The Horus Heresy®

Campaigns of The Age of Darkness

The Conquest of Nova Sepira IV

The Conquest of Nova Sepira IV

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INTRODUCTION 5
SETTING 6
WAR IN THE NOVA SEPIRA SYSTEM 12
BACKGROUND 12
AN UNEXPECTED ENCOUNTER 13
PLANETSTRIKE ON PRIMA FERRUM 14
SEIZING A BEHEMOTH 16
LEGION WAR 19
VOIDBORNE CARNAGE 23
THE TIME OF REAPING 24
AFTERMATH 27
THE CAMPAIGN 29
Campaign Mechanics 29
Chapter One - Opening Salvoes 29
Chapter Two - Orbital Assault on the Capital 31
Chapter Three - Fleet Attack on the Orbital Shipyards 32
Chapter Four - Boarding Assault on the Orbital Shipyards 34
Chapter Five - Cruiser Breakout 37
Chapter Six - Manufactorum Warfare 39
Chapter Seven - Arrival of the Primarchs 41
Chapter Eight - The Time of Reaping 44
Chapter Nine - Triumph and Retreat 46
WARSMITH KYDOMOR FORRIX 48
SOLTARN VULL BRONN 50
PRAEFECTOR ARMATIUS 51
WARDEN ZERAEL 52
IRON FATHER SEKATOS 53
DISSONANCE SQUAD 55
KAKOPHONI DREADNOUGHT TALON 57
BAAL PREDATOR SQUADRON 59
Credits 60

Introduction

Ghoul Stars
Helio Stars
Veiled Region
Eastern Fringe
The Dominion of Storms
Galgothan Wastes
The Thirteen Realms
Charadon Sector
Ultulis Sector
Mandragoran Sector
The Inter-galactic Void
Segmentum Obscurus
Segmentum Solar
Segmentum Tempestus
Segmentum Pacificus
Ultima Segmentum
Prohibited Zone (Area Forbidden)
Prohibited Zone (Plague Cordon Enforced)
Wrath of the hungering gyre
Finding of the Lost Son
Opuscalus Noctis
Angda
Abyss
Neu-geddon
Asstuan
Quai Jinn
Ostramo
Angelis
Honourum
Desperation
Emlok
Signus Prime
Konig Secundus
Nova Sepira
Constantium
Orpheus Prime
Laeran
Jupetus
Tigris
Sarum Luxor
Jucalpeta Terminus
Galaspar
Barbarus
Gryphonne
Deliverance
Everlight
Bale
Macragge
Galth
Acaran
Uayber
Nocturne
Julis
Chagoris
Chemos
Sacrum
Dauin
Ryza
Lustrati
Angulus
Olympia
Chondax
Aquas Belt
Bodt
Baal
Lamrys
Goth
Lucius
Moroc
Galiban
Cypra Mundi
Medusa
Helion
Sarcosa
Colchis
Khur
Stygies
Fenris
Seraphina
Lorin Alpha
Prospero
Nikaea
Shedim
Necromunda
Juvit
Tarras
Gehenna
Ultima
Olmec
Thenia
Placeton
Grata
Tallarn
Luth Tyre
Uusalius
Opera
Nova

Introduction

Civil war rages across the galaxy.
The glorious Great Crusade, launched to reclaim the stars in the name of the Emperor of Mankind has given way to senseless bloodshed, what took centuries to build has been torn apart in the span of a few years.
The Legiones Astartes and the Primarchs leading them, once mankind's finest, became mankind's worst nightmare when half of them turned against the Emperor and embraced far darker powers.
The Warmaster Horus Lupercal now reaches for Terra, and on a thousand battlefields across a thousand planets, those who follow him are waging merciless war on those who remain loyal.

This is a campaign supplement set during the time of the Horus Heresy intended for 4 players. This campaign combines multiple game systems and add-ons, for which you will require the following rulebooks:

Horus Heresy: Age of Darkness Books:
- Horus Heresy: Age of Darkness Main Rulebook
- Liber Astartes/Hereticus
- Liber Imperium/ Liber Mechanicum (Optional)
- Zone Mortalis Rules Supplement

Battlefleet Gothic Books:
- Battlefleet Gothic Remastered Rulebook
- Battlefleet Heresy Book 1

Planetary Empires (optional):
- Rulebook and Tiles (unless you are using a custom hex map)

Warhammer 40000 7e Expansion Planetary Onslaught

Setting

++++*Obtaining System Details*++++ Nova Sepira System, Galactic East
++++*Accessing Planet Database*++++ 4 Planets: Nova Sepira I (Gas Giant), Nova Sepira II (Gas Giant), Nova Sepira III (No atmosphere), Nova Sepira IV +++++

Rediscovered during the Great Crusade by an Imperial expedition of the X Legion, Nova Sepira IV was a planet of grey dusty badlands and cloudy grey skies. Its civilization having collapsed during the age of strife, at the time of discovery it was inhabited by a remnant human population reduced to several, non-spacefaring microstates that struggled to maintain what remained of their crumbling technology.
Integrated into the Imperium following peaceful compliance, Mechanicum surveyors discovered a great wealth of rare elements vital to the production of warp-capable vessels and advanced weaponry.

Great efforts were undertaken to make the planet's resources available to the Imperium, and it took less than a decade to build up a gigantic system of manufactorum complexes dedicated to extraction, refinement and production that dwarfed what little civilization the planet had possessed when the first legionary had stepped foot on it.
The resettlement of millions of laborers, serfs and Mechanicum thralls followed, and while still sparsely populated compared to major imperial worlds, virtually the entirety of the planet's population was now employed in this high-intensity industrialization effort. The planet's ancient, abandoned orbital shipyards were also returned to life and production of new vessels for the crusade's war effort began soon after.
While not a forge world in the traditional sense, the planet's rare resource autarky has allowed it to become a hub for the production of highly sought after weaponry and capital ships that are usually rarely produced outside of the largest industrial worlds.

Locations of Interest

Prima Ferrum

Planetary capital, seat of administrative and technical coordination of the planet‘s industry.
Founded centuries ago as the capital of the largest of Nova Sepira IV‘s microstates during the age of strife, it is the planet‘s only remaining pre-Imperial city, the rest either having been incorporated into the rapidly growing manufactorum megastructures or abandoned as their populations joined the new workforce.

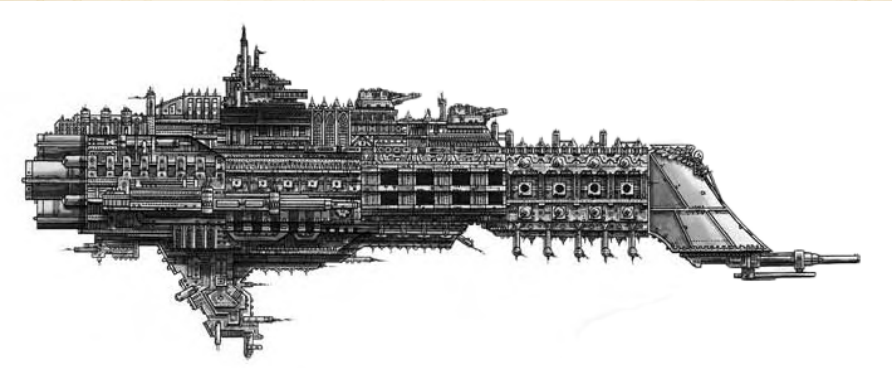
The planet‘s elite has their residences close to the planetary governor‘s palace in the city centre, while much of the rest consists of the hab blocks of administrative staff, data processing facilities and offices, as well as control stations overseeing far away industrial facilities and transport hubs.

Much of the city has been devastated by fighting between local forces loyal to rival contenders for the gubernatorial throne, but it remains an important strategic target at the center of the planet‘s infrastructure.

Orbital Shipyards

No records were maintained by the pre-Imperial states of Nova Sepira IV on when these ancient shipyards were built, but the Mechanicum estimates they were abandoned several centuries before the arrival of the Imperial expedition that brought the planet to compliance. Restored and fuelled by the planet's industrial output, they are capable of producing warp-capable capital vessels.

Currently, the shipyard contains a yet-unnamed Mars-Class Battlecruiser that is virtually complete and intended to reinforce one of the grand fleets of the Crusade.



A Mars-Class Battlecruiser

The Astral Spire

The planet's main space port. As the planet's remnant human civilization had gradually lost its spacefaring capability during the age of strife, the port had been repurposed into a fortress and the seat of local rulers. The Imperium restored it to its original purpose, while keeping much of the fortifications and defensive weaponry that had been added over the centuries.

Small compared to the legendary space ports of Terra, the main purpose of this structure reaching from the planets surface to its low orbit is efficient transportation of material and workers.

While larger warships and transports would have to dock at the orbital shipyards due to their size, the port is nevertheless an important strategic supply line required for the operation of Nova Sepira's industrial machine.

Manufactorums

The settled parts of Nova Sepira IV form a giant system of resource extraction, refining and manufacturing sites, connected by macro-rail. Here, the mineral wealth of the planet is processed and used to produce weapon systems and ship parts, most of which are then transported to the space port and from there to the orbital shipyards.
Production encompasses a wide range of parts, from basic steel and adamantium structural parts to advanced targeting systems, spaceship engines and, with the most recent expansions, titans.

The vast majority of the planet's population toils in these manufactorums, many dreaming of one day being promoted to an administrative position in the capital.

War in the Nova Sepira System

War in the Nova Sepira System

Background

Even before the outbreak of open rebellion, agents of the Warmaster Horus had been sent to locations of strategic importance in the Imperium to broker alliances, sow discontent or wait for a signal to engage in sabotage. Horus recognized the value of Nova Sepira‘s ability to produce powerful vessels without a reliance on supply lines vulnerable to enemy assault in their transit from system to system. The buildup of the planet‘s industry had been a joint effort of Imperial governance and Mechanicum, and the planet‘s affairs were governed by a hereditary planetary governor descended from a line of the planet‘s nobility, who had received the position as a reward for their role in fostering the peaceful compliance.

Alpha legion operatives were tasked with ensuring the planet could be secured for the Warmaster when the time came, and they knew that this would be no simple task - planetary leadership had always maintained close and cordial relations with Terra, having been richly rewarded and privileged for their successful buildup of the planet from an abandoned backwater to a forge of humanity‘s spear thrust at the stars.

Through a series of „accidents“ and industrial sabotage, the elderly governor‘s heirs were assassinated and relations between ruling bureaucrats and Mechanicum strained to the limit. The governor‘s death on the eve of the outbreak of the Heresy thus resulted in a power vacuum. Sabotaged off-world comms, curated rumours of unrest in the Imperium and careful management of the developing situation saw a civil war break out between the governor‘s two remaining blood relatives with a somewhat legitimate claim to the the throne.
The operatives, determining that staunch pro-Imperial sentiment could not be overcome without unacceptable risk of failure, had instead influenced the actors on both sides and ensured that they were evenly matched and hell-bent on the other‘s destruction.
Once the pretenders had fought each other to a standstill, and in doing so decimated most of the planet‘s formidable military defenses, the signal would go out to the Warmaster to send a force that would swiftly capture the system and ensure its production would henceforth feed the insatiable hunger of his own war machine.

An unexpected Encounter

With the system's defences ruined by a short but devastating civil war, in 007.M31 the Warmaster's command staff received the signal that the planet was theirs to take. His own forces already committed elsewhere, Horus sent orders to nearby fleets of the III and IV Legions, led by Lord Commander Eidolon and Warsmith Forrix respectively, to secure it in his name. They gladly accepted, one eager for the (dubious) glory of taking an important (but essentially defenseless) industrial world, the other looking to get his hands on powerful orbital siege weaponry that could be used in the coming assault on Terra.

