, and sank it into his midriff; further down the thin line of golden-yellow, another Huscarl thrust forth his Solarite power gauntlet to crush the helmet of his Lernaean assailant in an explosion of ceramite and blood.

The Imperial Fists line began to buckle as power-armoured Alpha Legionaries joined the assault, bolt pistols firing at point-blank range and combat blades seeking to pierce soft armour joints. The Imperial Fists closed the gap quickly and pushed their enemies back with their shields, stepping over the bodies of the slain and striking in concert to deny the foe any opening through which to attack. Again and again the Alpha Legion came at the thinning line of Huscarls, sacrificing dozens of their number until, after hours of gruelling combat, only Centurion Skekkir and three of his Huscarls remained alive. Their armour was pockmarked with bolter shell impacts, their storm shields reduced to little more than broken ruins, yet still they held the line. The Alpha Legionaries launched yet another assault, and the Imperial Fists braced their shields against the coming onslaught only for the Alpha Legion line to part and a huge figure burst lightning-quick from the ranks. Skekkir heard the cry of the battle-brother next to him as the azure-clad warrior's silver spear punched through the Huscarl's flickering storm shield and impaled him.

The Centurion raised his thunder hammer to strike, but one end of the silver spear cut his weapon in half before the other skewered him. Skekkir sank to his knees feeling his strength abandon him, but still he held high the remnants of his Vigil storm shield, defiant to the end. Distantly, the dying Centurion heard the Primarch Alpharius – for surely this could be no other warrior – cutting down his beleaguered brothers, and as his vision darkened, Harrowmaster Vollinus approached that grim-aspected killer. The last words Centurion Skekkir heard before death claimed him were “too late” and “*Phalanx*”.

The valiant sacrifice of Centurion Skekkir and his Huscarls had delayed Alpharius' plans long enough for the firepower of the *Phalanx* to be unleashed upon the foe and a counter-attack mounted by Rogal Dorn himself. The battle would ultimately be decided in a clash between the Praetorian of Terra and Alpharius, yet were it not for the sacrifice of Dorn's Huscarls, this final reckoning might never have occurred at all. At the last, their Primarch cut down, the XXth Legion fled the light of Sol and slipped back into the void, where the vengeful Primarch of the Imperial Fists hunted for them with renewed vigour. Few records of Skekkir and his Huscarls' deeds survived the calamitous days that followed. Only their names remain, etched in gold in the VIIth Legion's Temple of Oaths, to serve as a constant reminder of the valour of those who, loyal to their oaths, stood against the darkness.

0-1 HUSCARL SQUAD

275 POINTS

HQ

Formed from the most capable and resilient warriors that ascend through the ranks of the Phalanx Warders, Huscarl squads are charged with shielding vital components of the VIIth Legion battle force. They act as an immovable bulwark in defensive actions and provide the Legion's highest command with an irresistible battering ram with which to open up paths of attack.

Equally adept at operating on the open battlefield as they are in the confines of shipboard combat, Huscarls are availed with the finest examples of the war panoply aboard the *Phalanx*. Such is the singular nature of their martial duty they bear little in the way of ceremonial or symbolic paraphernalia; no battle standards are borne aloft and few accounts of their actions are recorded, for there is no greater honour than to serve as one of Dorn's praetorians.

	WS	BS	S	T	W	I	A	Ld	Sv
Huscarl	5	4	4	4	1	4	2	8	2+
Huscarl Warden	5	4	4	4	1	4	2	9	2+

Unit Composition

- 4 Huscarls
- 1 Huscarl Warden

Unit Type

- Huscarl: Infantry
- Huscarl Warden: Infantry (Character)

Wargear

- Power weapon (any type)
- Vigil pattern storm shield
- Cataphractii pattern Terminator armour
- Teleportation transponder

Special Rules

- Legiones Astartes (Imperial Fists)
- Stubborn
- Shield Wall
- Implacable Advance
- Favoured of Dorn

Options

- The Huscarl Squad may take:
 - Up to 5 additional Huscarls..... +40 points each
- Any Huscarl or the Huscarl Warden may exchange their power weapon for:
 - Solarite power gauntlet..... +10 points each
- The Huscarl Warden may take:
 - Grenade harness..... +10 points

Shield Wall

The ascension of a Legionary to the rank of Huscarl requires them to master the skills and battle doctrines of the specialist units within the Legion. Most are selected from within the veteran ranks of the Phalanx Warders after showing exemplary aptitude and prowess in service of the Legion.

