

# WARHAMMER® THE HORUS HERESY®



## Exemplary Battles of the Age of Darkness

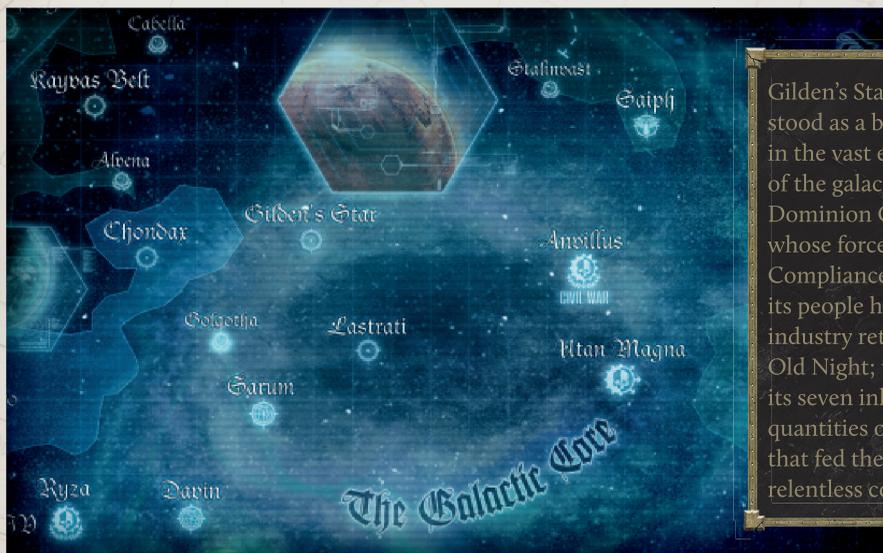


### The Scouring of Gilden's Star

# Exemplary Battles of the Age of Darkness

## The Scouring of Gilden's Star

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.



Gilden's Star was a system that had once stood as a bastion of Imperial dominance in the vast expanse of space northwards of the galactic core. Named in honour of Dominion Gilden of the Blood Angels, whose forces had brought the system to Compliance during the Great Crusade, its people had thrived on the wealth of industry retained through the horrors of Old Night; the sprawling manufactories of its seven inhabited worlds producing vast quantities of shells and other munitions that fed the Imperial war machine's relentless conquest of the galaxy.

In 010.M31, amidst a galaxy divided by the raging tempest of the Ruinstorm, the so-called Dark Apostle Xaxos the Enlightened turned his malicious gaze upon the system of Gilden's Star, leading elements of the Word Bearers Legion to seize its rich bounty of materiel and souls. In preparation for this, cultist infiltrators, fanatics and demagogues embedded within the warlike military aristocracy of Gilden's Star prior to the Word Bearers' coming had whispered honeyed promises to those who had grown resentful of the Imperium for bleeding their planets of resources, nurturing their bitterness and allowing it to grow into infuriated indignation. Thus it was through fear, fanaticism and arrogance that the aristocrats ceded their worlds and citizens willingly to Lorgar's crimson apostles when they finally arrived, the hollow promises of wealth and power paving the way for

the Traitors' invasion. Before all contact was lost with the system, a last astropathic message was desperately hurled into the void from the Loyalist garrison on the capital world of Gilden Prime, speaking of rebellion among the civilian population, nightmares coming to life and the streets running red with blood.

The first Imperial force to receive word of this attack was a host of Blood Angels, which had been too far away to reach the Legion's muster for the Signus campaign and was en route to their besieged home world of Baal after five bloody years of constant warfare and attrition against the horrors unleashed upon the galaxy by the Warmaster and his followers. The commander of the Blood Angels (IX<sup>th</sup>) Legion host, Archein Alcetas Castael, was incensed to discover that a system brought into the Imperial fold