What should have been a swift sweep and capture, however, was to turn into a brutal battle that would set the space surrounding Nova Sepira IV all the way to the industrial complexes of its surface ablaze with fierce fighting as intense as on any of the other great battlefields of the Horus Heresy.

Not even the Warmaster himself could have foreseen that the endless manufactorums and grey wastelands of Nova Sepira IV would soon see several sons of the Emperor themselves take to the battlefield...

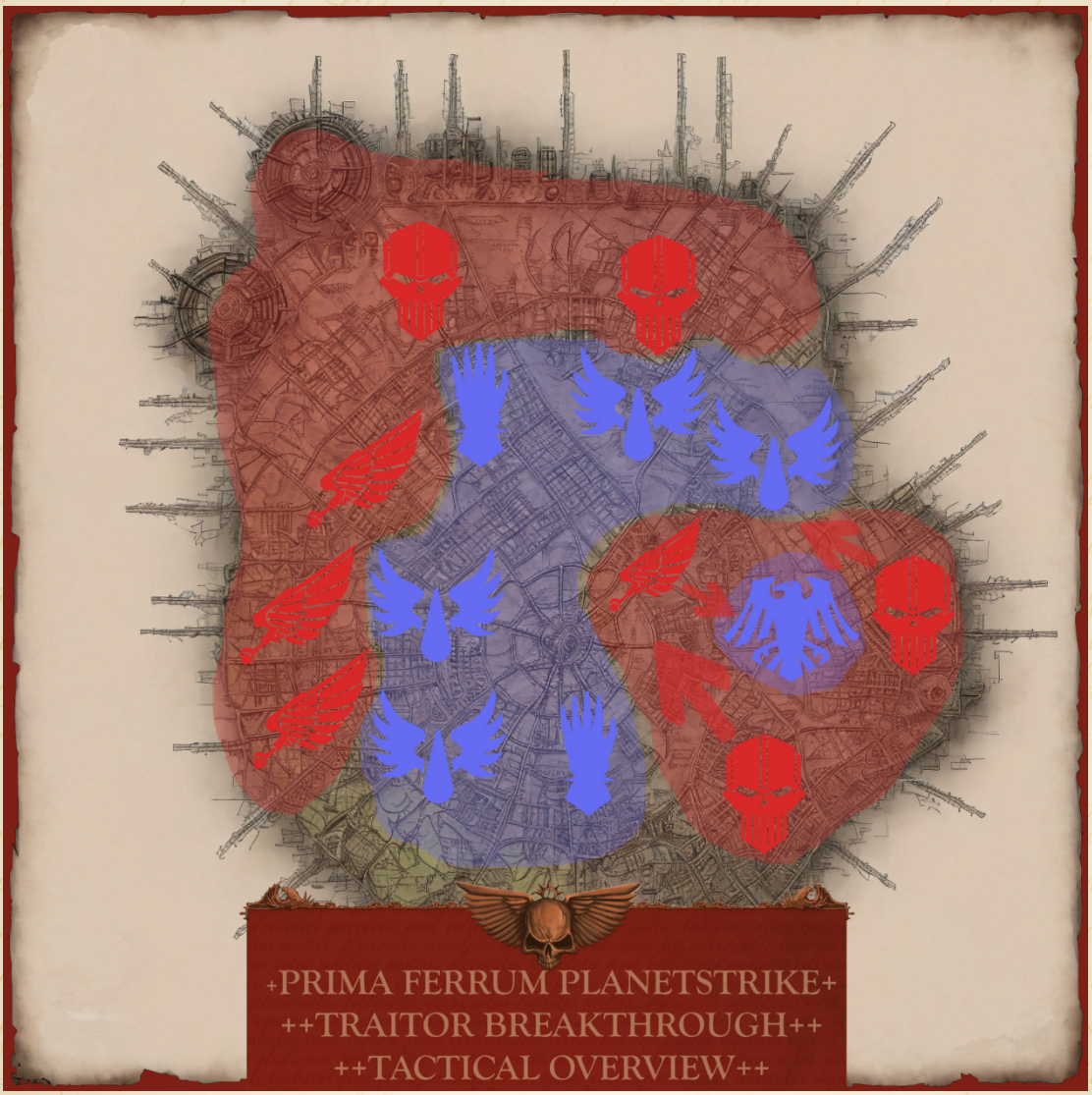
Unbeknownst to the Warmaster, after their bloody victory at Signus Prime, a force of Blood Angels led by chapter master Raldoron had split off from the main fleet to resupply at Nova Sepira IV's shipyards. Having linked up with forces from the shattered Legions and Solar Auxilia on the way, they breached the warp and arrived in the system at the same time the Emperor's Children and Iron Warriors were descending on it.

Confusion and surprise was quickly overcome by the instinct and experience of the seasoned warriors commanding the joint fleets, and a ferocious battle ensued.
The loyalist fleet prevailed in the opening engagement, and thus Eidolon and Forrix were forced to retreat to the system's outer reaches to repair and gather their forces. In the meantime, the Blood Angels and their allies would be able to make planetfall in the planetary capital of Prima Ferrum and ready themselves for the planetary assault that was sure to follow.
With Legion leadership being well aware of the system's importance to the war effort, astropath communications of the highest importance were sent by both fleet commands to their respective Primarchs, requesting them to dispatch massive reinforcements and ensure victory.

Planetstrike on Prima Ferrum

Prima Ferrum was already battle-scarred before the first Legion warriors descended onto the planet's surface. Being the planetary capital, it had seen some of the fiercest fighting of the carefully engineered civil war that had raged in the years before, and now there were few buildings left that remained intact. Nevertheless, the city sat at the center of Nova Sepira IV's industrial network and thus retained its vital role in controlling the planet.

Lord Commander Eidolon, his pride badly wounded by the defeat suffered at the hands of the Blood Angels' fleet commanders, had no patience for the Iron Warrior's proposal to grind the city's defenders down in a carefully orchestrated siege.
Having repaired the most significant battle damage, the traitor fleet led by Eidolon's flagship *Proudheart* lost no time in their rush towards Nova Sepira IV, and soon its grey skies were streaked by the trails of descending drop pods and gunships. Legion war had come to Prima Ferrum with all its intense ferocity.
Squads clad in the purple and gold of the Emperor's children and the burnished ceramite of the Iron Warriors opened fire as soon as their drop pods unsealed their doors, Spartan assault tanks advanced towards dug-in defenses of the Blood Angels, while the sons of Sanguinius carefully directed the fire of their lascannons and Predator tank squadrons to extract a bloody toll from the attackers.



The battle raged for hours, and the streets of Prima Ferrum filled with the burned out wrecks of tanks and the broken bodies of Legionaries, until a carefully placed teleport assault led by Lord Commander Eidolon managed to break the defensive lines.
Centurion Saaykar of the Raven Guard and his zone command were torn apart by the shrieking sonic weaponry wielded by the Dissonance Squads of the III Legion, and there was little the defenders could do after this sudden decapitation of one of their defensive zones allowed heavy Kratos tanks and siege Terminators of the Iron Warriors to overrun their lines.

Even though Raldoron was loathe to back out of a fight, he knew that his position was now quickly becoming untenable, and to continue fighting would risk the effectiveness of his army in the engagements that were sure to follow. The loyalist forces obeyed without question when he gave the order to disengage - they would regroup and rearm with their sights set on the planet‘s manufactorums.

Seizing a Behemoth

As the battle for Prima Ferrum raged on the surface, only as many of the traitor ships as were needed to lend their firepower to the landing operations remained in orbit above the city. The rest had been organized into a task force led by Warsmith Forrix, setting out to capture the ancient shipyards in the planet‘s outer orbit.

A relic of ages past, its vast structures had been made operational by a titanic effort of the Imperium. Supplied by a steady flow of the planet‘s resources, over the decades it had reliably produced warship after warship for the Great Crusade. Alpha Legion intelligence had reported that the millions of labourers and shipwrights who called this titanic structure their home were currently working on a battlecruiser in the final stages of completion. Its crew already mostly aboard and preparing for the ship‘s imminent commissioning, the vessel could be commandeered and would make a powerful addition to the Warmaster‘s fleets - and, more acutely, provide the firepower needed to decisively crush the ships of the loyalists.

The warsmith‘s strategy was simple - instead of trying to fight his way from one end of the shipyards to the other, he would lead his terminator squads in a teleport assault into the shipyard‘s control decks. Unlike a planet, an orbital shipyard in its entirety is controlled by machines and cogitator systems, so by taking the control hub at the center of all its systems, the shipyards could be conquered with a fraction of the forces required for a full sweep. Any pockets of resistance could then have their air cut off or simply be vented into the vacuum of space from there.

The loyalists, however, had also heard of the battlecruiser when they had entered the system and contacted the shipyards to communicate their intent to repair and rearm.

After hostilities had broken out, a strike fleet led by iron father Sekatos of the Iron Hands was assembled to stop the shipyards and the battlecruiser within from falling into the hands of the traitors. Sekatos was an old Terran veteran of the Legion and had once belonged to the X Legion fleet that had brought the system to compliance. Knowing the enemy would try to seize the shipyard controls, he maneuvered his fleet to engage them before they could reach their target.

Remembrancer sketch of Sekatos, ca. 006.M31

But before an effective cordon could be formed, Forrix‘ fleet had already gotten there and engaged immediately. An indecisive battle ensued - both sides knew that the real prize lay not in the destruction of whatever ships were within engagement range, but inside the shipyards. The experienced commanders brought their ships into position while avoiding the worst of the enemy‘s broadsides, and teleportariums sent Legion elite boarding parties straight into the heart of the titanic structure.

A seasoned warsmith of the IV Legion and member of his Primarch's high council called the Trident, Forrix was used to precision artillery strikes hitting what he commanded, whenever he commanded it. In the heart of the shipyards, however, the narrow steel plated corridors and elevator shafts left no space for his preferred ordinance, or anything larger than the tactical dreadnought armor worn by him and his elite. Combat here would be up close and personal.

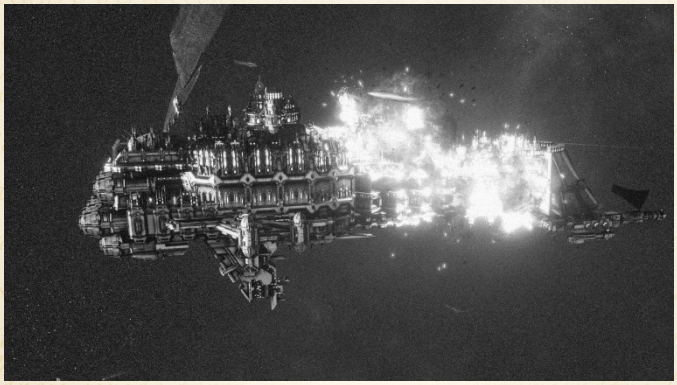
Embittered by the death of his Primarch at the hands of Fulgrim, Sekatos was consumed by the desire to exact bitter vengeance upon the Emperor's Children any chance he got. His disappointment was great when the enemy attacking the shipyards turned out to be led by Perturabo's sons rather than his preferred enemy, but nevertheless he would not allow them to succeed.
Terminators fought one another, unleashing torrents of rotary cannon fire and delivering crushing blows with their thunder hammers that resonated throughout the metal structure of the shipyards. Flanked by two of the iron circle automata created by his Primarch, Forrix foguht to establish his foothold in the control center, but Sekatos' knowledge of the location as well as his firepower proved superior. Concentrated fire from well placed Gorgon terminators drove the Iron Warriors back, and Forrix was left with no option but to request an immediate teleport back to his ship when he saw that his assault had failed.

