

# HORUS HERESY



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# INTRODUCTION

**It is a desperate time. Humanity's greatest champion has become its deadliest enemy. Now Warmaster Horus leads an army against Earth in a daring attack on the Emperor himself. In this terrible battle for Earth, loyal Space Marines must fight their former brothers, Traitor Space Marines corrupted by the foul touch of Chaos.**

Horus was the finest military commander of his age. The Emperor granted him the title of Warmaster, a high honour even in an age when brave deeds were commonplace. But the Imperium's greatest hero was to become its deadliest enemy.

From the depths of the warp the Gods of Chaos whispered to Horus and the other leaders of the Space Marines, disturbing their dreams with promises of power, appealing to their pride and their martial virtue. No single individual was wholly resistant to these temptations. The character of each was sorely tested and in time some of them started to bend towards Chaos, unaware that their loyalties were changing. At first, the traitors believed themselves to be acting in the best interests of humanity but as they led their Space Marines against the Emperor their good intentions fell away and Chaos started to saturate their souls.

So it was that Warmaster Horus, greatest and most trusted of the Emperor's servants, led the rebellion and plunged the fledgling Imperium into a maelstrom of terror known as the Horus Heresy. Throughout the galaxy the forces of Chaos became stronger as humans were seduced by the values represented by the Chaos Powers and even fell to their worship. Eight Space Marine Chapters – almost half of the Legiones Astartes – joined the Traitors. The fate of the Imperium hung in the balance.

Horus knew that in a long, drawn out campaign he would lose, eventually being ground down by the superior numbers on the Imperial side. He decided to risk almost everything on a desperate gamble; if he could capture Earth and eliminate the Emperor the Imperium would be deprived of its heart and soul, and would fall into his hands easily. But he had to strike quickly, before the Emperor got over the shock of his betrayal and was able to organise his scattered forces.

Gathering together a huge army, Horus struck towards Earth. The Lunar bases, the bastion of Earth's defences, fell to Horus after a hard fight, and the rebel fleet moved into Earth orbit. Horus's drop ships fell like rain, disgorging company after company of Traitor Marines. The Traitors laid siege to the Imperial Palace and slowly drew the drawstring on the loyalist troops inside.

Meanwhile, outside the palace, furious counter-attacks by loyalist forces only just failed to break through to the Emperor. More help was on its way, but it would be weeks or even months before it would arrive and force Horus to lift the siege. Still, Horus knew that his time was limited, and so redoubled his efforts to take the palace. Assault after assault was launched against the palace. The attackers were forced to win their way forward step-by-step over the casualties of both sides. In places the dead lay so thickly that corridors were blocked by the press of bodies. Finally, after fifty five days of intense conflict, the Emperor took up his final defensive position

in the inner palace. The last hour of humanity had come and the gallant defenders prepared themselves for certain death. It was then, when his victory seemed certain, that Horus made his one and only mistake. Some say that it was no error, that the subconscious humanity of Horus guided his actions. It will never be known for sure.

At the height of the final battle for the palace, Horus lowered the shields of his orbiting battlebarge. At the time it seemed that he wished to use a psychic probe to witness the final moments of the Emperor. Seizing his opportunity, the Emperor teleported on board the battlebarge with his bodyguard to confront the Warmaster. In a battle of terrifying intensity the Emperor fought Horus and slew him, but only after suffering wounds which shattered his body and confined him to a life-support system forever. With the death of Horus the back of the rebellion was broken, though the fighting to reclaim what Chaos had taken continued for years afterwards.

## SUMMARY OF PLAY

**Horus Heresy** begins at the start of the campaign, just as Horus's invasion force landed on Earth. One player commands the Traitor forces led by Horus: Traitor Space Marine Chapters, foul Daemonic hordes, enormous Chaos war engines and much more. His opponent commands the loyal Imperial forces defending the Palace. The military units that make up the huge armies are represented by cardboard counters. Each counter is printed with a name and picture to show what type of unit it represents, and the three numbers at the bottom show how good the unit is at attacking, defending and moving.

The game is split into five turns, each of which represents about two weeks of the actual campaign. At the start of each turn you decide on a plan for your army by picking two strategy cards and placing them in a stack in front of you. The cards list what you may do when the card is revealed. If, for example, you had a 'movement & combat' card, you could move and then attack with your counters. Once both players have chosen their cards, they each roll a D6. Whoever scores highest wins the initiative and goes first, flipping over the top card in his stack of strategy cards and carrying out the two phases listed on the card in the order shown. His opponent then flips over his top card, and so on, with the players taking it in turn to reveal a card and carry out the phases on it.