by his own Legion had rebelled against the Emperor, and resolved to bring retribution to the traitorous despots of Gildean's Star. The system's re-conquest would not only serve as a message that the IX<sup>th</sup> Legion was not dead, as it was feared by many at the time, but its vast stores of war materiel and proximity to Baal would also provide an ideal staging ground from which offensive operations could be mounted against the Traitor forces besieging the Blood Angels' home world. A fleet of six warships and their escort vessels set course for Gildean's Star, carrying elements from six different companies – all of them hardened veterans that had bled for the Imperium across many battlefields in the years since they had been separated from their Primarch Sanguinius. Spearheaded by the venerable Victory class battleship *Judicator*, the Blood Angels warships broke through the hellspace of the Warp in near-perfect unison. The augur banks of the Loyalist fleet could detect no signs of immediate threat, attributing faint signals from the far side of the system to fleeing Gildean merchant ships and, facing no opposition, soon reached orbit over Gildean Prime, shackling the planet in a ring of iron.

Precision bombardments, launched from the orbiting craft, targeted the Gildean defences and crippled them, before the skies were darkened by a swarm of drop pods and orbital assault craft. Heavy Argo class assault landers, Stormbird carrier wings and Thunderhawk transporters paved the way, flooding Gildean Prime's hard and unforgiving terrain with a growing sea of scarlet-armoured Legionaries. Columns of Deimos Rhinos, Vindicators and Sicaran battle tanks set off from the designated landing zones towards the capital city of Rosencrantz, a billowing cloud of dust and exhaust fumes rising behind them as they raced to reach the enemy's defences before the Gildeans had time to rebuild them.

The Blood Angels could ill afford to become entangled in a lengthy siege that would deprive them of precious resources and Legionary lives, and so Archein Castael sent his most battle-hardened warriors to swiftly take Rosencrantz. The assault force was led by Dominion Lyncus, a much lauded ground assault commander and Castael's most trusted lieutenant, and was spearheaded by a trio of Mastodon heavy assault transports – irreplaceable relic vehicles that carried squads of veteran Blood Angels Legionaries and hulking Cataphractii Terminators within their cavernous hulls. Squadrons of Land Raiders and talons of Contemptor Dreadnoughts kept pace with the advance of the Mastodons, laying down withering fire with their heavy weapons that shredded the defence turret arrays on the city walls, ensuring that the assault force reached its target intact. Xiphon pattern interceptors assigned to the assault force streaked overhead, adding the firepower of their weapons to that of the Blood Angels vehicles, unleashing a deadly barrage of missiles

and las beams upon the city's main gate. Coming under fire from weapons of such fierce potency, the city gate and sections of the surrounding walls crumbled in numerous places, allowing the armoured force's lead elements to punch through it. Assault ramps dropped and Legionaries deployed with their boltguns raised and chainswords revving.

What greeted the Blood Angels within the walls of Rosencrantz was a scene of utter carnage, one born of a madman's nightmares. The once prosperous city had been reduced to a blood-spattered abattoir, a flayed corpse hung from every window and heaps of bones were scattered everywhere. The skins of murdered innocents were splayed on the walls in some morbid ritual, with row upon row of runic inscriptions and eight-pointed stars carved upon the decaying flesh. Most troubling of all was what waited for the Blood Angels at the first main street intersection. Raised over a vast pyramid of human skulls was a banner of flayed skin with the winged blood drop emblem of their Legion branded on it. As the Blood Angels approached the gruesome edifice, a number of spontaneous ruptures tore apart the fabric of corporeal reality; breaches between this world and the Warp through which a vast torrent of hostile, formless creatures poured out to assault the sons of Sanguinius.

Bolters thundered at point blank range, their mass reactive shells sometimes exploding within gelatinous warp-infused flesh and at others passing straight through the daemonic horrors as the warp entities appeared and disappeared at will. Caught in a sudden surge of empyreal force, the Blood Angels' ordered advance was quickly thrown into disarray. Squads of Legionaries drew their chainswords and combat blades and charged into combat with their otherworldly adversaries, thinking it futile to expend ammunition on such elusive targets, just as others were attempting to disengage and fall back from the daemonic onslaught. Simultaneously, the Legion's vox bands were flooded with a blizzard of static signals interspersed with fervent chanting, hindering their attempts to mount a coordinated defence against the horrors assailing them. Dominion Lyncus immediately attempted to establish a link to his commander at the Legion's primary landing zone but instead a signal bearing ident-codes of the Word Bearers Legion was intercepted by his Master of Signals just before all communications were abruptly cut. It bore no encryption, openly declaring to everyone that the sender intended for it to be discovered, and simply said '*De profundis, ad malum*', or '*From despair, to ruination*' in High Gothic. At the Legion's primary landing zone, Archein Castael looked up from a cartographic hololith displaying the Blood Angels' deployment operations to witness the brilliant white flash of an atomic explosion eclipse Rosencrantz as the heat of its expanding blast wave burned the entire capital