If an unengaged unit with this special rule has at least three models remaining, it gains a bonus of +1 Weapon Skill in any turn in which the unit has been charged by the enemy. Friendly models and characters joining this squad also benefit from this special rule so long as at least three models with the Shield Wall special rule still survive.

Favoured of Dorn

All of his loyal sons are worthy in the eyes of Dorn, but it is to his Huscarls that the most vital duties fall. When there can be no option but victory and no quarter given to the enemy, it is only these few that are called upon to enact their Primarch's will.

A Huscarl Squad may be chosen instead of a Legion Command Squad as a retinue for any model with the Master of the Legion and Legiones Astartes (Imperial Fists) special rules (or the Primarch Rogal Dorn himself). When selected as a retinue, a Huscarl Squad takes up a single Force Organisation chart choice with the model that it is selected as a retinue for, and must be deployed with that model.



UNIT SHOWCASE

The following images show a selection of the Imperial Fists Huscarl Squads which have been built and painted by Studio staff. The top image shows the Huscarls in a combination of black and yellow armour echoing the heraldry of the Phalanx Warders and other veterans of the Legion. Beneath, they are depicted in a more conventional, predominantly yellow, scheme. Both squads are based on the Cataphractii Terminator Squad miniatures, with a selection of upgrade parts from the Forge World range, including Imperial Fists Legion Cataphractii Storm Shields and the Cataphractii Power Axe Upgrade Set.





THE FATE OF HYDRA

LEGENDARY MISSIONS

On the frozen outer reaches of the Sol System, in Pluto's orbit, Hydra was a vital astropathic station and a keystone in Dorn's first sphere of defence against the Warmaster's invasion of Terra. Subterfuge alone could not carry the Warmaster's host all the way to the Imperial Palace, but feints and deceit could draw the Praetorian of Terra within striking range of the coils of the XXth Legion.

Hydra's fate was not decided by a single battle; instead, control of this key location in the Sol System was wrestled back and forth in

a series of bloody boarding actions and daring teleported counter-strikes. These missions represent clashes between the Imperial Fists and the Alpha Legion, both forces attempting to attack and counter-attack in a desperate bid to drive the other from within the labyrinthine structure of the fortified moon.

These scenarios can be played in sequence as a short campaign giving each player the chance to play as both attacker and defender, before deciding how the final scenario is pitched, or played individually as one-off games.

MISSION ONE – A SPEAR IN THE VOID

This mission represents an attacking force of the Alpha Legion making their primary strike against the Imperial Fists defending Hydra. After the initial teleportation assaults and boarding actions are met with stiff resistance, both factions deploy reinforcements in a bid to overwhelm their foe.

THE ARMIES

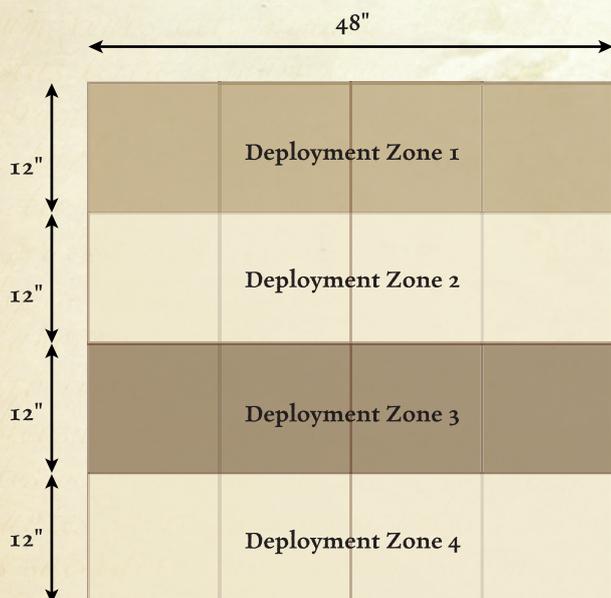
This mission uses the Zone Mortalis rules alongside The Horus Heresy: Age of Darkness rules. The Alpha Legion player should take the role of the Attacker and the Imperial Fists player the role of Defender. When selecting armies, the appropriate Zone Mortalis Force Organisation charts for these roles should be used, otherwise the players choose their armies using The Horus Heresy: Age of Darkness rules.