Both players have the same objective in the game: kill the opposing leader, or hold the inner palace and all four space ports at the end of any turn. If neither player has achieved one of these victory conditions by the end of the fifth turn then the Imperial player wins, having held out long enough to give Imperial reinforcements time to arrive.

# COMPONENTS

In addition to this rulebook, **Horus Heresy** includes the following components:

- 1 Game Board
- 181 Counters
- 20 Cards
- 6 Templates
- 1 Reference Sheet
- 2 Dice

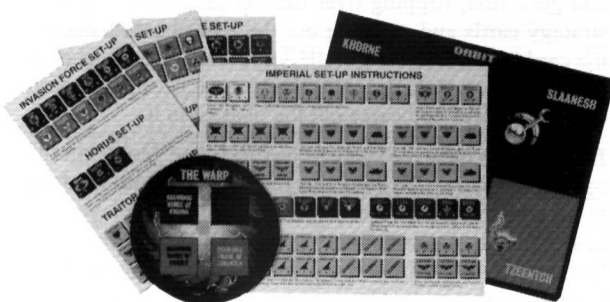
## GAME BOARD

The game board shows a map of the Emperor's Palace and the surrounding city. It is divided into a number of different sized areas to help regulate movement. The borders between different areas are marked on the map by either a red line, or by a city wall, or by a canyon. A key describing the different types of terrain shown on the map is included on the reference sheet. The game board also includes tracks which are used to record information needed while you are playing.



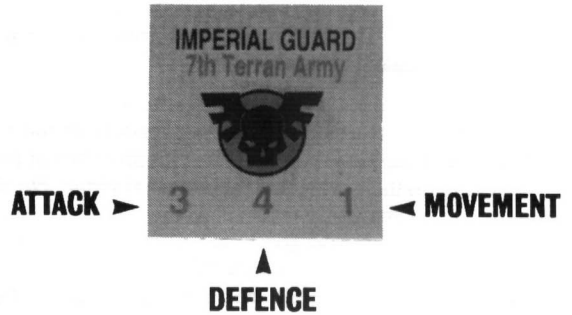
## TEMPLATES

The **Horus Heresy** includes a number of card templates. Two of these show the off-map areas where the Traitor player may put his forces, while the remaining templates have the set up instructions for the two sides' armies.



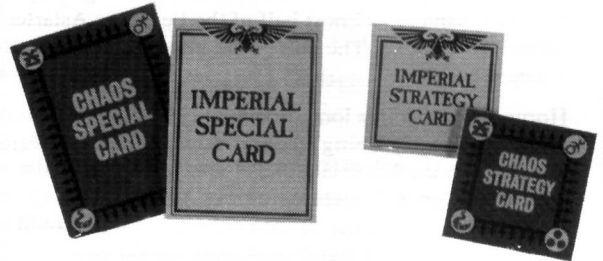
## COUNTERS

Each counter is printed with a name and picture showing the unit it represents, and three numbers at the bottom. These show the counters attack value, defence value and movement value, and the higher they are, the better!



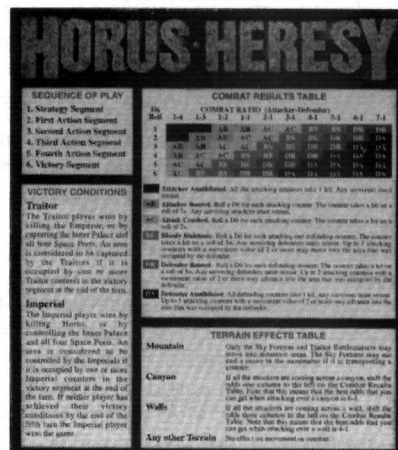
## CARDS

There are four sets of cards included with the game: a set of Traitor strategy cards, a set of Imperial strategy cards, a set of Traitor special cards and a set of Imperial special cards. The **strategy cards** are used to determine which plan your army will follow during each turn, while the **special cards** allow you to make special attacks or actions not normally allowed by the game rules.



## REFERENCE SHEET

The reference sheet includes various charts, tables and special rules that you will need to refer to during play, so keep it handy!



# THE GAME RULES

Before you start, it's a good idea to read through these rules at least once so you get some idea of how the game works. They aren't complicated, and reading them won't take very long.

If you've played **Battle For Armageddon** you will find that the rules to **Horus Heresy** are very similar. However, there are a number of important differences, most notably on the Combat Results Table and in the way that building new counters is handled for the Imperial player, so you should still read the rulebook carefully. Note that The Horus Heresy does *not* have any supply rules, unlike **Battle For Armageddon**, where they are of vital importance. This is because the Imperial side had huge stockpiles of food and ammunition, while the Traitors could easily be supplied by supply shuttles from their fleet. Also, those of you who have played **Chaos Attack** should note that in this game counters belonging to the different Chaos Powers may stack and attack together without any restrictions.