city and everyone in it to ash. The doomed city was now a tomb for nearly a third of the Blood Angels forces sent to Gilden Prime, including many irreplaceable veterans and armoured vehicles, a blow so savage that it would cripple their host's ability to prosecute any major offensive operations against the Warmaster's armies in the future.

The ashes from the destruction of Rosencrantz had not yet settled on its blackened ground when the rest of the Blood Angels on Gilden Prime came under attack. All across the Loyalist landing zones, and out into the wastelands and plains beyond, sites previously kept hidden by means of obscure blood rituals that fouled Imperial augur scans, opened up to disgorge the dark hosts of Zaxos the Enlightened. Word Bearers Contemptor Dreadnought talons and mutated Mhara Gal monstrosities lumbered forwards from underground macro silos to send incandescent beams of lascannon fire and blasts of warp-tainted plasma into the densely packed Loyalist marshalling yards, reaping a fearsome tally in lives and armoured tanks. Word Bearers Legionaries advanced as a screen before the Dreadnoughts, chanting blasphemous battle prayers to their dark gods as they laid down murderous volleys of mass-reactive shells with their boltguns, spending munitions with wild abandon as they slaughtered scores of Blood Angels.

The warriors of the two Legions soon engaged each other in a ferocious battle, the cacophony of clashing blades mingled with the monotonous chanting of the Word Bearers and the defiant bellows of the Loyalists to drown out the cries of the wounded and the dying. Among the myriad raging combats, Word Bearers whose filth-encrusted white armour stood out in stark contrast among the crimson livery of their brethren prowled the battlefield at will, seemingly disconnected from the wider attack patterns of their Legion. These Procurators, or *Vor Nergeth* as they were known among the Word Bearers Legion, sought out fallen or critically injured Blood Angels like vultures in search of carrion, ripping the progenoid glands out of the Loyalist Legionaries while muttering catechisms of damnation that offered their victims up as sacrifices to their monstrous gods. Retinues of Word Bearers Legionaries accompanying the Procurators into battle hacked arcane runes into the armour of the Blood Angels in patterns that caused the veil between realities to weaken as the vile warp entities the Procurators bargained with tore their way into reality to claim the offerings of flesh. Wherever the Blood Angels surged to counter-attack in an attempt to save their wounded brethren from such

debased acts of desecration, these bodyguards intervened to safeguard the Procurators from the vengeful wrath of the Loyalists with a zeal born of fanatical devotion to the architects of such blessed atrocities. In the midst of the raging battle, the Procurators took trophies from the slain Blood Angels; severed heads, hands and other vital organs besides soon becoming grisly accessories to the armour of this bloody coterie of murderers. In some instances, when the mercurial daemonic creatures deemed the offerings of flesh unworthy, they lashed out against both Loyalists and Traitors. The indiscriminate murderous rampage of these hulking warp entities regularly forcing the commanders of the Word Bearers to divert squads from the main assault to contain and destroy the Daemons, in turn giving the beleaguered Blood Angels time to take advantage of the respite they had gained to consolidate their defensive lines or withdraw to more advantageous positions.