Iron Hands elite Terminators securing the orbital shipyards, pict-feed from security system

Having secured the control decks, the loyal Mechanicum attached to iron father Sekatos' force immediately proceeded to take operational command of the shipyards and to initiate the protocols for an emergency launch of the newly built battlecruiser.
Leaving behind a force to guard the control decks, Sekatos and his squads made their way to the ship's bridge, whose crew was glad to hear they would be doing their part to help the Emperor end Horus' rebellion.

Sekatos knew that launching a battlecruiser was no small feat, especially so with an enemy fleet close by, so he opened channels to his strike force and ordered them to ensure the warship's safety. His new and yet unnamed ship, he decided, was to be called the *Gorgon's Fury*, in memory of his Primarch and the monstrous act of treason that had led to his demise.
Back on his own ship, an enraged Forrix was far from done with this mission. If he couldn't present the new ship to Perturabo, he would make sure that the enemy wouldn't get to use it, either. When sensors registered an energy spike indicating the initial ignition of the battlecruiser's engines, he ordered his fleet to evade enemy fire and focus their weapons solely on their new target.

Sekatos and his forces employed all their skilled voidsmanship in their attempt to break out of the shipyards and link up with the main fleet, but the inexperienced crew of the ship was no match for the furious determination of the Iron Warriors. Void shields that had just been activated for the first time blew out under a barrage of fire, and a broadside from the Iron Warriors cruiser *Lochos* disabled the *Gorgon's Fury*'s engines.



The end of the Gorgon's Fury, *X Legion attack craft gun camera pict*

His bold attempt having failed and with certain doom at hand, Sekatos ordered his strike force to retreat.
In a last act of defiance, he took personal control of the ship's targeting systems and obliterated the Iron Warriors destroyer *Bitter Iron* with its gun batteries, before multiple torpedo impacts detonated the reactor core of the *Gorgon's Fury* and ended the ship's brief participation in the conflict that had torn the Imperium apart.

Pict-capture of Manufactorum Sigma-8T in the aftermath of its capture by IX Legion forces under Captain Tharos

Legion War

On the surface of Nova Sepira IV, the huge halls of Manufactorum Theta-7A were ablaze. After the capture of Prima Ferrum by combined III and IV Legion forces under the command of Lord Commander Eidolon, the focus of operations had shifted to the macro-rail connected manufactorum complexes that formed an integrated industrial network across the planet's inhabited zone.
Nearly the entirety of the planet's population toiled in these manufactorums, and those that had survived the preceding civil war knew well to huddle up and stay out of the way of clashing armies.

Theta-7A was merely the first of many manufactorums to become a battlefield. Chapter Master Raldoron personally led the charge of the Dawnbreaker Cohort that secured the site after defensive positions on the upper floors had been levelled by sustained fire from a squadron of Medusa tanks.

Over the course of several weeks, a multitude of bloody battles were fought over manufactorums, macro-rail stations and refineries as well as the Astral Spire space port.

It wasn't long until the space port stood ablaze from sustained bombardment, the fire and smoke visible from orbit.

At macro-rail hub Delta-Gamma-4, Praefector Armatius and his heavily outnumbered and outflanked Palatine Blades held a seemingly indefensible position until reinforcements arrived in the form of IV Legion Leviathan dreadnoughts. Their heavy siege weaponry laid waste to the Blood Angels assault squads that had been attempting to capture the macro-rail station, and the loyalists were driven off, having suffered heavy casualties.

Remembrancer sketch of Armatius before Isstvan V

The Epsilon-9-RF refinery was left devastated, but firmly under control of the Iron Hands, whose Iron Fathers had manipulated some of the valve systems and caused a catastrophic spill of prometheum that proceeded to ignite in the defensive positions established by the IV Legion.

Army units loyal to the Emperor were slaughtered to a man in a manufactorum producing warship targeting systems, after the collapse of the transport tunnel they had mined proved insufficient to stop the advance of Iron Warriors siege terminators, who forced their way through the rubble with the brute strength of their Cataphractii armor. A squadron of Land Raiders spearheading another assault was flanked and turned into burning wreckage by Cerberus and Sicaran Venator tank destroyers well hidden amongst the rubble of a collapsed storage facility, their heat signatures obscured by the smouldering ruins.

Refinery Epsilon-9-RF

In another section of the front, Kakophonii of the III Legion employed the devastating effects of their sonic weaponry to clear out defensive trenches dug by a squad of Salamanders. Their sonic shockwaves amplified by the narrow trenches, little remained of the defenders except scattered pieces of bloody power armor. Sergeant Ha'Kath, proud member of the 123rd Company before the shattering of his Legion on the black fields of Istvaan V, met his end at the hands of Praetor Katyanos' thunder hammer when he rushed in to support his failing defensive line.
All around them, buildings were cleared floor by floor, defensive positions crushed trench by trench and streets became killzones in the crosshairs of carefully placed heavy weaponry.

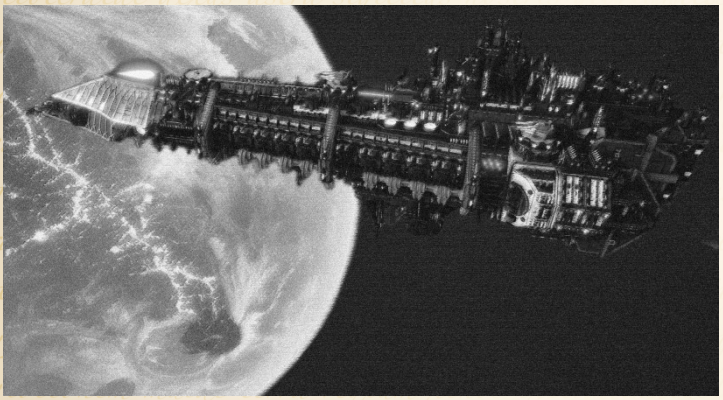
The war remained in this state for several weeks, with neither side managing to gain the upper hand. Manufactorums that had been captured in bloody surprise attacks changed hands again shortly after, Iron Warriors siege specialists tore down one line of defenses only for another to be erected elsewhere. Neither side had arrived in the system equipped for a protracted campaign of planetary warfare, and each costly victory was bleeding them out further.

An Iron Warriors Sicaran tank amidst the rubble of a destroyed Manufactorum

Voidborne Carnage

Stretched critically thin across multiple ongoing battles, Chapter Master Raldoron was relieved to hear from his fleet that astropaths had received word of incoming reinforcements - and not just regular Legion forces.

Knowing of the strategic value of the Nova Sepira system, the Primarch Sanguinius himself was aboard his flagship *Red Tear*, leading a fleet of his finest warriors to assist his sons.



Likewise, calls for reinforcements sent by the combined fleet of Emperor's Children and Iron Warriors hadn't gone unanswered. Two giant vessels formed the speartip of the fleet that transitioned into realspace at the other end of the system - Fulgrim's flagship, the elegant *Pride of the Emperor*, now adorned all over with grandiose decorations, ranging from skilful artisanship to gaudy and utterly vile. And, in stark contrast against the overt splendour of the Phoenician's ship, the brutally utilitarian *Iron Blood,* from which Perturabo commanded his Legion.

What was left of the fleets that had fought in the initial engagements were rushing to link up with their respective Primarchs. As the armadas headed towards the planet for the decisive battle, the bridge crew of the *Red Tear* registered in surprise that another vessel of similar size had joined them, undetected until the last moment. A speck of utter blackness against the darkness of the void, it was undoubtedly a ship of the XIX Legion - Could it be that their Primarch Corax had survived the betrayal at Istvaan V and claimed another Gloriana-class flagship for himself, after the destruction of the *Shadow of the Emperor* during that devastating betrayal?

There was little time for formalities, however, as the fleets were nearing engagement range. The skies of Nova Sepira IV were lit up by the bright lights of lance batteries and nova cannon shots as Fulgrim, determined to claim the glory of the first kill, gave the order to open fire.
The void battle that followed was eclipsed in scale only by the largest such battles of the Heresy and the Solar War leading up to the Siege of Terra.
Void shields of giant ships burst under the relentless impact of broadsides, cruisers desperately tried to turn out of the path of incoming torpedoes and destroyers attempted to outflank the larger ships to target their vulnerable sections.
At the center of it were the Primarchs' Gloriana-class capital ships. These behemoths were the mightiest ships available to humanity, and each of them had won glory in many battles of the Great Crusade. These flagships of the Primarchs dwarfed all other ships in the battle, and the fighting spirits of human and transhuman crews alike were

reinvigorated by the honor of fighting alongside them. Each of their salvos marked the end of an enemy vessel, while return fire struggled to penetrate their armor plates where it did succeed in taking out their shields.

A brief flash of light marked the end of the Emperor's Children cruiser *Faultless* as its reactor core detonated, the blast wave obliterating landing craft that had attempted to evacuate the doomed vessel. The *Red Tear* had already plotted firing solutions for its next target, the artful ornaments of its hull reflecting the lights of the distant explosion.

A III Legion Contemptor Dreadnought takes aim at a Blood Angels Thunderhawk

The Time of Reaping

But the war in the Nova Sepira system was not to be decided in the void alone. While the fleets were battling another above the planet, they also sent out scores of drop pods, Thunderhawks, Stormbirds and smaller landing craft. The mysterious giant Raven Guard vessel, still refusing to respond to any vox hails, had chosen the field of battle by launching its drop pods first, targeting the traitor Legion command fortifications at Prima Ferrum.

Forrix and Eidolon had little time to prepare for the incoming furious assault, but neither did they need to hold out for long. As the XIX Legion commenced their attack, Fulgrim and Perturabo responded in kind. While Fulgrim's golden gunship *Firebird* led their assault, the Lord of Iron made planetfall in a highly customized drop pod of his own design that held him and his bodyguard of Iron Circle automata. The Blood Angels reinforced the Raven Guard on the ground, and great cheers went out from their landing sites when they saw glorious Sanguinius soaring aloft on his great wings.

With them had landed some of the heaviest armaments a Legion could muster. Squadrons of Fellblade and Kratos tanks, Knights of various legion-allied Houses, heavy

artillery and even a handful of titans, whose raw destructive power the Primarchs had determined to be worth the risk of losing their landers to the crossfire of the raging void battle.

What followed was nothing short of carnage. Sanguinius himself led a charge of his Crimson Paladins and Sanguinary Guard into the heart of the Iron Warriors' line, breaking their signature mobile fortifications that had come down from orbit together with their troops. The Primarch's blade Encarmine sliced out as a blur of rapid killing power, a leviathan dreadnought and siege terminators being felled where they stood.

Sunkiller squads with the finest laser weaponry of the III Legion made short work of enemy Rhinos, while a Contemptor's Kheres assault cannon tore the evacuating passengers to shreds. Elsewhere, the Raven Guard broke through traitor lines, evidently directing their attack in an attempt to deliver a decapitating strike at the traitor's Prima Ferrum field command, whose defenses were rapidly collapsing under the furious assault.

Blinding light streaked across the air as the titans engaged each other with plasma weapons and laser destroyers, and more than a few unlucky or wounded Astartes were crushed beneath their feet.

When a combined rapid assault of Angel's Tears squads led by Warden Zerael and XIX Legion jetbikes surprised and obliterated most of the artillery support of the Iron Warriors, it seemed that the Traitor army was close to its breaking point.

They had, however, not accounted for the preparations made by Perturabo's logical mind and Fulgrim's experience in rapidly exercised feints. The Raven Guard forces that were moving in to pursue the seemingly disorganized and retreating Emperor's Children (and any unlucky III legion warriors that were too badly wounded to get away) practically disappeared in a flash of superheated air when Warsmith Forrix gave the order to detonate the melta charges that had been carefully placed all over Eidolon's Prima Ferrum field command.