## SETTING UP

Clear a large space on a table and set up the board. Place the **turn counter** on the '1' space on the **turn track**. One player takes all of the Imperial set up instructions, counters and cards, the other player takes all the Traitor set up instructions, counters and cards. The Traitor player should also take the **Off-Map Areas** template and place it face up on the table in front of him.

The Imperial army is set up first. The counters that make up the Imperial army at the start of the game are shown on the reference sheet, as are the instructions telling you where to place them on the map. Sort out the starting counters and set them up, but be careful not to break the stacking rules described on this page.

The Imperial counters must be set up *face down*, and they are not flipped over and revealed until after the Traitor player has set up his initial invasion force. As the Imperial Space Marine and Adeptus Custodes counters are double-sided – which can make it a bit difficult to set them up face down – we have provided a set of Space Marine and Adeptus Custodes *Set Up Counters*. Use these when you set up the Imperial army, and then replace them with the appropriate Space Marine or Custodes counter when the Imperial forces are revealed.

After the Imperial player has set up, the Traitor player may set up his army by following the instructions on the reference sheet.

Finally both players sort out their **special cards**. Shuffle your own deck of cards, deal yourself two cards at random, and place the remainder near at hand. The two cards you dealt out make up your starting hand of special cards. When each card may be used, and what effect it has on play is written on the card itself. However, you may only use one special card per action segment, and you must discard the card after you have used it.

Once you've both set up, you're ready to start the first turn of the game. Good luck!

## THE SEQUENCE OF PLAY

Horus Heresy is played in a series of game turns, each of which is divided into six segments. All activities may only take place in the correct segment, and each segment must be finished before the next can be started. What you do in each segment is described below and explained in the rules that follow.

**1. STRATEGY SEGMENT.** Both players secretly choose two strategy cards as explained below, and then each player rolls a dice. The player who scores highest has won the initiative for the turn. Finally, both players draw a new special card.

**2. FIRST ACTION SEGMENT.** The player who won the initiative reveals his first strategy card and carries out the phases shown on the card.

**3. SECOND ACTION SEGMENT.** The player who lost the initiative roll reveals his first strategy card and carries out the phases on the card.

**4. THIRD ACTION SEGMENT.** The player who won the initiative reveals his second strategy card and carries out the phases on the card.

**5. FOURTH ACTION SEGMENT.** The player who lost the initiative roll reveals his second strategy card and carries out the phases on the card.

**6. VICTORY SEGMENT.** Check the victory conditions printed on the reference sheet to see if either player has won.

## STACKING

When you have more than one counter in an area, they must all be placed on top of one another in a single neat pile called a **stack**. With the exception of the counters listed below, you may never have more than three counters in a stack. If you break the stacking rules and your opponent spots the mistake, then you must destroy enough counters to make the stack 'legal'. Counters belonging to the different Chaos Powers may stack together.

Some special counters do not count against the stacking limit, and may be included in a stack in addition to the three counters you are normally allowed. These counters are described on the reference sheet.



## THE STRATEGY SEGMENT

Each player has a hand of four **strategy cards**. In the **strategy segment** you must select any two cards, and place them face down in a stack in front of you. The order in which you stack the cards is very important, as it determines the order in which the cards will be revealed. The top card in the stack is always revealed and carried out first, as explained below.

Once both players have chosen their strategy cards, each player rolls a D6. Whoever scores highest wins the initiative and takes the first action segment.

Finally, each player may draw a new **special card**. Take the top special card from the deck and add it to your hand of special cards. You can have any number of special cards in your hand. If the deck is exhausted, shuffle any discards and draw your card from the new deck.

## ACTION SEGMENTS

Each strategy card has one or two action phases listed on it. These phases must be carried out in the order shown on the card; you are not allowed to move on to the second action phase on the card until you have finished the first action phase. What you are called to do is described on the next page.

The players take it in turn to reveal their strategy cards in the action segments. The player with the initiative goes first, flipping over the top card in his stack of strategy cards and carrying out the phases listed on the card in the order shown. His opponent takes the second action segment, flipping over his top card, carrying out the action phases in the order listed and so on.

## THE VICTORY SEGMENT

At the end of each and every turn you must check to see if either player has won. If neither player has won by the end of the fifth turn, the game is won by the Imperial player. The two sides have their own set of victory conditions:

The **Traitor player** wins by killing the Emperor, or by capturing the Inner Palace and all four Space Ports. An area is considered to be captured by the Traitors if it is occupied by one of more Traitor counters in the victory segment at the end of the turn.