All across Gilden Prime similar stories of devastation were unfolding. Formations of Word Bearers armoured vehicles encircled the landing zones, adding their fearsome firepower to the battle. Sicaran battle tanks, Deimos Predator squadrons and Land Raiders carrying Terminator squads pressed the attack, and soon the defensive cordons around the Loyalist landing zones began to crumble. A fierce tank battle erupted across the Elsinore wastes on the outskirts of the ruined city of Rosencrantz between Loyalist and Traitor Land Raider formations, leaving dozens of wrecked war machines scattered on the barren surface of Gilden Prime. At the northern city of Hezzar, the Word Bearers drove screaming swarms of ragged Gildean auxiliaries against the warriors of the Blood Angels that had barricaded themselves within their landing zone. Only when the Blood Angels stood ankle-deep in spent shell casings and the ground before their positions was heaped with the blasted corpses of expendable soldiery, did the Word Bearers send their Cataphractii armoured elite forwards to hunt down and exterminate the surviving Loyalists. Members of the Procurators Order stalked every field of battle, seeking out the officers and champions of the Blood Angels to harvest their gene-seed and ritually sacrifice it to their dark gods. Seeing the unbroken lineage of heroes that had carried on since the days of the Revenant Legion of old ended in such an ignominious manner sent some of the Blood Angels into an all-encompassing rage that drove lone Legionaries, or in some instances entire squads, to abandon their defensive positions and recklessly charge headlong into the guns of the Word Bearers who mercilessly cut them down.

Despite the bitter losses suffered by the sons of Sanguinius, the Blood Angels still fought back against the Word Bearers' savage onslaught. Legion Heavy Support squads sent withering volleys of lascannon fire into the encroaching Word Bearers tanks, stopping them in their tracks and sending chunks of armour flying through the sky, ploughing into other tanks and bowling over infantry. Burning figures staggered out of their wrecked transports only to be mown down by chattering heavy bolter fire, and entire squads of Word Bearers vanished when entrenched Scorpius pattern Whirlwind tanks of the Blood Angels spoke. Ultimately, though valiant, those desperate last acts of defiance were not enough to swing the tide of battle. At the primary landing site of the Loyalists, the defensive line was breached and Archein Castael fought in the heart of the raging melee in an ever-dwindling circle of his Legionaries. The Blood Angels wielded their master-wrought silver blades with a savage fury that belied their elegant appearance; every curving arc their weapons traced through the air ended a Traitor's life but it seemed as though for each fallen adversary there were two more to take his place. Sensing imminent victory and weakened foes to prey upon, the Procurators and their retinues fought alongside Dark Apostle Zaxos the Enlightened at the forefront of the Word Bearers dark host, not with the honour and decorum of warriors of the Emperor but with the single-minded savagery of frenzied murderers. Though the Loyalists were valiant in the face of the Word Bearers' relentless onslaught, the tally of their fallen grew and the superior numbers of the Traitors began to swing the balance of battle.

The last Legionaries of the Blood Angels were on the verge of being overrun when a thunderous discharge of energy and a series of blinding flashes in the centre of the landing zone forced the combatants apart, and as the aetheric flare of a teleportation strike faded, a phalanx of thirty Crimson Paladin Terminators was revealed. Half a dozen of the elite Blood Angels had failed to fully materialise, for the mortal risk of teleporting warriors into the heart of a raging combat was extremely high, but those who had survived lifted their shields and charged the nearest Word Bearers as one. The surviving Blood Angels rallied behind the Crimson Paladins' wall of shields in an attempt to re-establish an ordered and effective defence.

The Exemplar leading the squad relayed a vox ident from the *Judicator's* captain, suffixed with a request for Castael's immediate return to the flagship. It detailed a full-scale void war that was unfolding in orbit over Gilden Prime, one the Blood Angels on the ground were unaware of since the planet-wide collapse of the Legion's vox network. A fleet of Word Bearers ships had emerged from the voidward side of the planet after the destruction of Rosencrantz and had crippled several Blood Angels vessels as they stood at anchor over Gilden Prime. The surviving warships were heavily engaged with the enemy and the Archein's presence was required to coordinate the void war, for should the Blood Angels' fleet be destroyed, then the total annihilation of their forces on the ground would only be a matter of time. The Archein was presented with a personal teleportation beacon, the location lock already active, which Castael accepted with a grim nod of acknowledgement. He saluted the Exemplar in the old Terran manner of fist to heart and activated the beacon, just as a tide of Traitor Legionaries came swarming over the collapsing shieldwall of the Crimson Paladins. The last data recorded by the Archein's ocularis helm-feed was an artefact-marred pict-capture of a gore-clad Procurator performing his wretched duty, lingering in the distance over the shattered corpses of slain Blood Angels Legionaries.