Despite Forrix's intense dislike for the Emperor's Children's arrogant demeanor and overt indulgence in all sorts of hedonism, he knew that to assume that this made them ineffective and undisciplined on the battlefield would be a fatal mistake - one that the Raven Guard had made when they recklessly went after their apparently panicking foe.

Forrix, the Breaker

The Lord Commander gave the order to halt the false retreat of his forces and turn around to reengage, and then the Phoenician struck.

The Primarch of the Emperor's Children had waited for this moment. Together with his Phoenix Guard, he dropped out of his golden assault craft into the heart of the remaining Raven Guard. As the terminators engaged their erstwhile brothers, Fulgrim wasted no time and charged the figure leading them.

Later Imperial and III Legion records would differ on whether this shrouded figure - markedly taller than even the Astartes in terminator armor surrounding him - really was the Raven Guard's Primarch Corax, but it is clear that he was almost a match for Fulgrim. Night-black talons clashed with an elegantly wrought blade, but Fulgrim had always been the fastest of his brothers, and his sword slipped past the figure's guard and grievously wounded his opponent.
This wounding and the sudden loss of a large portion of their forces prompted the Raven Guard to rapidly withdraw from the field.
The tides of battle had suddenly turned against the loyalists, and while Sanguinius had reaped a fearsome tally from his foes, he knew that the day was lost.
Orders were issued to Raldoron to lead a fighting retreat of the Blood Angels and their remaining allies to the landing sites, where Legion landing craft would evacuate them, while the titans would offer fire support as they returned to their Mechanicum landers. Sanguinius would guard the rear and make the enemy pay a bitter price for this planet and each of his beloved sons that had been lost here.

While any well-executed fighting retreat can make an enemy force regret trying to chase down a foe falsely presumed to be broken, one led by a Primarch was sure to exact a gruesome toll.
Countless pursuers fell to the blade of the wrathful Angel and his Paladins, their rearguard supported by most of the remaining Iron Hands, who would not leave while there was still a chance to get a clear shot at their genefather's killer and his vile Legion.

As the Blood Angels were nearing their extraction site, the Lord of Iron emerged from his command tank and attempted to cut Sanguinius off from the rest of the retreating force. The combined firepower of his own weapons and that of his Iron Circle killed most of the Crimson Paladins, but his cumbersome hammer was dodged by an enraged Sanguinius. The lord of the IX Legion wasn't quick to anger, but once he did, there was a near endless well of fury within him to draw upon. Blow by blow he felled the Iron Circle automata, and the encounter left Perturabo on the ground with his bodyguard and armor shattered, and his bitterness even greater than usual.

As the loyalist forces completed their evacuation, it was clear that the planet now belonged to the Warmaster, albeit at a staggering cost. Not only had the traitor ground forces paid dearly for this conquest, but so had their fleet - the battle had continued raging in the void as ground operations commenced, and many cruisers, battleships and destroyers were now wreckage drifting the void.

Aftermath

Sanguinius disengaged his fleet from the orbital battle as soon as the last assault craft had made its way back to its ship. A retaliatory, well placed shot from the *Iron Blood*'s nova cannons left a smouldering crater in the *Red Tear*'s side, but with all engines pushing their tolerances, they had soon left the enemy's weapon range.
With the planet now in their hands, Fulgrim and Perturabo kept their fleets in orbit to repair, while a Dark Mechanicum contingent from the fleet was sent to the surface and the shipyards to restore the planet's production, now that hostilities had ceased.
Soon after, the Legion fleets returned to the wider war effort, leaving a garrison of Iron Warriors and army regiments loyal to the Warmaster in place, as well as ships that had been damaged too badly to be warp-capable without extensive repairs.

Nova Sepira IV's industry returned to life after several months of repairs and *convincing* the planet's inhabitants of their new fealty, and it continued to supply the armies of the Warmaster throughout the rest of the Heresy.
The planet would later be cleansed by the Ultramarines during the scouring, the surviving population sent to serve as slave labor on other worlds, and the planet's workforce replenished by labourers from Ultramar.

Blood Angels ships leaving the Nova Sepira system

The Campaign

The Campaign

Campaign Mechanics

This campaign will be played out over a series of chapters set in space, in orbit and on the surface of Nova Sepira IV. The chapters are meant to be played in chronological order, and the outcome of some will affect other chapters further down the timeline.
The winner of each chapter will be awarded campaign points - the side with more campaign points at the end of chapter 9 wins the campaign.
Every chapter will specify what ruleset is to be used and which restrictions apply.
Unless specifically stated otherwise, destroyed units and ships can be re-used in later battles.
If you desire a greater challenge, however, you can use the rule that your starting fleets from chapter 1 are all the ships available to you until reinforcements arrive in chapter 7. Any fleet used between chapters 1 and 6 must then be drawn from this pool of ships, and any ships destroyed in space battles may not be re-used in later battles.

Chapter One - Opening Salvoes

The campaign starts as loyalist and traitor fleets arrive in the Nova Sepira system almost simultaneously. Initial surprise is followed by an intense naval engagement that determines who gets to reach the planet first.

Mission: Clash of Combined Fleets

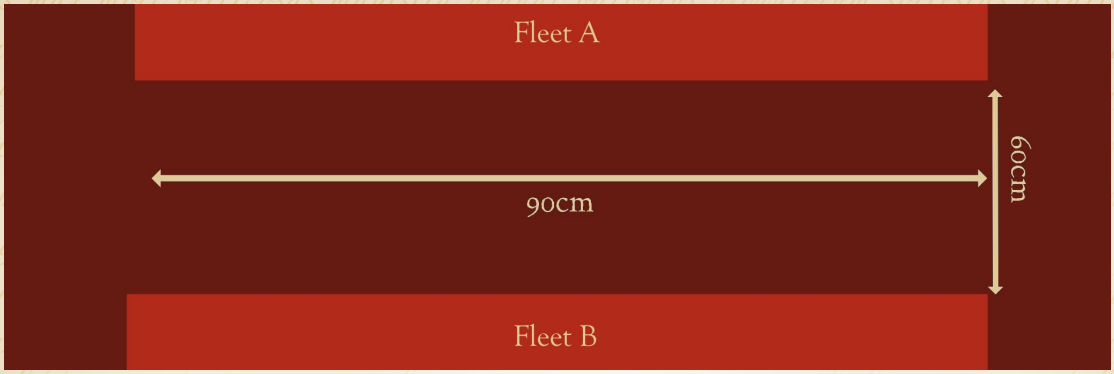
Ruleset and rulebooks used: Battlefleet Gothic Remastered, Battlefleet Heresy book 1

Total points per side: 2000

Restrictions: No Gloriana class ships may be used, Battlefleet Heresy ship class restrictions apply.Ignore other fleet restrictions, instead divide your fleet into 500pt sections. Each section must include one Battleship, and the remaining points must be spent on a single escort squadron, or one or more vessels with the Cruiser/6 type. This represents each Battleship's support squadron.

Battlezone: Primary Biosphere with one medium sized planet.

Set-Up
Players will roll off, with the highest rolling player choosing who deploys first, and on what side. Players should alternate in deploying one of their 500pt sections, until both sides are fully deployed. Alternatively, players may elect to use deployment from the Fleet Engagement scenario (see: pg.80 of the Battlefleet Gothic Rulebook)



First Turn
Players will roll off, with the highest rolling player determining whether they want to take the first turn.

Game Length
The game lasts until the attacker 's fleet has disengaged or been destroyed.

Special Rules
Combined Fleet:
Fleets of different Legions make up the task forces engaged in this battle. Legions would rarely recognize commands issued outside of their own chain of command unless specifically instructed to do so.

Battleships use the faction rules of whatever fleet they are painted in, and receive a single re-roll which may only be used by themselves or their supporting escort squadron. The exception to this, is if the Battleships have their respective fleet's commander (Astartes Master of the Fleet, Rogue Trader, Archmagos Navis, etc) aboard, whereupon they may use any additional rerolls and abilities granted by said commander.

Victory Conditions: Victory Points are scored as normal, the side with more of them wins.

Results

Winner receives 1 campaign point and plays as the defending side in Chapter 2

Chapter Two - Orbital Assault on the Capital

While the fleet that was driven back in the first battle made repairs to its damaged ships, the winning side made planetfall and secured the planetary capital, Prima Ferrum. Defences were prepared and Astartes dug in as best as they could with limited time, fully aware of what would come next. Repaired and back in action, the hostile fleet returns and vents its rage at the defenders, while dozens of drop pods streak the sky above Prima Ferrum - the orbital assault has begun. This mission will see the attackers launch a full scale planetsrike, levelling defensive positions with gunfire from their fleet while landing their army and trying to drive the defenders out of the capital.

Mission: Legion Planetfall

Ruleset: Horus Heresy: Age of Darkness

Total points per side: 3000

Restrictions: No Primarchs may be used

Mission 1: Planetfall from the Warhammer 40000 7e Expansion Planetary Onslaught (p. 16) is used, with the following changes to the rules:

Army lists, objectives, game length, reserves and any other rules that refer to the Warhammer 40000 rulebook use their equivalent from the Horus Heresy: Age of Darkness rulebook instead.

The secondary objectives for this mission are:
Slay the Warlord (If a side destroyed the enemy Warlord, that side gains 1 Victory point)
Attrition: (The army which has destroyed the highest number of enemy units at the end of the game gains +1 Victory point).

Do not use Planetstrike-specific warlord traits and instead use the warlord traits appropriate to your Legion.

Use of Planetsrike stratagems is optional, if you choose to use them, they may only be used once per battle and the player using them may not make any reactions for the rest of that phase. If the player has already made a reaction in the current phase, the stratagem may not be used.

The winner of chapter 1 is the Defender in this mission.

Results

Winner receives 2 campaign points

Chapter Three - Fleet Attack on the Orbital Shipyards

While the bulk of both armies has been deployed to Nova Sepira IV's surface, there is another target of high strategic value - the orbital shipyards. Whatever ships weren't needed for supporting the orbital assault or still under repair have been assigned the task of establishing control over the area surrounding this valuable asset and inserting a boarding force capable of seizing the shipyard's control center.

Mission: Strike Fleet Clash

Ruleset and rulebooks used: Battlefleet Gothic Remastered, Battlefleet Heresy book 1

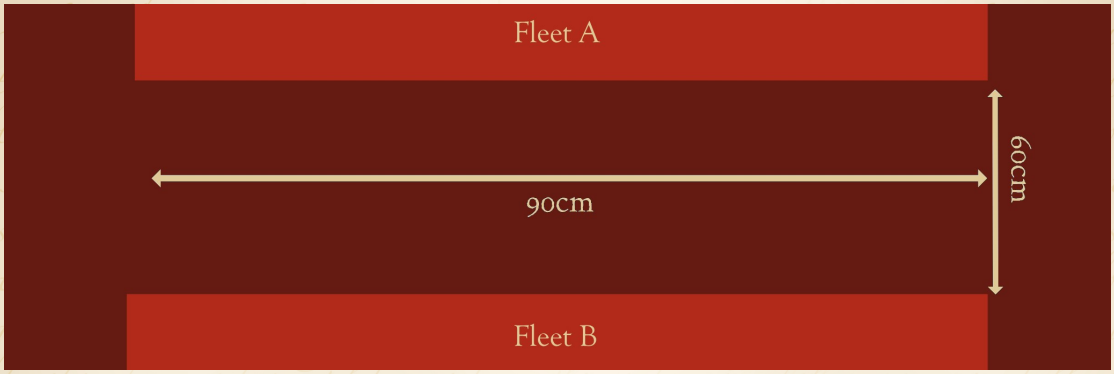
Total points per side: 1200

Restrictions: Maximum 2 capital ships per side, no Gloriana class ships may be used, Battlefleet Heresy ship class restrictions apply.