The **Imperial player** wins by killing Horus, or by controlling the Inner Palace and all four Space Ports. An area is considered to be controlled by the Imperial player if it is occupied by one of more Imperial counters in the victory segment at the end of the turn. If neither player has achieved their victory conditions by the end of the fifth turn the Imperial player wins the game.

If Horus and the Emperor are both killed in the same turn then the game is considered a draw.

## THE INVASION TURN

The following special rules apply on the first turn of the game.

1. The Imperial player is only allowed to choose one strategy card. The Traitor player may take two cards, but the first card **must** be an assault card.
2. The Traitor player always has the initiative on the first turn.
3. The invasion force lands before the first strategy card is revealed. Take the counters from the Invasion Force template and place them in any area on the map, subject to the rules for stacking. Note that you can land on any area, including the Inner Palace if you wish!
4. The invasion force *may* be set up in areas occupied by Imperial counters. This represents their drop pods landing right on top of the enemy troops. If they do this then they **must** fight the Imperial counters in the combat part of the Chaos Assault Phase that follows the initial set up.

Traitor counters that are stacked with Imperial counters may be supported by other Traitor counters that are attacking into the area from an adjacent empty area. Counters stacked in the same area as an enemy counter treat an AC result as an AR result instead. If one side or the other

uses a special card or ability to stop retreating then you must immediately fight another round of combat using any surviving counters from the first round.

5. The Imperial counters are revealed *after* the Traitor player has set up his invasion force. Any counters that end up stacked with or adjacent to a defence laser may be attacked by that defence laser and will take a hit on a roll of 6 on a D6 (see the rules for defence lasers).
6. After all the Imperial counters are revealed the Traitor player rolls a D6 and adds 3 to the score. The result is the number of Imperial Guard armies and tank divisions that go over to Chaos. Take all of the Traitor Guard and Traitor Tank counters and place them in a mug or similar opaque counter. Starting with the Traitor player, take it in turns to draw a counter from the mug and then use it to replace a loyal Imperial Guard army or tank army that has **exactly** the same combat values.

You may choose counters that are stacked with other Imperial counters (in fact you'll probably have to!), but if you do they must fight them in the same way as the counters landing in drop pods.

# ACTION PHASES

Four different types of action phase can be carried out in an action segment: **movement phases**, **combat phases**, **assault phases** and **build phases**. Exactly what you can do in each phase is explained in the rules below.

## MOVEMENT PHASES

In a **movement phase** you are allowed to move any or all of your counters. The number of areas a counter may move is shown by its move value (the third number on the counter). You may move as many of your counters as you wish: all, some or none.

A counter may be moved a number of areas equal to or less than its move value. It may be moved in any direction or combination of directions, as long as it does not enter a mountain area, or enter an area occupied by an enemy counter of any type.

Counters are moved one at a time, and you must finish each counter's move before you move another. Once you have started to move another counter, you may not change a previous move, no matter how much you want to!

The stacking limits described earlier only count at the end of the movement phase, so while you are moving you may over-stack. For example, you can move a counter through an area which already has three counters in it, or you can move a counter into an area with three counters, and then move one of those counters out. However, your opponent is allowed to choose which counters are eliminated if you

### WHICH COUNTERS HAVE YOU USED?

With so many counters in the game, it is very easy to forget which counters have moved or fought during a phase. To help you remember, flip the counters over or turn them through 180° as you use them. Then turn all of the counters back round at the end of the phase.