In orbit over Gilden Prime, a kaleidoscopic display of colours and energy surrounded the warships of both Legions as they visited cataclysmic destruction upon one another. Fighter wings criss-crossed the space between the ships, broadsides of macro cannons were fired at point blank range, void shields collapsed and majestic warships that had once conquered the galaxy for Mankind were laid to waste. From the command bridge of the *Judicator*, Archein Castael opened a vox link to the Blood Angels warship *Dawn's Vigil*, ordering its captain to disengage and make for the system's Mandeville point. They were to bring word of Gilden Prime's fall to the Imperium while the *Judicator* held the Word Bearers at bay. Though the name of the commanding officer of the *Dawn's Vigil* is missing from extant records, he is recorded to have replied "*In alae Mortis frater, tenebris descentia*". In the modern form, this roughly translates into "*On wings of death brother, darkness falls*" and is given context by what happened next. *Dawn's Vigil* diverted all power to its drives and inexorably began to move, hurtling like a fiery sword through the void, aimed at the Word Bearers flagship *Shard of Darkness*. The seventeen kilometres-long crimson monstrosity had no chance to react in the short time it took *Dawn's Vigil* to close the distance between them, locked as it was into firing solutions and ongoing boarding actions against the *Judicator*. Coming up from below the aft section of the Traitor warship, the blade-like prow of the *Dawn's Vigil* crashed into the hull close to where the power generator would be located. Tens of metres of hardened armour, built to withstand the punishment of bombardment cannons, screamed in pained protest before buckling and giving way to the unstoppable force behind *Dawn's Vigil*. Banks of cogitators exploded, killing the crew attending them instantly, reactors were breached and whole compartments were incinerated in a flood of plasma.

The *Judicator* triggered its main drives at maximum yield and dived sharply, the backwash of its great engines incinerating entire wings of void fighters still engaged around it. Its crew quickly plotted a course towards the edge of the system, leaving behind *Dawn's Vigil* locked in a mortal embrace with the *Shard of Darkness* in the midst of the Traitor fleet. The Word Bearers captains, not expecting in the least what was transpiring before them, did not see the pulsating arcs of purple and blue lightning engulf the *Dawn's Vigil*. The ancient grand cruiser of the Blood Angels fired its Jovian pattern nova cannon into the guts of its enemy. The newly born warp rift created by the nova cannon's vortex warhead was catastrophic, swallowing almost the entire hulls of the *Dawn's Vigil* and the *Shard of Darkness*, as well as sections of other ships that were too slow to move away. Half-eaten reactors

exploded, igniting fuel reserves and stores of ammunition. The majority of the Word Bearers fleet died in a raging conflagration that rivalled the local sun in intensity and brightness. Horribly scarred but enduring still, the *Judicator* reached safety with war still raging within its decks.

The Gilden Prime incident was but the first of many tragedies to befall the system of Gilden's Star. Further inquiry into what followed has proven difficult but evidence suggests that the ritual desecration of their dead by the Word Bearers Procurators awoke something dark within Archein Castael and his Blood Angels. With the near-total destruction of their fleet, the leaders of the Word Bearers withdrew from Gilden's Star, leaving the *Judicator* free to embark upon a punitive campaign of extermination across all seven worlds of Gilden's Star. Archein Castael and his surviving Blood Angels indiscriminately put to the sword all Word Bearers abandoned by their commanders, as well as all other living souls upon the system's worlds. The hive world of Gilden Tertius, thought to be the hiding place of the last Word Bearers Procurators in the system, was the last to feel the wrath of the Blood Angels and surviving records indicate that three billion Imperial citizens perished in the fires of the planets' demise, alongside those who had turned from the Emperor's light.