SETTING UP THE GAME

- Players should take turns placing terrain pieces, including wall sections and platforms.
- Make sure that each board edge has at least one clear entry/exit point per player.

DEPLOYMENT

- Before the game begins, both Attacker and Defender should divide their forces into two equal groups based on their number of units.
- Each player must then designate one of the two groups they have divided their army into as the spearhead and one as the reserve.
- The gaming board is then divided into four bands as shown on the diagram below.



- The Attacker chooses either deployment zone 1 or deployment zone 4 as their deployment zone.
- Before they deploy their force, the Attacker may rearrange the terrain that is fully within their deployment zone, representing them choosing a target area for their breaching operation. The Attacker then deploys their spearhead force anywhere in the deployment zone they have chosen.

- The Defender must then deploy their spearhead force. To do so, they must roll a D6 for each unit. On a roll of 1-4, the Defender may choose any of the three remaining deployment zones in which to place their unit. On a roll of 5-6, the unit must be placed in the deployment zone on the opposite board edge to the Attacker.
- Additionally, the Defender may choose to deploy their force using the Enemy Unknown optional special rule.
- When the Attacker's reserves become available, they enter play from the Attacker's board edge. The Defender's reserves arrive from any other board edge.

FIRST TURN

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

GAME LENGTH

The game uses the Variable Game Length rules in Battles in the Age of Darkness, *The Horus Heresy: Age of Darkness rulebook*.

VICTORY CONDITIONS

The mission represents an attacking Alpha Legion force attempting to gain a foothold on Hydra as the vanguard of the Warmaster's invasion of the Sol System; the defending Imperial Fists must try to eliminate them and prevent this at all costs.

Primary Objectives

The Attacker gains 2 Victory points for each friendly unit that is wholly within the deployment zone on the opposite board edge, and 1 Victory point for each friendly unit that is wholly within the deployment zone immediately next to this (for example, if the attacking force started in deployment zone 1, they would score 2 Victory points for each unit in deployment zone 4, and 1 Victory point for each unit in deployment zone 3).

The Defender scores 1 Victory point for each enemy unit that has been completely destroyed. Units that are Falling Back at the end of the game and units that are not on the board at the end of the game count as destroyed for the purposes of this mission.

Secondary Objectives

Slay the Warlord: If a side destroys the enemy Warlord, they gain an extra Victory point.

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

MISSION SPECIAL RULES

- Deadly Ground
- Firestorm and Shrapnel
- Nowhere to Hide
- Blind Panic
- Reaction Fire
- Reserves

MISSION TWO – MAELSTROM OF CARNAGE

This mission portrays the actions immediately following the initial strike by the Alpha Legion. If they were successful in their assault, the objectives here represent their press towards the reactors and into the heart of Hydra; however, if they were unsuccessful, it represents a desperate retreat to the safety of their own lines as they are pursued by the gathering forces of the Imperial Fists.

THE ARMIES

This mission uses the Zone Mortalis rules alongside The Horus Heresy: Age of Darkness rules. If this scenario is being played in a campaign and the Alpha Legion player was victorious (or the result was a draw) in the first scenario, this represents their push into enemy territory and the Alpha Legion player must retain the role of Attacker. If the Alpha Legion player lost the first game, this represents their bid to escape the defiant Imperial Fists and the Alpha Legion player should assume the role of Defender. If not played as part of a campaign then the players should roll off to determine which of them may select to be the Defender or Attacker.