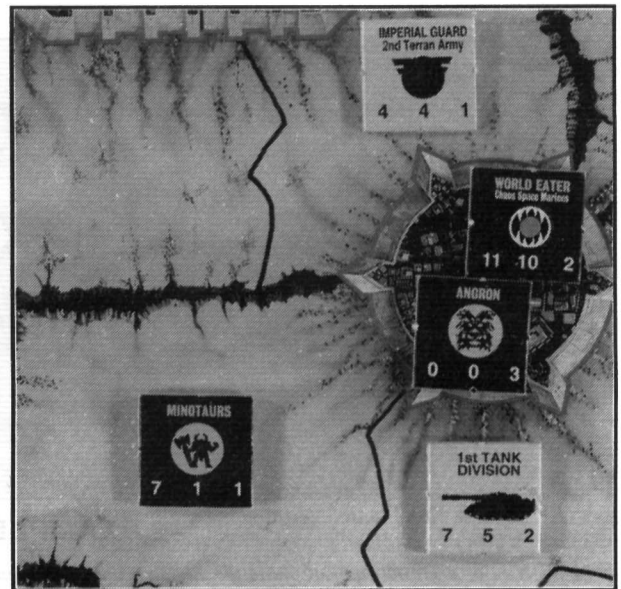
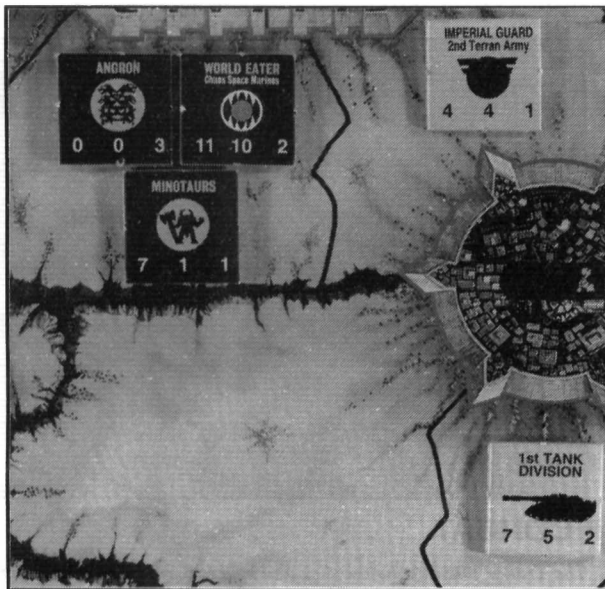
end up with more than three counters in a stack at the end of the movement phase.

### MOVING TO AND FROM THE MAP

Traitor counters are allowed to move between the map and the In Orbit box on the off-map template during a Traitor movement phase.

A counter is allowed to move *to* a Space Port area *from* orbit at a cost of one space of movement. Alternatively, a counter may move from a Space Port back to orbit, also at a cost of one space of movement. However, the maximum number of counters that can use a Space Port each movement phase is limited to the number printed on the map. For example, a maximum of 3 counters can land and/or take-off at Space Port Damocles in a single movement phase.

Stacking limits do **not** apply to counters that are in orbit; you may have any number of counters in this area.



### EXAMPLE OF MOVEMENT

*It's the start of the Traitor movement phase in the third turn of the game. The Traitors are about to storm the Bastion Eternal.*

*The Minotaurs moves first. They only have a movement value of 1 (Minotaurs aren't noted for their speed), so they move one area across the Canyon to occupy the area on the other side.*

*The World Eaters move second. They have a movement value of 2, so they can move 2 areas. The Traitor player moves them into the area*

*with the Minotaurs, and then into the Bastion Eternal just beyond.*

*Finally, the Traitor player moves Angron. He must stay with the World Eaters or be eliminated so although he has a movement value of 3, he must move into the area with the Minotaurs, and then into the Bastion Eternal to join the World Eaters.*

## COMBAT PHASES

In a **combat phase** each of your stacks is allowed to make one attack against an enemy stack in an adjacent area. Note that attacks are made by and against stacks, not individual counters. If one of the counters in a stack makes an attack, then all of the others must take part in that attack as well. Similarly, you are not allowed to pick out one enemy unit in a stack and only attack that one, you must attack the whole stack.

It's up to you to decide in what order you make your attacks, but you must finish one attack before you are allowed to move on to the next one. In addition, you are not allowed to attack the same enemy-held area more than once per combat phase. If you don't get it the first time you have to wait till your next combat phase!

You are allowed to make combined attacks where two or more of your stacks attack the same enemy stack, so long as all of the attacking stacks are adjacent to the stack being attacked.

Attacks are resolved by using the Combat Results Table printed on the reference sheet. To resolve each attack you must follow this simple five step procedure:

1. The attacker adds up his counters' attack value.
2. The defender adds up his counters' defence value.
3. The two are converted to a ratio by dividing the attacker's total by the defender's total, rounding any fractions down. Some examples of how to work out odds ratios are shown in the box at the top right of this page. The ratio determines which column you use on the Combat Results Table.

### WORKING OUT ODDS RATIOS

Working out the odds ratios may seem difficult at first, but you'll very quickly get the hang of it. Here are a couple of examples to get you started:

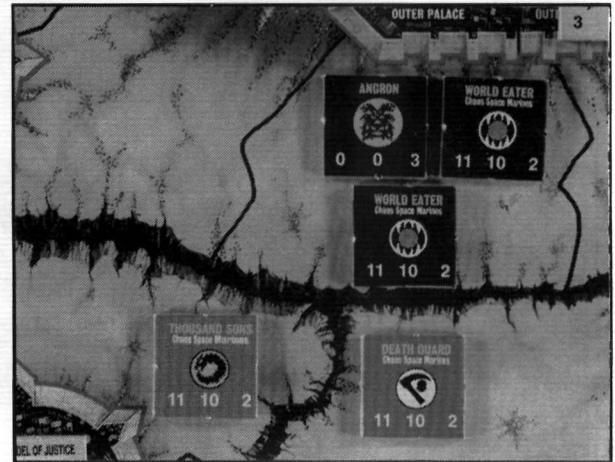
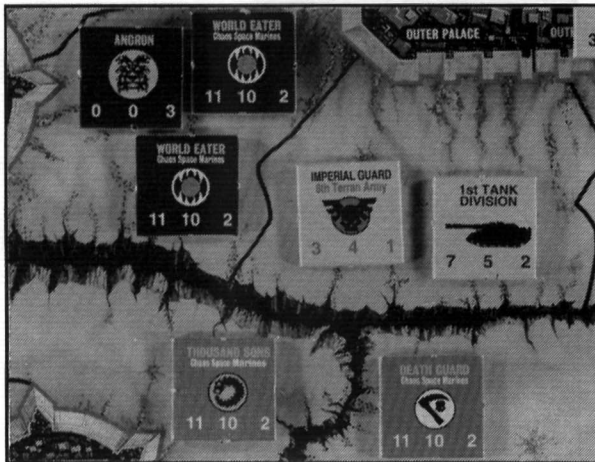
Assume the attacker has 12 points and the defender has 4 points. 12 divided by 4 is 3, so the odds ratio is 3 to 1.

If the tables were turned and it was the attacker who had 4 points to the defender's 12, then the odds would be 1 to 3 instead of 3 to 1. If the attacker only had 11 points to the defender's 4, then the ratio would be 2 and a bit to 1, which is rounded down to 2 to 1.

4. The attacker rolls a D6 and the score is cross-referenced with the odds ratio to determine the outcome of the battle.
5. Look up the result under the Combat Results Table and follow the instructions there.

### HITS

In many places in these rules, but most notably on the Combat Results Table, you will be told that one or more counters have to take a *hit*. Most counters are destroyed if they take a hit and are removed from play. The only exceptions to this are the Imperial and Traitor Space Marine counters. If any of these counters take a hit, then flip them over to their reduced strength side. A reduced strength counter is eliminated and removed from play if it takes another hit.



### EXAMPLE OF COMBAT

At the start of a Traitor combat phase the situation is as shown on the first diagram. The Traitor player has decided to attack the 8th Guard Army and the 1st Tank Division with the Death Guard, Thousand Sons and World Eater Chaos Space Marines, led by Angron himself.

The two defending Imperial counters have a combined defence value of  $4+5=9$ , while the Traitors have a combined attack value of  $11+11+11+11=44$ . 44 divided by 9 equals 4 and a bit to 1, which rounds down to 4-1 on the Combat Results Table. If the Traitor player had been able to scrape together just 1 more attack point to bring his total up to 45 points he would have had a combat ratio of 5-1.

The Traitor player rolls the dice and scores a 2. No modifiers apply to the dice roll (the -1 column shift modifier for a canyon only applies if all the attackers are coming across a canyon). A roll of 2 at 4-1 odds is an BS or Bloody Stalemate result, which means that both the attacker and the defender must roll a dice for each counter and the counter will be destroyed on a roll of 5+, and then the defender has to retreat. This is just about the worst result the Traitors could have got, so the Traitor player decides to use Angron's special ability to reroll the dice. This time he rolls a magnificent 6 and gets a DA or Defender Annihilated result. This wipes out both the Imperial counters, and the Traitor player can now advance into the area with any units that have a movement value of 2 or more. He decides to move Angron and the World Eaters into the area.

## RETREATS

Several results on the Combat Results Table call for one player's counters to retreat. Retreating counters are immediately moved one area by the player that controls them. They may move into any area that they could enter using the normal rules for movement. Counters may not retreat into an area if this would cause over-stacking.

If the counters cannot retreat for any reason, then they are eliminated instead. Note that this means that pieces with a movement value of 0 are always destroyed if forced to retreat, as they are not allowed to move.

Sometimes a counter that has already retreated will find itself in an area that is attacked later in the same combat phase. If this happens, then any counters that have already retreated are treated as having a defence strength of 0, may not be used to satisfy combat losses, and will be destroyed if forced to retreat a second time.

## ADVANCE AFTER COMBAT

If an area is completely vacated of defenders then up to three attacking counters with a movement value of 2 or more may advance into the area. In an Assault Phase any three attackers may advance into the area, no matter what their movement value (see Assault Phases, below).