Upon learning of the massacres perpetrated at Gilden's Star, neighbouring systems wavered in their unquestioning devotion to the Loyalist cause, with several worlds fully withdrawing their support and cutting all lines of communication with the wider Imperium. It remains a point of contention among historiographers whether the true aim of the Word Bearers was the conquest of Gilden's Star or the baiting of a Loyalist Legion to perpetrate atrocities of such scale as to irrevocably damage the righteousness of the Imperium in the eyes of its citizens. Regardless of such claims, it is widely accepted that the scouring of Gilden's Star remains a dark stain upon the illustrious annals of the Blood Angels Legion, a memory that the sons of the Great Angel suppress out of shame for the unrestrained destruction unleashed by their brethren during that bitter conflict. It is a cautionary tale only spoken of in hushed whispers, one that serves as a warning of the catastrophic consequences that befall those of Sanguinus' bloodline who fully embrace the dark rage lurking within them. Later records catalogue that cataclysmic conflict in more detail, to the extent of the knowledge available to us, but in the end, the Blood Angels left behind a devastated star system that would not be reclaimed by the Imperium until the late years of the Great Scouring.

## IX<sup>TH</sup> LEGION ROLL OF CASUALTIES, GILDEN'S STAR CAMPAIGN, 010.M31

*Being a catalogue of the heinous crimes committed by the abominable Traitors of the Word Bearers Legion against the noble sons of the ninth Primarch, Sanguinius, during the prosecution of the Gilden's Star campaign. These are the names of those heroes of the Blood Angels Legion, officers and Legionaries of note, whose remains and progenoid glands were unrecovered as a consequence of the cursed enemy's machinations, and thus their geneline ended in that forsaken system. We give praise and remember the dead for their valiant sacrifice in the name of the Emperor, beloved by all.*

++Legiones Astartes IX (Blood Angels) Istar-Beta-VI Clearance required to view ++

++ Displaying Extract Sample Entries in order of rank seniority ++

### Senior Officer Cadre

- Alcetas Castael, Archein of the Blood Angels Legion, Commander of the Host – Missing in action, presumed dead, Gilden Tertius orbital drop.
- Dominion Lyncus, Commander 189<sup>th</sup> Company – Killed in action, Rosencrantz atrocity.
- Dominion Irael, Commander 299<sup>th</sup> Tactical Reserve Company – Missing in action, presumed dead, Gilden Secundus, Northern hemisphere combat drop offensive.
- Centurion Consularis Averaël, Warden (trs, IX<sup>th</sup> Legion 'Chaplain') – Missing in action, presumed dead, Gilden Prime, Hezzar offensive.
- Centurion Ezaar, Commander 76<sup>th</sup> Shock Assault Company – Killed in action, Elsinore Waste engagement, remains unrecovered.

### Notable Legionary Cadre

- Venerable Ancient Vestenar, Contemptor pattern Dreadnought – Destroyed in the Gilden Quintus offensive, chassis recovered, Legionary remains missing in action.
- Crimson Paladin Exemplar Menthir – Killed in action, Gilden Prime Landing Zone Primus, remains unrecovered.
- Dawnbreaker Champion Magon – Killed in action, Gilden Prime Landing Zone Tertius, remains unrecovered.
- Arch-Erelim Vortius – Missing in action, presumed dead, Scouring of Gilden Quintus

++726 Additional entries of this document able to view at current clearance status++

++End Readout Précis++

## ELITES

Although the members of the Order of the Procurators, or the Vor Nergeth as they were known within their Legion, took to war adorned in the helix sigil of the Apothecarion, it would transpire that their efforts would not be concentrated on the preservation of life nor the dispensing of a merciful death for those injured beyond aid. Instead they would stalk the fields of battle, seeking the fallen to desecrate their bodies and harvest their organs as they suffered the last agonising throes of life.

Such gross defilement served to fuel dark rituals of summoning and reanimation, bringing forth the denizens of the Warp and imbuing themselves and their apprentices with the stolen life force of their murdered victims. Of particular allure to the Procurators were the organs unique to Legionaries, including the progenoid glands which proved particularly potent in goading forth the most powerful and aggressive warp beings.