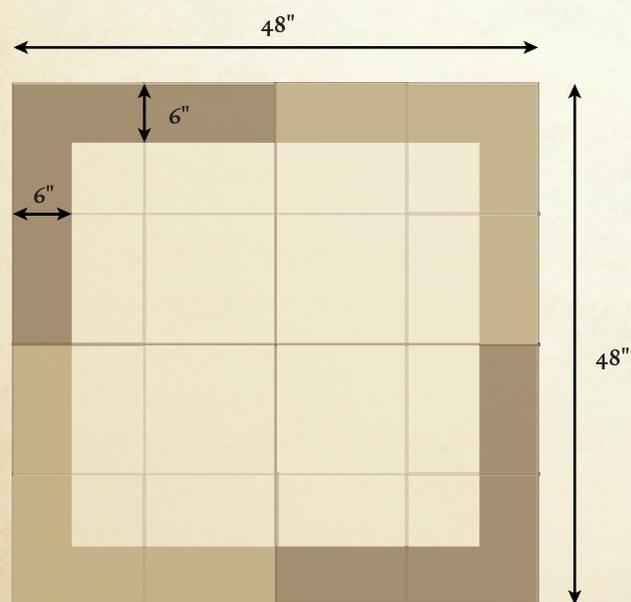
When selecting armies the appropriate Zone Mortalis Force Organisation charts for these roles should be used, otherwise the players choose their armies using The Horus Heresy: Age of Darkness rules.

SETTING UP THE GAME

- Players should take turns placing terrain pieces, including wall sections and platforms.
- Make sure that each board edge has at least one clear entry/exit point per player.

DEPLOYMENT

- The Defender's army is divided into two equal groups, based on the number of units. The Defender then designates one of these groups to be the spearhead and the other to be their reserve. The Attacker's army is not divided into separate groups.
- The gaming board is divided into quarters, and both players roll off, with the winner choosing a quarter. The Attacker deploys their entire force within 6" of the board edge of the chosen quarter. The Defender then deploys their spearhead force anywhere on the board that is not within 12" of an Attacker.



- Reserves arrive normally, each unit entering the board from the controlling player's board edge. The Defender's home edge is considered to be the one opposite that of the Attacker.
- Additionally, the Defender may choose to deploy their force using the Enemy Unknown optional special rule.

FIRST TURN

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

GAME LENGTH

The game uses the Variable Game Length rules in Battles in the Age of Darkness, *The Horus Heresy: Age of Darkness* rulebook.

VICTORY CONDITIONS

This mission can represent the attacking Alpha Legion force pressing home their assault on their objectives within Hydra. Alternatively, it can represent an unsuccessful assault being repelled by staunch Imperial Fists seeking to encircle the attackers and cut off their egress.

Primary Objectives

At the end of the game, the Attacker gains 1 Victory point for every one of its own units that is in the board quarter opposite the one in which the Attacking player's army was deployed. The Defender earns 1 Victory point for every one of the Attacker's units that is destroyed.

Units that are Falling Back at the end of the game and units that are not on the board at the end of the game count as destroyed for the purposes of this mission.

Secondary Objectives

Slay the Warlord: If a side destroys the enemy Warlord, they gain an extra Victory point.

First Blood: The first unit of any kind to be completely destroyed during the game is worth 1 Victory point to the opposing player at the end of the game

MISSION SPECIAL RULES

- Deadly Ground
- Firestorm and Shrapnel
- Nowhere to Hide
- Blind Panic
- Reaction Fire
- Reserves

MISSION THREE – NUCLEUS OF DESTRUCTION

This mission depicts the decisive clash between the Primarchs Rogal Dorn and Alpharius. Deep within the vaults of Hydra, the two are pitched head-to-head in a fight to the death. Surrounded by their Legion's elite, the battle revolves around the tumbling vortex of violence that envelopes the two demi-gods of war.