Special Rules
Combined Fleet:
Fleets of different Legions make up the task forces engaged in this battle. Legions would rarely recognize commands issued outside of their own chain of command unless specifically instructed to do so.

Battleships use the faction rules of whatever fleet they are painted in, and receive a single re-roll which may only be used by themselves or their supporting escort squadron. The exception to this, is if the Battleships have their respective fleet's commander (Astartes Master of the Fleet, Rogue Trader, Archmagos Navis, etc) aboard, whereupon they may use any additional rerolls and abilities granted by said commander

Battlezone: Primary Biosphere with one medium sized planet.



Deployment:
One player rolls a dice. On a 1, 2 or 3 they set up in the area marked Fleet A on the map. On a 4, 5 or 6 their ships must be set up in the Fleet B zone.

Next, both players roll a dice. The player with the lowest score sets up one of his ships first, then players take turns deploying the rest of their fleets.

First Turn:
Both players roll a dice. The player with the highest score may choose whether to have the first or second turn.

Game Length:
The game lasts until the players have had eight complete turns each or until one fleet has all its ships destroyed.

Victory Conditions:
Normal victory points are not used in this scenario. Instead, at the end of the game, each player scores 1 point for each point of damage they have inflicted on the enemy ships. A player scores an additional point for each crippled enemy ship, or 3 additional points for each destroyed enemy ship. For example, if an enemy ship suffers 5 points of damage this earns the opposing player 5 points and an additional point because the ship has been crippled. Note that you only receive 3 additional points for destroyed ships – you do not also get the single point for the ship having been crippled before it was destroyed.
The player who scores the most victory points is the winner.

Results

Winner receives 2 campaign points
Winner deploys first and gets to decide who goes first in chapter 4. Both players should take note of which of their ships survived this battle, as these will be their fleets for chapter 5.

Chapter Four - Boarding Assault on the Orbital Shipyards

While void war rages around the shipyards, elite Legion boarding squads make their way through the narrow corridors and cramped spaces leading up to the shipyard's control center. With no space for tanks or long range engagements, combat will be brutal and intense, even by Legion standards. No price is too great for them to pay to secure it in the name of the Emperor or the Warmaster - and in doing so, capturing the powerful newly built battlecruiser that lies at anchor in its heart. Whoever triumphs here will add its considerable firepower to their fleet and make their enemies tremble.

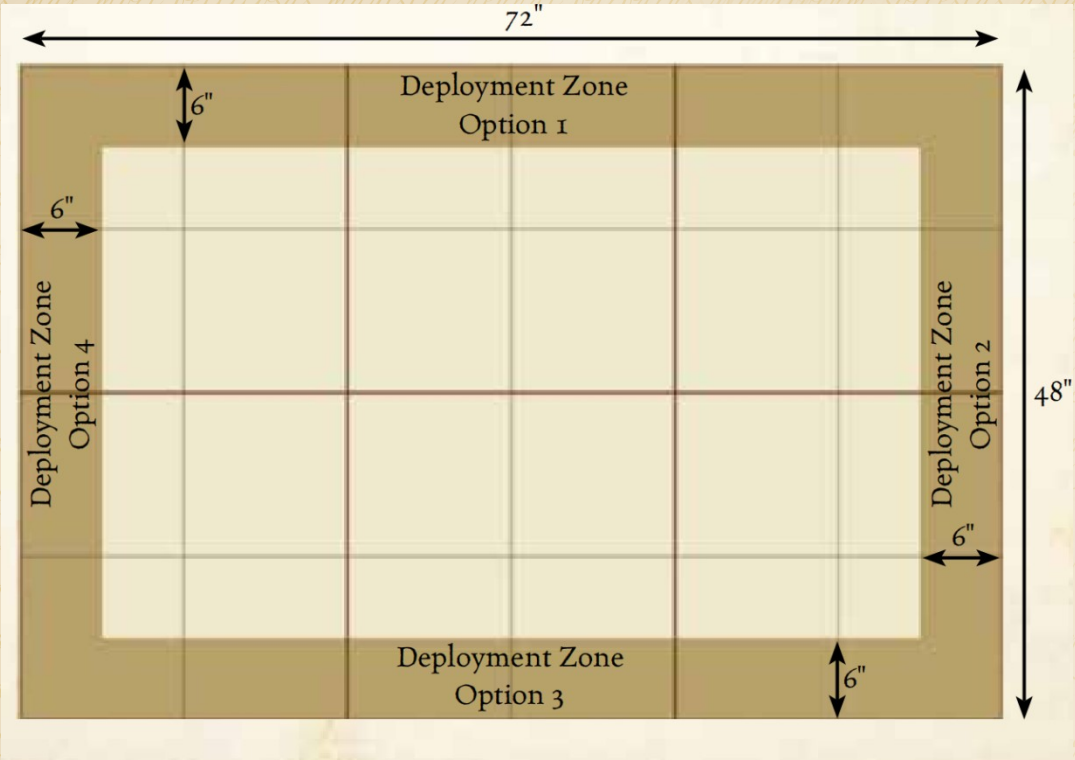
Mission: Secure the Control Room

Ruleset: Horus Heresy: Age of Darkness + Zone Mortalis Supplement

Total points per side: 1100

Restrictions: Unit choice restrictions from the Zone Mortalis rules apply, no Primarchs. Characters with „Master of the Legion" may be taken desite the points size of the battle.

Setting up the Game:
The Zone Mortalis is a tangled labyrinth of passageways and chambers, and should be represented appropriately. If you are using terrain then it may either be laid out in an agreed fashion or alternatively the players may take turns placing terrain pieces, including wall sections and platforms, so that they take up the playing area, making sure that each table edge has at least one clear entry/exit point per player.



Deployment:
Before the game begins, both sides should divide their forces into two roughly equal groups based on their number of units. They must then decide which of these two forces is to be their spearhead and which is to be their reserve. This represents the larger force moving through the shipyards without knowledge of enemy contact.
The winner of chapter 3 chooses which of the table edges is to be their deployment zone, and deploys their spearhead force within 6" of their table edge.
Then their opponent deploys their spearhead force within 6" of the opposite table edge.

First Turn:
The winner of chapter 3 may choose to take the first turn unless their opponent can Seize the Initiative.

Game Length:
The game uses the Variable Game Length rules from The Horus Heresy: Age of Darkness rulebook.

Victory Conditions:

Primary Objective:
Secure the Control Room:
This mission goal uses three objective counters. The first of these is deployed as close to the centre of the table as possible, while each side places one additional objective each anywhere on the table so long as they are not placed within impassable terrain, or less than 6" away from the table edge or within 6" of another objective.

Control of the centre objective is worth 3 Victory points, whereas control of the other objectives is worth 1 Victory point each. The side in control of the most victory points at the end of the game wins.

Secondary Objectives:
Slay the Warlord: If a side destroyed 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:
- Reserves
- Night Fighting
- Vital Objective: Units drawn from either the Troops, Heavy Support or Elites allowance count as scoring units where this is called for by the mission. A unit may only ever claim one objective at a time.

Results

Winner receives 2 campaign points.
Winner receives one Mars class battlecruiser for chapter 5 at no additional cost, which they will need to escort.

Chapter Five - Cruiser Breakout

Gaining control of a newly built battlecruiser is one thing, getting it out of the shipyard without being blasted to pieces by the enemy fleet's lances, torpedoes and broadsides is another. And one thing is certain - after failing to establish control over the shipyard, the losers of the previous chapter's engagement will make sure that the prize will not get away to join forces with the fleet it now belongs to.

Mission: Cruiser Breakout

Ruleset and rulebooks used: Battlefleet Gothic Remastered, Battlefleet Heresy book 1

Total points per side: In this battle, both sides may only use ships that were part of their fleet in Chapter 3 and survived until the end of the battle. The winner of chapter 4 adds a single Mars class battlecruiser to their fleet. (It is best to determine before the battle which player will be controlling the cruiser if you are playing this mission with four players).

Special Rules
Combined Fleet:
Fleets of different Legions make up the task forces engaged in this battle. Legions would rarely recognize commands issued outside of their own chain of command unless specifically instructed to do so.

Battleships use the faction rules of whatever fleet they are painted in, and receive a single re-roll which may only be used by themselves or their supporting escort squadron. The exception to this, is if the Battleships have their respective fleet's commander (Astartes Master of the Fleet, Rogue Trader, Archmagos Navis, etc) aboard, whereupon they may use any additional rerolls and abilities granted by said commander

Restrictions: Battlefleet Heresy ship class restrictions apply.

Battlezone: Primary Biosphere with one medium sized planet.

Setup:
The winner of chapter 4 will be the attacker in this game, trying to get past the enemy ships and return to the main fleet with the cruiser they commandeered from the orbital shipyards.
Divide the table lengthways into thirds, as shown (if there are too few ships left for this mission, use two sections instead). The defending side then sets up their fleet. Roll a D6 for each defending ship or squadron to determine which third of the table it is deployed in. Defending ships may start facing in any direction, but may not be placed within 60 cm of the attacker's table edge. The attacker then sets up their force within 15 cm of their table edge.

First Turn:
Both sides roll a D6 and the side with the highest score may choose whether to go first or second.

Game Length:
The game lasts for 6 turns.

Victory Conditions:
Both sides score victory points for destroying and crippling enemy ships as normal.
In addition, if the attackers manage to move the Mars-class cruiser they gained off via the defending side's table edge, they win the game.
Likewise, if the defending side manages to destroy the Mars-class cruiser, they win the game.
If the Mars-class cruiser is neither destroyed nor moved off the table, the side with the most victory points wins.

Results

Winner receives 1 campaign point
If the attacking side wins the game, they get to add the Mars-class cruiser to their fleet in chapter 7 without it counting towards their point limit.

Chapter Six - Manufactorum Warfare

With the battle for Prima Ferrum decided, the Legions set their sights on Nova Sepira IV's giant manufactorum complexes that process the planet's resource wealth, producing armaments and vital materials for the shipyards. A series of assaults is launched, every manufactorum building, transport hub and secondary fortification becoming a deadly battlefield of its own.

This chapter is all about the ground war raging on Nova Sepira IV. There are several options available - depending on your preferences, you can choose to play a short campaign with a focus on the overarching narrative, or you can use this chapter to play out a protracted ground war which sees the forces of the Warmaster clash with the Loyalists time and time again in their struggle to gain control over the planet's industrial hubs.

Either at the beginning of the campaign, or at the start of this chapter, all players should agree on the number of battles that will be fought for this chapter. The rules for each battle are as follows:

Missions: Ground War

Ruleset: Horus Heresy: Age of Darkness

Mission:
To represent the battles fought to capture, hold and repel attacks on the planet's valuable infrastructure, each battle uses a mission from the *Stronghold Assault* and *Cities of Death* chapters from the Warhammer 40000 7e expansion *Planetary Onslaught (p. 30 ff.)* Either randomly determine the mission by rolling dice, or agree on a mission before the battle.
Some interpretation and common sense might be needed to use the Planetary Onslaught missions with the Horus Heresy ruleset, but generally, the following rules modifications should be applied:

Army lists, objectives, game length, reserves and any other rules that refer to the Warhammer 40000 rulebook use their equivalent from the Horus Heresy: Age of Darkness rulebook instead.

Do not use Planetstrike-specific warlord traits and instead use the warlord traits appropriate to your Legion.

Use of Planetsrike stratagems is optional, if you choose to use them, they may each only be used once per battle and the player using them may not make any reactions for the rest of that phase. If the player has already made a reaction in the current phase, the stratagem may not be used.

Alternatively (or to add variety), you can play smaller missions using the *Zone Mortalis* rules for Horus Heresy (in that case, follow the *Zone Mortalis* points recommendations and restrictions).