## WORD BEARERS PROCURATORS ..... 120 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Procurant	7	4	4	4	4	1	4	2	7	3+
Procurator	7	4	4	4	4	1	4	2	8	2+

### Unit Composition

- 4 Procurant
- 1 Procurator

### Unit Type

- **Procurant:** Infantry
- **Procurator:** Infantry (Character)

### Wargear (Procurant)

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

### Wargear (Procurator)

- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades
- Narthecium
- Artificer armour

### Special Rules

- Legion Astartes (Word Bearers)
- Chosen Warriors
- Grim Purpose
- Flesh Harvesters
- Traitor

### Dedicated Transport

A Word Bearers Procurator squad numbering no more than ten models that has not been given Legion Warhawk jump packs may take a Legion Rhino Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

### Options

- The Procurator Squad may take:
  - Up to 10 additional Procurants ..... +15 points each
- The entire squad may take:
  - Legion Warhawk jump pack ..... +10 points per model
- Any Procurator may exchange their chainsword for a:
  - Heavy chainsword ..... +5 points each
  - Power weapon ..... +10 points each
- For every five models in the squad, one Procurant may:
  - Exchange their chainsword for a power fist ..... +15 points each
  - Exchange their bolt pistol for a hand flamer ..... +10 points each
  - Exchange their bolt pistol for a plasma pistol ..... +15 points each
- A Procurator squad that includes ten models may upgrade a Procurant to an additional Procurator for 40 points, and a Procurator squad that includes fifteen models may upgrade two Procurants to Procurators for 40 points each.

### Grim Purpose

A unit that includes any models with this special rule may not be joined by any model that does not also have this special rule (this includes Legion Techmarines and Legion Apothecaries, which may not be assigned to a unit with this special rule unless they also have this special rule).

### Flesh Harvesters

Friendly models with the Psychic Disciplines Harbinger of Chaos, Diabolism or Anathemata within 6" of a model with this special rule may roll an additional D6 and discard the highest result when making Psychic checks. Additionally, in missions that use Victory points the controlling player gains an additional +1 Victory point for every enemy unit that is removed as a casualty as a result of a Sweeping Advance made by a unit made up of models with this special rule.



## UNIT SHOWCASE

Shown below are some examples of Word Bearers Procurators that have been built and painted by members of the Studio staff.

The Word Bearers Procurators are based on the Legion MkIV Tactical Squad, with a selection of upgrade parts from the Forge World range such as the Legion MkIV Power Weapons Set. Some parts are also used from the Space Marine Apothecary Set and Word Bearers Legion Praetor.



# DEFIANCE AT HEZZAR LEGENDARY MISSION

After the atomantic obliteration of the city of Rosencrantz, the Blood Angels upon Gilden Prime were caught in disarray. Unable to effectively communicate and coordinate with Loyalist elements outside of their immediate locations, due to a pall of malicious interference across their vox networks, they were forced to fight defensively as isolated pockets of resistance against the onslaught of the duplicitous Word Bearers forces. After being rapidly encircled by enemies boasting overwhelming numerical superiority, it was not long before the IX<sup>th</sup> Legion found themselves fighting in a number of increasingly desperate last stands across the planet. Half-buried in drifts of smouldering shell casings and with the broken bodies of their fallen brothers littering the ground around them, the Blood Angels abandoned all hope of reinforcement and pressed back-to-back, they sought only to sell their lives as dearly as possible in the face of inevitable defeat.

## MISSION: YIELD NO QUARTER

### THE ARMIES

The Word Bearers player should take the role of the Attacker and the Blood Angels player the role of Defender. Players should choose their armies using the Warhammer: The Horus Heresy – Age of Darkness rules, but the Attacker may not take any Fortification choices. This scenario is intended to be played with armies of 2,500-3,000 points per side. If players are using this scenario with alternative forces, they must decide who will be the Attacker and who will be the Defender.

### SETTING UP THE GAME

- This Mission uses the Deployment Map found on page 11.
- Before any models are deployed scenery should be set up, except any Fortifications included as part of the Defender's army.