## ATTACKING OVER WALLS

If all of the attackers are coming across a wall, shift the odds three columns to the left on the Combat Results Table. This means that the best odds you can get when attacking over a wall is 4-1. Note that this modifier is used whichever 'side' of the wall you are attacking from. For example, counters attacking from inside the Inner Palace do suffer the the three column shift.

## BUILD PHASES

Build Phases allow the Imperial player to rebuild destroyed Imperial counters at Adeptus Mechanicus factories. Each Adeptus Mechanicus factory that is still under Imperial control allows the Imperial player to rebuild three counters. You may **not** rebuild Space Marines, Titans, or Palace Guard. Any other type of counter may be rebuilt.

The counters must be placed in the factory where they are built. You *may* overstack in the build phase, but any counters must be stacked normally at the end of the subsequent movement phase or they are eliminated (see the rules for stacking above).

## ASSAULT PHASES

The Assault Phase can only used by Traitor forces. In an Assault Phase the Traitors can do the following things. They must be performed in this order:

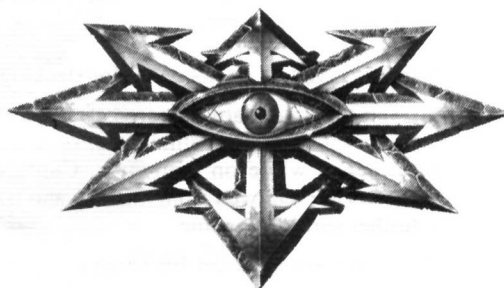
1. Summon
2. Bombard
3. Breach
4. Assault

## SUMMONING DAEMONIC HORDES

All Daemonic Hordes start off in the Warp and can only be brought into play by being summoned. Roll a D6 for each Daemonic Horde that is in the Warp at the start of the Assault Phase. On a roll of 4+ the Daemonic Horde may appear in any area that is either occupied or adjacent to counters that worship the same god. If there aren't any such counters on the map then the Daemons must stay in the warp.

## BOMBARDMENT

Traitor Battlecruisers start the game in orbit and may only be placed on the map during a Traitor Assault Phase. They may be placed in any area of the map that is occupied by one or more *Imperial* counters. No more than one Battlecruiser squadron may be placed per area. They return to orbit after they have bombarded. Note that Battlecruisers may attack any area on the map, including the Inner Palace.



After you have placed all of the Battlecruiser counters on the map, they may each make a special *bombardment attack*. This attack is handled differently to normal combats, and the Combat Results Table is not used. Instead, each Battlecruiser counter is allowed to make a separate attack against each and every Imperial counter that is in the same area as the Battlecruiser counter. Roll a D6 for each target counter. If the dice roll is **equal to or less than** the Battlecruiser's attack value then the target takes a hit.

## BREACHING WALLS

The Traitor player may attempt to try to create breaches in the walls of defended areas in an Assault Phase. The Imperial player may attempt to do so during a Build Phase. Only Titans and War Engine counters can breach walls, and they must be adjacent to the wall in order to do so.

Breach attempts are made against a 'wall section'. A wall section is defined as the length of wall that creates a boundary between two areas. Roll a D6 for each War Engine or Titan counter: on a roll of 6+ a Breach is created. A breached wall has no effect on combat at all.

## ASSAULT

Finally, each Traitor stack is allowed to make one attack against an enemy stack in an adjacent area. These attacks are carried out using the rules described above for the Combat Phase. The only difference is that in an Assault Phase Traitor counters may always advance after combat, even if they only have a movement value of 1.

## SPECIAL RULES

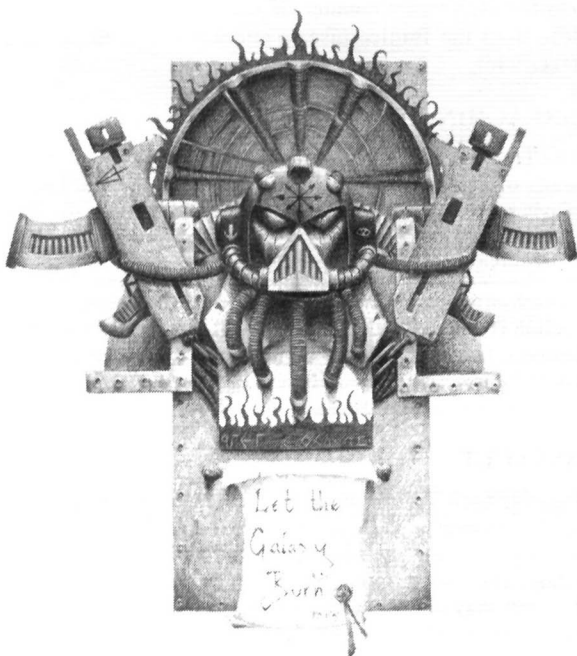
Horus Heresy includes a number of special units that have their own special rules. These special rules are included in this section of the rulebook.