Total points per side: Players should agree on an army size between 1500 and 3000 points per side before the battle.

Restrictions: No Primarchs may be used.

Results

Each battle is worth one campaign point.

Optional Rules

If you want to play a long campaign that makes the most of this chapter, you can make use of the Warhammer 40000 expansion *Planetary Empires*. Simply follow the expansion's rules for fighting your ground campaign - but for the sake of balance, instead of awarding campaign points per individual battle, the winner of the overall *Planetary Empires* campaign is awarded 5 campaign points.

Optional Battle - Secure the Titan Manufactorum

The Mechanicum is constantly expanding its facilities on Nova Sepira IV. One recent addition is a grand manufactorum producing the towering marvels of the Mechanicum's military technology known as Titans. Some of them are near complete, so you must make haste to secure them for your army before the enemy does!

This is intended as an optional battle if you want to use Titans in chapter 8.
Play one battle with the regular rules and missions for this chapter, with the addition that the winning side has gotten to the most valuable engine first and receives a warlord titan for the grand battle in chapter 8. The losing side has to settle for the less desirable (but still incredibly powerful) spoils and will receive a Reaver titan and a Warhound titan (or one Warmaster Titan, if this is what you want to use). All titans may be equipped with weaponry of their player's choice.

Chapter Seven - Arrival of the Primarchs

Legion reinforcements had been called as soon as the Lord Commanders and Warsmiths commanding the III and IV Legion fleet realized that the highly valuable Nova Sepira system would become a hotly contested warzone. The Blood Angels and their allies did likewise, and at last, their auspices register the realspace translation of two massive fleets. Aboard their respective flagships, the loyal and the treacherous sons of the Emperor issue orders to engage immediately with overwhelming force, and the expedition fleets that called them race to join their Primarchs for the largest void battle this system has ever seen.

This battle marks the beginning of the campaign's grand finale - a full-on clash of Legion fleets led by their respective Primarchs from their awe-inspiring Gloriana-class battleships.

Mission: Massive Engagement

Ruleset and rulebooks used: Battlefleet Gothic Remastered,

Battlefleet Heresy book 1

Total points per side: 3000 points per side, plus one Gloriana class ship per player (their Legion's flagship - players should decide whether to use the Gloriana class rules from Battlefleet Heresy, or from the official rules sheet). If the Mars-class battlecruiser survived chapter 5, the winning side of that chapter may also add this ship to their fleet without it counting towards the total points limit.

Special Rules
Combined Fleet:
Fleets of different Legions make up the task forces engaged in this battle. Legions would rarely recognize commands issued outside of their own chain of command unless specifically instructed to do so.

Battleships use the faction rules of whatever fleet they are painted in, and receive a single re-roll which may only be used by themselves or their supporting escort squadron. The exception to this, is if the Battleships have their respective fleet's commander (Astartes Master of the Fleet, Rogue Trader, Archmagos Navis, etc) aboard, whereupon they may use any additional rerolls and abilities granted by said commander

Restrictions:
Battlefleet Heresy ship class restrictions apply. Each player must take their Legion's respective Gloriana class vessel. (If the second player on the loyalist side plays a non-Legion army, he takes a generic Gloriana class vessel)

Battlezone:
Primary Biosphere with one medium sized planet.

Setup:
Each player must choose one of the following fleet formations. Compare the two formations chosen on the table below and use the set-up indicated.

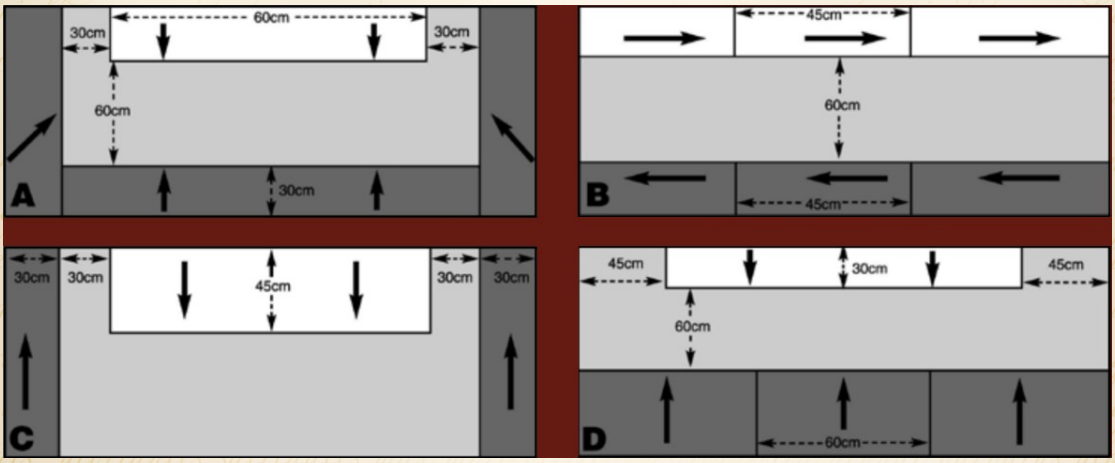
Sphere: This formation attempts to spread the fleet broadly so that it envelops the enemy fleet, surrounding it as the ships close in. The sphere is vulnerable to a wedge formation which will break through the closing net.
Wedge: A wedge is easily surrounded by more complex formations such as the sphere and cross. However a wedge keeps the fleet closely packed together for mutual support and allows it to storm through thinly-spread opponents.
Cross: A formation which spreads ships out to run parallel with the enemy fleet, keeping them on the broadside for an extended engagement.

	OPPONENT'S CHOICE		
YOUR CHOICE	**Sphere**	**Wedge**	**Cross**
Sphere	B	A(d.grey)/C(d.grey)	A(d.grey)/D(d.grey)
Wedge	A(white)/C(white)	D(d.grey)/D(white)	B
Cross	A (white)/D(white)	B	B

Notes: In a split result (i.e. A(d.grey)/D(d.grey)) both players roll a D6 to see which set-up is used. The player whose fastest ship has a higher speed than any enemy ship adds +1 to his dice roll.
The fleet with the best Admiral (i.e. highest Leadership) adds +1 to its roll. The fleet with the most escort class ships adds +1. The winner of the dice roll may choose which set-up to use.Once the set-up has been determined, both players roll a D6 and the player who rolls the lowest has to deploy a squadron or lone ship in their set-up area first. The players then alternate deploying ships or squadrons in their set-up areas until all forces have been deployed.

Divisions
Some set-ups split a fleet's deployment zone into several divisions. When this happens the fleet must deploy at least one ship or squadron in each division available.

Approach Angle
The set-up maps have arrows indicating the approach angle for the opposing fleets. As ships are deployed, they must be orientated so that they are travelling in the same direction as the arrows in their division



First Turn:
Once all ships have been deployed both players roll a D6 and the player with the higher score has the choice of whether to take the first or the second turn.

Game Length:
The Game lasts until one fleet disengages or is destroyed.

Victory Conditions:
Both fleets score victory points as normal and the fleet with the highest victory points total wins.

Results

Winner receives 3 campaign points.
Any side that managed to destroy a Gloriana class ship receives 1 extra campaign point.
The winner of this battle chooses who deploys first in chapter 8.

Chapter Eight - The Time of Reaping

The Primarchs did not only arrive with a mighty armada - now they will bring the full might of their Legions to bear on Nova Sepira IV's surface. Sons of the Emperor will cross blades, supported by superheavy tanks and even titans in an epic cataclysm that will decide the fate of the planet.

Mission - Decisive Battle

Ruleset: Horus Heresy: Age of Darkness

Mission: Mission 5 - Tide of Carnage from *Horus Heresy Rulebook (p. 316)*

Total points per side: 4000-5000 (if you opted to play the titan manufactorum mission in chapter 6, both sides may include titans as described in the mission rules without them counting towards their points limit - this is the big battle, after all!)

Restrictions: Each player's army must contain their Legion's respective Primarch

Setting up the Game:

Before any models are deployed, deployment maps must be determined and all scenery set up, except Fortifications included as part of any army.

Deployment:

The winner of chapter 7 may choose to deploy first or second.

The player who deploys first selects their Deployment Zone and then deploys their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone.

The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for any units placed in Reserve, into their Deployment Zone.

First Turn:

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

Game Length:

This mission lasts for five turns.

Victory Conditions:

The victory conditions of this mission are achieved by forcing the enemy back from the battlefield. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw

Primary Objectives

Decisive Battle: Each sector of the battlefield is worth a certain amount of Victory points for the side who controls it at the end of the game. In order to claim a sector, a side must have one or more Scoring units in the sector and the enemy must have no Scoring units left in that sector.

The sectors of the battlefield are defined as follows:

• Player's own Deployment Zone: 3 Victory points

• No Man's Land (the area of the battlefield which is not covered by either Deployment Zone): 5 Victory points

• Opposing player's Deployment Zone: 7 Victory points

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.

Last Man Standing: The side with the greatest number of surviving units at the end of the game gains +1 Victory point.

The Price of Failure

Mission Special Rules

• Reserves

• Heavy Armour: In addition to the usual Scoring units, all Vehicles that are not Flyers, are also classed as Scoring units in this mission.

Results

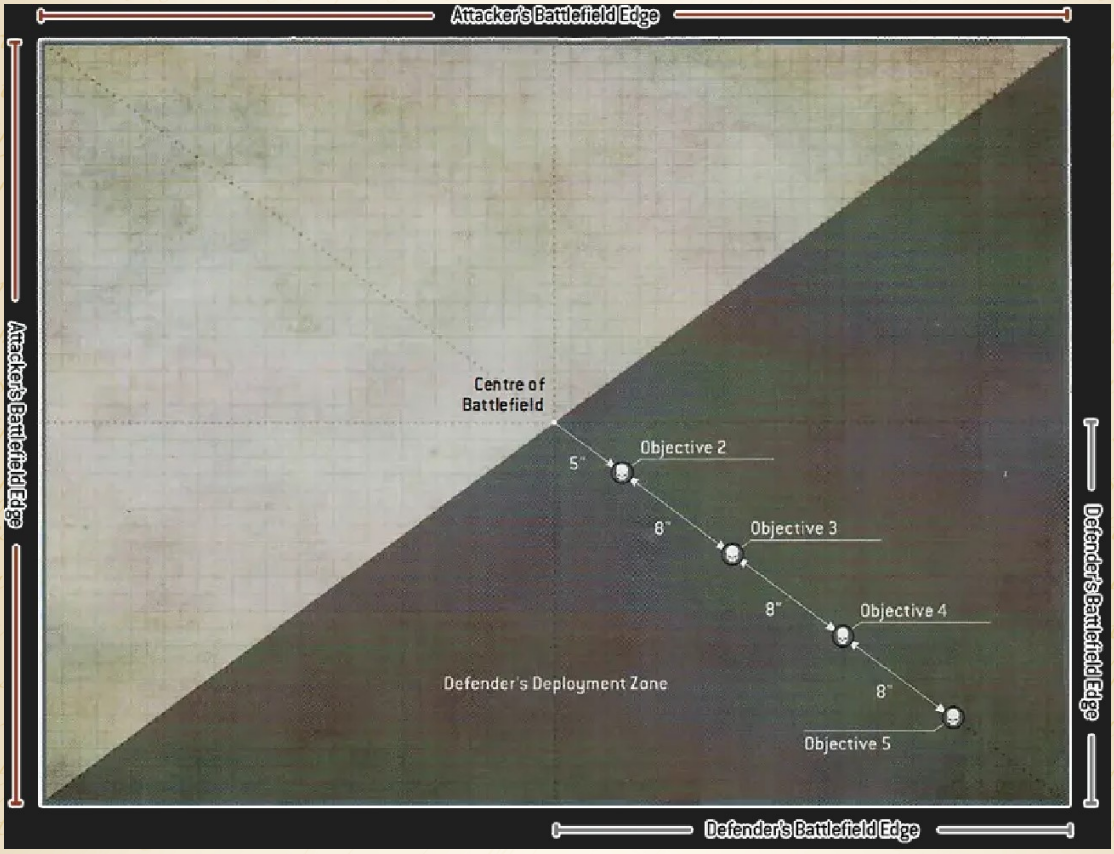
Winner receives 3 campaign points
The winner of this battle will be the attacker in chapter 9

Chapter Nine - Triumph and Retreat

Whether the staunch loyalists or the Warmaster's traitorous host triumphed in the great battle for Nova Sepira IV, their vanquished foes are still mankind's finest, and will make sure that it will be a triumph that costs their enemies dearly. As they retreat, they will try to inflict as much damage as possible, and maybe even humble a Primarch.