### DEPLOYMENT

- Both players should select any units that will be placed in Reserves and set them aside from the units they will deploy on the battlefield.
- The Attacker and Defender should alternate placing a single unit at a time, except units with the Infiltrate special rule, in their own Deployment Zones as per the Deployment Map on page 11, starting with the Defender.
- If the Attacker and Defender have an unequal number of units in their army, the player with more units should deploy the remainder of their own force before any units with the Infiltrate special rule or Scout special rule are deployed or redeployed by either player.
- Players now deploy units with the Infiltrate special rule and redeploy any units with the Scout special rule as per the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*.

### FIRST TURN

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

### GAME LENGTH

This mission lasts for four turns. At the end of the fourth turn, the Attacker must roll a D6. On a 5+, a fifth and final turn is played.

### VICTORY CONDITIONS

At the end of the game, the Attacker and the Defender score Victory points according to which Scoring Zone their units are in, as per the table on page 11. The player with the most Victory points is the winner.



## PRIMARY OBJECTIVES

Scoring Zone (distance from centre of battlefield)	Victory points (Attacker)	Victory points (Defender)
6"	3	1
12"	2	2
18"	1	3

If models from the same unit are in more than one Scoring Zone, the lowest amount of Victory points is scored by that unit. If a unit or units are locked in combat, only the unit or units in that combat that outnumber the opposing unit or units score Victory points. Units that are Pinned or Falling Back at the end of the game do not score Victory points, regardless of the Scoring Zone they are in.

## SECONDARY OBJECTIVES

**Slay the Warlord:** If a side destroyed the enemy Warlord, that side gains 1 Victory point. If that Warlord was also a Primarch choice then an additional Victory point is scored.

**Attrition:** The army which has destroyed the highest number of enemy units at the end of the game gains +1 Victory point.

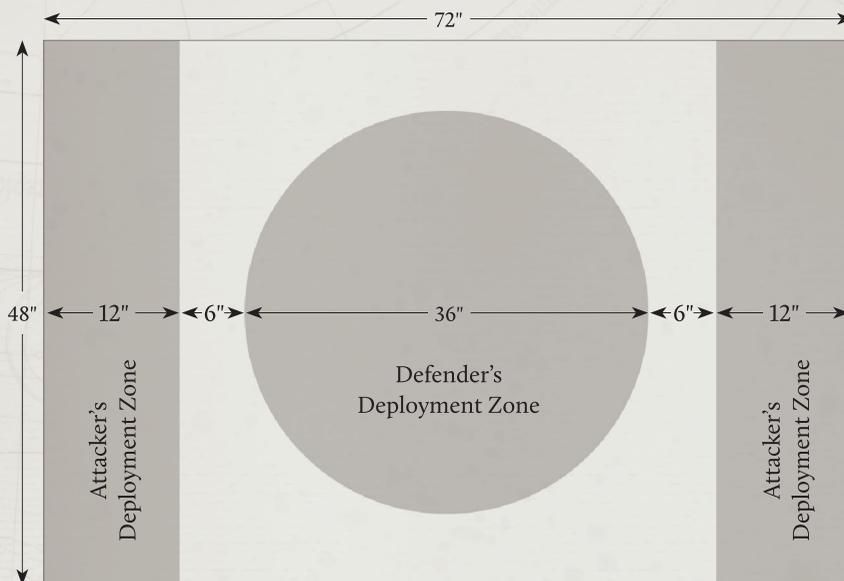
## MISSION SPECIAL RULES

- Reserves
- No Escape
- Last Stand

**No Escape:** Any of the Defender's units that Fall Back must do so towards the centre of the battlefield. Any of the Attacker's units that Fall Back do so towards the nearest battlefield edge.

**Last Stand:** If every model from a unit controlled by the Defender Falls Back within 6" of the centre of the battlefield, the unit automatically Regroups. Additionally, if every model in a unit controlled by the Defender is within 6" of the centre of the battlefield, the unit gains the Fearless special rule.

## DEPLOYMENT MAP





Permission to download/print for personal use only.  
© Copyright Games Workshop Limited 2022  
[www.forgeworld.co.uk](http://www.forgeworld.co.uk)

**CITADEL**  
MINIATURES

**Forge World**  
MINIATURES



[warhammer.com](http://warhammer.com)