THE ARMIES

This mission uses the Zone Mortalis rules alongside The Horus Heresy: Age of Darkness rules. The most significant single action to take place on Hydra was the climactic clash between the great Primarch Rogal Dorn and his insidious brother, Alpharius. This Legendary Mission represents that battle. As such, any army selected using the Zone Mortalis Combatant Force Organisation chart must include a single Lords of War choice. This Lords of War choice must be either Rogal Dorn or Alpharius.

Armies should otherwise be chosen as per the Battles in the Age of Darkness rules using the Zone Mortalis Combatant Force Organisation charts.

SETTING UP THE GAME

- Players should take turns placing terrain pieces, including wall sections and platforms.
- Make sure that each board edge has at least one clear entry/exit point per player.

DEPLOYMENT

- If this mission is being played as part of a campaign, the player who was the Defender in the previous game deploys first. If this mission is being played as a stand-alone game, roll off. The winner decides whether to deploy first or second.
- The player deploying first must deploy their Primarch and any retinue unit selected for them in the semi-circular deployment zone at the centre of their side of the battlefield; all other units in the army are deployed in the main deployment zone.
- Their opponent must then deploy their Primarch and any retinue unit selected for them in the other semi-circular deployment zone at the centre of the battlefield; all other units in the army are deployed in the main deployment zone.
- No unit selected as a retinue for a Primarch may be placed in Reserves.
- Note that Alpharius cannot be deployed using the One of Many special rule in this mission.

FIRST TURN

The player who deployed first has the first turn, unless their opponent can Seize the Initiative.

GAME LENGTH

This game lasts for five turns, however, at the end of the fifth turn, the Imperial Fists player may choose for the game to continue for a sixth and final turn.

VICTORY CONDITIONS

With Dorn himself, accompanied by his Legion's finest warriors, enticed into meeting the invasion force head-on, Alpharius strikes in an attempt to lay low his brother and expedite the march on Terra.

Primary Objective

One Must Fall: A player must kill their opponent's Primarch in order to achieve victory. If both are alive at the end of the game, the one with the lowest number of wounds remaining is defeated and the opposing player is the winner. If both have the same number of wounds remaining or both are slain, Victory points gained from Secondary Objectives are used to determine the winner. In the event that the result is equal, the game is considered a Draw.

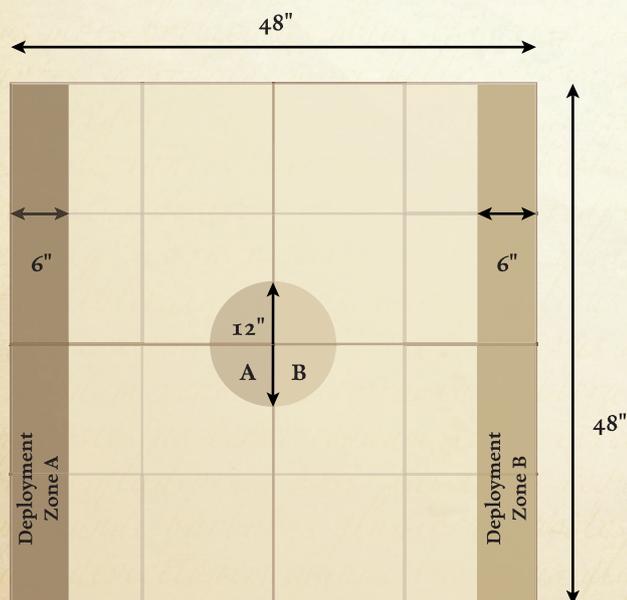
Secondary Objectives

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

Attrition: The army which has destroyed the highest number of enemy units at the end of the game gains an additional Victory point.

MISSION SPECIAL RULES

- Deadly Ground
- Firestorm and Shrapnel
- Nowhere to Hide
- Blind Panic
- Reaction Fire
- Reserves



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