Mission: Fighting Retreat

Ruleset: Horus Heresy: Age of Darkness
Total points per side: 2000
Restrictions: No Lords of War may be used in this mission, players may use Primarchs without the restrictions on minimum army points needed to do so.



When creating the battlefield, terrain features cannot be placed within 3" of objective markers.

This mission lasts 5 turns. At the end of turn 5, roll a dice. On a 3+, the game lasts an additional turn.

Grim Retreat: The Defender cannot put any of their units in Strategic Reserve or Deep Strike before the battle, even if every unit in their army has an ability that would allow them to be set up elsewhere.

Fierce Pursuit: After declaring reserves and transports, the Attacker does not deploy their army as normal. Instead, the Attacker automatically has the first turn, and in their first Movement phase, they must set up the remaining units from their army as Reinforcements wholly within a distance equal to their Move characteristic from any of their battlefield edges and more than 1" away from any enemy models.
If a model's Move characteristic is such that it cannot physically be set up wholly within the specified distance of their battlefield edges, it must be set up so that it is touching the controlling player‘s battlefield edge. During the turn in which such a model is set up on the battlefield in this way, that model's unit cannot move.

Mission Objectives:

Make them pay for every Inch:
As they evacuate Nova Sepira IV, the force that was defeated in the grand battle that preceded this fighting retreat isn‘t quite done fighting.

At the end of each battle round, a player scores 2 victory points if they control the objective marker whose number corresponds to the number of that battle round.

We will make you remember this Day:
There is no hatred more bitter than the hatred that exists between former brothers. This is true for the Legionaries that fought their former brothers on Isstvan III, but even more so for the Sons of the Emperor. Even as their defeated forces evacuate the planet, the Primarchs will not pass on a chance to confront their hated brothers once more, and humble them by striking them down on their day of triumph. Likewise, the pursuers will not let their brothers get away so easily.

The player that manages to kill an enemy Primarch is awarded 2 victory points at the end of that turn. If the Primarch had its last wound removed by the shooting or melee attacks of another Primarch, that player is awarded 3 victory points instead.

Perseverance:
At the end of the battle, the side that controls objective marker 5 scores 4 victory points.

Results

Winner receives 1 campaign point. Any side that managed to kill an enemy Primarch also receives 1 campaign point

After this mission, both sides compare their total campaign points. The side with more campaign points is the overall winner of this campaign.

Warsmith Kydomor Forrix — 215 Points | HQ

The Breaker, Triarch of the Trident

	M	WS	BS	S	T	W	I	A	Ld	Sv
Forrix	6	6	6	4	4	4	5	4	10	2+

A Warsmith and member of the Trident, Forrix was a seasoned commander and siege expert. As a member of Perturabo's inner circle, he saw the greater picture of the galactic civil war and considered Nova Sepira IV a highly valuable source not only of warships, but also of heavy armaments that would be needed for the coming Siege of Terra.

Unit Composition
- 1 Forrix

Unit Type
- Infantry (Character, Heavy, Unique)

Wargear
- Legion Cataphractii Terminator Armour
- Servo Arm
- Cortex Controller
- Talon of the Trident
- Magna Combi-Weapon (Disintegrator)
- Melta bombs

Special Rules
- Legiones Astartes (Iron Warriors)
- Independent Character
- Master of the Legion
- Stubborn
- Relentless
- Battle-Hardened (1)
- Bulky (2)
- Traitor
- Battlesmith (3+)
- Master of Automata
- Shield of Iron
- **Warlord:** The Art of the Siege

Warlord: The Art of the Siege

If chosen as the army's Warlord, Forrix automatically has The Art of the Siege as his Warlord Trait and may not select any other Warlord Trait.

At the beginning of the first turn, the controlling player of a Warlord with this Trait may nominate one Building or Fortification on the battlefield. Immediately make a roll on the building damage table with a modifier of +1 for that building. Any rolls on the building damage table for this building later in the game also use a modifier of +1.

In addition, an army whose Warlord has this Trait may make an additional Reaction during the opposing player's Shooting phase as long as the Warlord has not been removed as a casualty.

Shield of Iron

Forrix may be given an Iron Circle Maniple composed of up to three models as a Retinue Squad instead of as an Elites choice, at their regular points cost.
An Iron Circle Maniple selected as a 'Retinue Squad' counts Forrix as its Leader for the purposes of this special rule. An Iron Circle Maniple selected as a Retinue Squad does not use up a Force Organisation slot and is considered part of the same unit as Forrix. An Iron Circle Maniple selected as a Retinue Squad must be deployed with Forrix as part of the unit and Forrix may not voluntarily leave the Retinue Squad during play.

Talon of the Trident

Based on one of Perturabo's designs, Forrix crafted this uniquely modified lightning claw himself and has since relied on it whenever facing enemies wearing power armor. The unique alloy used for the claw as well as its masterfully crafted power field generators allow this weapon to rip through just about any material known to the IV Legion.

The weapon listed here is counted as a 'Power' weapon for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Talon of the Trident	-	+1	3	Melee, Shred, Rending (5+), Master-Crafted

Soltarn Vull Bronn — 100 Points | HQ

The Stonewrought, Lieutenant of the Iron Warriors' 45th Grand Battalion

	M	WS	BS	S	T	W	I	A	Ld	Sv
Soltarn Vull Bronn	7	5	5	4	4	2	5	3	9	2+

Renowned in his Legion as an unparallelled expert in stonework and fortifications, Soltarn Vull Bronn was instrumental in many of the Iron Warriors' great sieges. Even Perturabo himself occasionally consulted him, but despite that, his distaste for the politics of the Legion's higher echelons meant that he was content in his position and did not aspire to become a member of the Trident.

Unit Composition
- 1 Soltarn Vull Bronn

Unit Type
- Infantry (Character, Unique)

Wargear
- Artificer armour
- Refractor Field
- Shrapnel Pistol
- Graviton Crusher
- Cognis-Signum
- Frag Grenades
- Breacher Charge
- 3 Phosphex bombs

Special Rules
- Legiones Astartes (Iron Warriors)
- Independent Character
- Relentless
- The Stonewrought
- Traitor

Options

Soltarn Vull Bron may exchange his shrapnel pistol with the following (if he does, he gains the *Heavy* subtype):

- Boarding Shield..... Free

The Stonewrought

Some said the earth itself spoke to him, such was Bronn's knowledge of stonework and all the ways of building fortifications - as well as tearing them down with precision artillery fire aimed at weak spots only he could make out.

Once during each of your turns, you may choose one:
- Re-roll the hit or scatter roll for a single friendly model from the same Detachment as Soltarn Vull Bronn with the Legiones Astartes (Iron Warriors) Special Rule, if the weapon used for the shooting attack has the Ordnance type.
- A building or fortification occupied by or within 6" of Soltarn Vull Bronn regains one hull point. This may not be used to give a building more hull points than it has listed on its profile.

Praefector Armatius — 100 Points | HQ

	M	WS	BS	S	T	W	I	A	Ld	Sv
Armatius	7	6	5	4	4	2	5	3	9	2+

Even in a Legion known for its striving towards perfection, Praefector Armatius stood out for his single-minded pursuit of flawless swordsmanship. Only those who shared his zeal would be accepted into the Palatine Blades under his command, and in battle he would solely seek out foes that would truly put them to the test.
During the fighting on Nova Sepira IV, he distinguished himself by holding a vital transport hub against overwhelming odds. This perfectly executed defensive action won him the favor of Fulgrim, and he would become one of the last warriors elevated to the ranks of the Phoenix Guard before the Primarch's ascension to daemonhood shortly after.

Unit Composition
- 1 Armatius

Unit Type
- Infantry (Character, Unique)

Wargear
- Artificer armour
- Refractor Field
- Bolt pistol
- Master-Crafted Phoenix Rapier
- Sonic Shriekers
- Frag Grenades
- Krak Grenades
- Melta bombs

Special Rules
- Legiones Astartes (Emperor's Children)
- Independent Character
- Skill Unmatched
- Counter-attack (1)
- Relentless
- A Flawless Capture
- Fleet (1)
- Traitor

Options
Armatius may take the following:
- Legion Warhawk Jump Pack..... +20 points

A Flawless Capture
Praefector Armatius preferred a strategy of lightning-fast attacks on mission-critical objectives, relying on nothing but the speed and swordsmanship of his Palatine Blades.

If Armatius joins a Palatine Blade or Palatine Blade Aquilae Squad, that unit gains the Line unit type.

Warden Zerael — 100 Points | HQ

	M	WS	BS	S	T	W	I	A	Ld	Sv
Zerael	7	5	5	4	4	2	5	3	10	2+

Stern and uncompromising in the ways of his Legion, Zerael has served as a Warden attached to the force of Chapter Master Raldoron for many years. His office requiring him to stand apart from his brothers, he was nevertheless renowned for his unfaltering courage in battle, and a righteous dedication to his duty that would not allow any corruption to seep into the ranks of those under his watch.

Unit Composition
- 1 Zerael

Unit Type
- Infantry (Character, Unique)

Wargear
- Artificer armour
- Refractor Field
- Inferno pistol
- Master-Crafted Power Maul
- Frag Grenades
- Krak Grenades
- Melta bombs

Special Rules
- Legiones Astartes (Blood Angels)
- Independent Character
- Hatred (Everything)
- Stubborn
- Relentless
- Stern Admonishment
- Hammer of Wrath (1)
- Loyalist

Options
Zerael may take the following:
- Legion Warhawk Jump Pack..... +20 points

Stern Admonishment
A Warden's duty was to uphold the laws of the IX Legion and ensure the flawless conduct of those serving alongside him. In battle, he would lead by example, crushing all who dared oppose the will of Sanguinius and the Emperor.

Any unit joined by Zerael gains the Stubborn and Hatred (Everything) special rules. In addition, any units with the Legiones Astartes (Blood Angels) special rule within 12" and line of sight of Zerael may add 1 to their Leadership characteristic when taking leadership tests.

Iron Father Sekatos — 200 Points | HQ

	M	WS	BS	S	T	W	I	A	Ld	Sv
Sekatos	6	6	5	4	4	4	5	4	10	2+

An old Terran Veteran of the Iron Hands, Sekatos had fought many campaigns by his Primarch's side and advanced to the leading ranks of his Legion by the time the Heresy broke out. When news of Horus' treachery and the death of Ferrus Manus reached his far away expedition fleet, he immediately joined forces with other elements of the shattered Legions and embarked on a campaign of bitter vengeance, seeking out and attacking any traitor forces he could find, preferably the sons of Fulgrim.
He eventually crossed paths with Raldoron's fleet and together they continued towards the Nova Sepira system, where Sekatos would find ample opportunity to take revenge on the Warmaster's allies.

Unit Composition
- 1 Sekatos

Unit Type
- Infantry (Character, Heavy, Unique)

Wargear
- Gorgon Terminator armour
- Machinator Array
- Cyber-Familiar
- Master-Crafted Power Axe
- Helbane
- Melta bombs

Special Rules
- Legiones Astartes (Iron Hands)
- Independent Character
- Master of the Legion
- Stubborn
- Relentless
- Battle-Hardened (1)
- Bulky (2)
- Loyalist
- Battlesmith (3+)
- Feel No Pain (5+)
- Hatred (Emperor's Children)
- **Warlord:** Gorgon's Vengeance

Warlord: Gorgon's Vengeance

If chosen as the army's Warlord, Sekatos automatically has Gorgon's Vengeance as his Warlord Trait and may not select any other Warlord Trait.

A Warlord with this Trait, and all models in any friendly unit that Warlord joins, gains the Preferred Enemy (Emperor's Children) special rule. In addition, once per battle, while the controlling player is the Reactive Player, the Warlord and any unit the Warlord has joined may make a single Reaction without expending a point from the army's Reaction Allotment – this can allow the Warlord and his unit to make more than one Reaction in the same Phase, but that unit may not make the same Reaction twice.

Helbane

This weapon was once an ordinary plasma blaster wielded by a Word Bearer, who belonged to the first traitor force Sekatos encountered on his quest for vengeance. The Iron Father has since modified this weapon extensively, every new improvement made with a vow of utter annihilation of those who betrayed his Primarch.

The weapon listed here is counted as a 'Plasma' weapon for those rules that affect such weapons.

Weapon	Range	Str	AP	Type
Helbane	24"	7	3	Assault 2, Breaching (4+), Gets Hot, Master-Crafted

Dissonance Squad — 150 Points | Elites

	M	WS	BS	S	T	W	I	A	Ld	Sv
Dissonator	7	4	4	4	4	1	4	2	10	2+
Discordatus	7	4	4	4	4	1	4	3	10	2+

The Emperor's Children's descent into depravity and madness saw them develop devastating psycho-sonic weaponry whose terrible power was first unleashed on the black fields of Isstvan V. Most commonly, this weaponry came in the form of the long ranged but cumbersome Cacophony devices, which were deployed in great numbers by the Legion's 3rd company. Some legionaries, however, sought to combine the sensations provided by their sonic weapons with the thrill of close combat, shocking and stunning their enemies with blasts of screaming, discordant energy before overwhelming them in a melee assault.

These warriors became known as the Dissonance Squads. Using special, one handed noise weapons developed by the Legion's artificers and the Mechanicum, they formed an elite cadre of devastating shock troops, appearing suddenly and tearing their enemies apart in a frenzy of insane noise and bloody chainblades.

Unit Composition
- 4 Dissonator
- 1 Discordatus

Unit Type
- Dissonator: Infantry
- Discordatus: Infantry (Character)

Wargear
- Artificer armour
- Chainsword
- Sonic Shriekers
- Dissonance Blaster
- Frag Grenades
- Krak Grenades
- Legion Warhawk jump pack

Special Rules
- Legiones Astartes (Emperor's Children)
- Fearless
- Counter-attack (1)
- Retainers of the Lord Commander
- Traitor

Options

A Dissonance Squad may take:

- Up to 5 additional Dissonators..... +25 points each

The entire unit may take melta bombs for..... +25 points per unit

The Discordatus may exchange his chainsword for one of the following:

- Power weapon..... +10 points
- Phoenix rapier..... +15 points

Retainers of the Lord Commander

Lord Commander Eidolon greatly favored the use of sonic weaponry among his troops and was known to be accompanied by an honor guard of warriors dedicated to the symphony of destruction. Whenever he intended to personally lead a shock assault, he would pick from among the finest of the Dissonance Squads at his command to form his retinue for the coming battle.

A Dissonance Squad may be selected as a Retinue Squad in a Detachment that includes at least one model with both the Master of the Legion and Legiones Astartes (Emperor's Children) special rules, instead of as an Elites choice.
A unit selected as a 'Retinue Squad' must have one model with both the Master of the Legion and Legiones Astartes (Emperor's Children) special rules from the same Detachment selected by the controlling player as the Dissonance Squad's Leader for the purposes of this special rule. A Dissonance Squad selected as a Retinue Squad does not use up a Force Organisation slot and is considered part of the same unit as the model selected as its Leader. A Dissonance Squad selected as a Retinue Squad must be deployed with the model selected as its Leader deployed as part of the unit and the Leader may not voluntarily leave the Retinue Squad during play.

Dissonance Blaster

Legion artificers worked tirelessly together with their Mechanicum allies to fit the cumbersome, warp touched mechanisms of their newly developed sonic weaponry into a weapon that could be wielded with one hand. While only capable of firing at short ranges, these unstable devices unleash terrifying sonic blasts just as deadly as those of their larger predecessors and thus they quickly became the favored weapon of the Dissonance Squads.

Weapon	Range	Str	AP	Type
Dissonance Blaster	12"	6	5	Assault 3, Gets Hot, Pinning, Shell Shock (1), Deflagrate

Kakophoni Dreadnought Talon — 140 Points | Elites

	M	WS	BS	S	T	W	I	A	Ld	Sv
Kakophoni Dreadnought	6	5	5	6	6	5	2	3	10	2+

As the Heresy raged on, some of the Emperor's Children that had zealously embraced the new ways of their Legion and specialized in the use of novel psycho-sonic weaponry were so badly wounded that they had to be interred in the sarcophagus of a dreadnought. Legion commanders soon recognized the value these warriors could provide if their new form was to be combined with their preferred sonic weaponry, and thus the Kakophoni Dreadnoughts were born.
Fitted to the Castra Ferrum type chassis, the larger bulk allowed for better heat distribution of the weaponry, and these dreadnoughts were often assigned to zone mortalis operations and boarding parties, where they could bring their terrifying sound blasts to bear in the confined spaces of a ship's interior.

Unit Composition
- 1 Kakophoni Castra Ferrum Dreadnought

Unit Type
- Dreadnought (Heavy)

Wargear
- Heavy Cacophony
- Gravis power fist with in-built combi bolter
- Sonic Shriekers

Special Rules
- Legiones Astartes (Emperor's Children)
- Dreadnought Talon
- Ferromantic Deflector
- Traitor

Dedicated Transport
A Kakophoni Dreadnought Talon of no more than one model may select a Legion Dreadnought Drop Pod as a Dedicated 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 unit may include:

- Up to 2 additional Kakophoni Dreadnoughts..... +140 points per model

Any Kakophoni Dreadnought in the unit may replace its Gravis power fist and in-built combi bolter with the following:

- Gravis chainfist with built in combi-bolter..... +10 points each

Any Kakophoni Dreadnought may replace an in-built combi-bolter on either a Gravis power fist or Gravis chainfist with one of the following:

- Heavy flamer..... +5 points each
- Meltagun..... +15 points each

Any Kakophoni Dreadnought may take one of the following:

- Searchlight..... +5 points per model
- Helical targeting array..... +20 points per model

Heavy Cacophony

Developed as a larger version of the noise weaponry carried by some III Legion troops and fitted to the sturdy Castra Ferrum chassis, these noise weapons have overcome the notorious overheating issues of the infantry model in their normal mode of operation. They can also be set to emit an armor-shattering soundwave against which even terminator plate cannot reliably protect, albeit at the risk of exceeding even these greatly improved heat tolerances.

Weapon	Range	Str	AP	Type
Heavy Cacophony				
- Sustained Fire	36“	6	5	Heavy 3, Pinning, Shell Shock (1), Deflagrate, Twin-linked
- Sonic overdrive	36“	6	5	Heavy 3, Gets Hot, Pinning, Shell Shock (1), Breaching (4+), Twin Linked

Ferromantic Deflector

The heavily modified Kakophoni Dreadnoughts still come with the same deflector shielding that is standard issue for regular Castra Ferrum Dreadnoughts.

A model with an ferromantic deflector gains a 5+ Invulnerable Save and any model with a ferromantic deflector and a Wounds Characteristic that suffers an unsaved Wound with the Instant Death special rule is not immediately removed as a casualty, but instead loses three Wounds instead of one for each unsaved Wound with the Instant Death special rule inflicted on it. In addition, when a model with a ferromantic deflector loses its last Wound or Hull Point, but before it is removed as a casualty or replaced with a Wreck, all models both friendly and enemy within D6" suffer an automatic Hit at Str 6, AP -

Baal Predator Squadron — 145 Points | Heavy Support

	M	BS	Armor Front	Armor Side	Armor Rear	HP	Transport Capacity
Baal Predator	14	4	13	12	10	3	-

This unique variant of the Predator tank has been fielded exclusively by the Blood Angels since their recovery of its STC pattern early in the Great Crusade. Prioritizing high rate of anti-infantry fire and flamers over anti-tank effectiveness, this tank was perfectly suited for supporting IX Legion infantry operations in the war for Nova Sepira IV's manufactorums.

Unit Composition
- 1 Baal Predator

Unit Type
- Vehicle

Wargear
- Turret mounted twin-linked Kheres assault cannon
- Two sponson mounted heavy flamers
- Smoke launchers
- Searchlights

Special Rules
- Legiones Astartes (Blood Angels)
- Wall of Firepower

Options

A Baal Predator Squadron may take:
- Up to 3 additional Legion Predators..... +135 points each

Any Baal Predator may replace its twin-linked Kheres assault cannon with a flamestorm cannon for free.

Any Baal Predator may replace its sponson mounted heavy flamers with a heavy bolter for free.

Any Legion Predator may take one of the following:
- Pintle Mounted twin-linked bolter..... +5 points each
- Pintle Mounted combi-weapon (any type)..... +10 points each
- Pintle Mounted heavy bolter..... +10 points each
- Pintle Mounted heavy flamer..... +5 points each
- Pintle Mounted multi-melta ..... +20 points each
- Pintle Mounted havoc launcher ..... +15 points each

Any Legion Predator may take any of the following:
- One Hull (Front) Mounted hunter-killer missile..... +5 points each
- Dozer blade ..... +5 points each

Wall of Firepower

Whilst this unit includes at least three Baal Predators, you can re-roll all To Wound rolls of 1 when shooting their weapons.

Credits

A special thank you to my wife, who always encourages my creative efforts and to M who created the cover, back cover and Gorgon terminator graphic. Email me to get in touch if you want to commission him!

And to my friends who provided feedback and read through this many times as it progressed from a rough idea of a campaign to play with them to a full-fledged campaign book.

Certain content has been modified and/or re-used from Battlefleet Heresy and Battlefleet Gothic Remastered. Thanks to everyone involved with those projects for contributing greatly to the hobby.

Credits also to Games Workshop for the Horus Heresy and Warhammer 40000 books that were used to create this, as well as the settings and the characters within.

Panopticon Wargaming, 2023

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Civil war rages across the galaxy.
The glorious Great Crusade, launched to reclaim the stars in the name of the Emperor of Mankind has given way to senseless bloodshed, what took centuries to build has been torn apart in the span of a few years.
The Legiones Astartes and the Primarchs leading them, once mankind's finest, became mankind's worst nightmare when half of them turned against the Emperor and embraced far darker powers.
The Warmaster Horus Lupercal now reaches for Terra, and on a thousand battlefields across a thousand planets, those who follow him are waging merciless war on those who remain loyal

This is a narrative campaign for the Horus Heresy centered around the war for the important industrial world of Nova Sepira IV.
More than just a traditional campaign, this supplement combines the land battles of the Horus Heresy, Zone Mortalis boarding actions and the epic space battles of Battlefleet Gothic.
Take command of forces ranging from small boarding parties to giant warfleets and secure the planet in the name of the Emperor - or the Warmaster!

Made by Panopticon Wargaming

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