### CHARACTERS

Horus Heresy includes a large number of *character counters* representing important people that fought in the battle and had a significant effect on the course of the war. Specific special rules for these characters are printed on the back of the reference sheet. The following special rules apply to *all* characters in the game.

1. Character counters do not count for stacking.
2. Character counters are captured if all of the counters with them are eliminated, or if they are attacked while on their own. Captured characters are removed from the map and take no further part in the game.
3. Characters are affected by combat, special attacks etc just like any other sort of counter. For example, if you rolled an BS result in combat then any of your characters that took part in the battle would take a hit (and be eliminated) on a roll of 5+. Characters may also be bombarded by Battlecruisers, or attacked by Angron's special magical attack, and so on.



### DEFENCE LASERS

Defence lasers do not count against the stacking limit for an area. However, you may never have more than one defence laser counter in an area.

Defence lasers may attack Traitor Battlecruisers, counters landing at Space Ports and counters landing in the invasion force. In order to be attacked the targets must be landing either in or adjacent to the area occupied by the defence laser counter. The target is attacked as it is placed on the map. Battlecruisers are fired at before they can bombard.



A defence laser counter may be used to attack any and all available targets that land, so if six counters landed next to a single defence laser it would be allowed to attack each counter in turn as they landed. If a counter lands within range of more than one defence laser then they are all allowed to attack it.

Roll a D6 for each target as it is placed on the map. The table below shows what the Imperial player must roll on a D6 in order to score a hit:

Target is	To Hit Roll
Battlecruiser	6+
Landing in Drop Pods*	6+
Landing at Space Port	4+

\*Part of invasion force, in other words!

### SKY FORTRESS

The Sky Fortress does not count against the stacking limit for an area.

The Imperial Sky Fortress has a movement value of 3 and may move 3 areas in a movement phase. It may move through any area, including mountains and areas occupied by enemy counters. However, it may not **end** its move stacked with an enemy counter. The Sky Fortress may transport one other counter with it as it moves. If it does this then both counters must start and end the move together. A transported unit may not leave the Sky Fortress in the same movement phase that it was transported.

You may use the Sky Fortress to bombard an area at the start of any Imperial Combat Phase, before any normal combats are resolved. The Sky Fortress must be adjacent to the area that it is going to bombard in order to attack it. The Sky Fortress makes a separate attack against each and every Traitor counter in the area under attack. Roll a D6 for each target counter. If the dice roll is **equal to or less than** the Sky Fortress's attack value then the counter takes a hit.

In 'normal' combat the Sky Fortress is treated like any other counter and is affected by the results called for on the Combat Results Table as normal.



On the thirteenth of Secundus, 30,014, the bombardment began. From orbit the Warmaster's ships laid down an unrelenting barrage of missiles and deadly energy beams. The aim was to cripple the defences around the Emperor's Palace and make possible a massive invasion of Earth. The lunar bases had already fallen and the defending fleets had been scattered. On Mars, as across the entire vast Imperium, bitter civil war raged.

On countless worlds blood-mad warriors clashed. Some had pledged loyalty to the Emperor. Others had sworn fealty to Warmaster Horus, and, through him, to the dark powers of Chaos. The Emperor's realm was in turmoil and some of the greatest battles in human history were being fought. On the hive-world of Thrax over a million warriors died in a single day on the killing fields of Perdagor. On the blazing deserts of Tallarn, at the Ka'an Salient, fifty thousand tanks clashed in the greatest armoured action of all time. During the spacedrop on Vanaheim three hive-cities were depopulated by rebel forces as a warning against resistance and still the defenders fought to the last man.

Like a cancer the Heresy infected the entire structure of the Imperium. Everywhere brave men gave up their lives to try and excise that cancer.

It was on Earth, at the very heart of humanity's realm, that the fate of the galaxy was to be decided. In those last days, the sky was black with dustclouds and the earth was split by gigantic fissures. Tectonic plates shifted under the stress of the bombardment. Mountain chains shivered and seas evaporated and became salty deserts. Rains of blood and ash dripped from the dark sky. Everywhere oracles muttered evil portents and men went mad with fear.

Hideously twisted ships full of the lost and the damned hung in orbit over the ravaged world. Shielded from the devastation by the cunningly wrought defences of the Adeptus Mechanicus a pitiful few stood ready to repel the invaders.

The embattled remnants of the Emperor's army were desperately trying to hold out until reinforcements arrived. The Emperor himself oversaw the defence of his fortress-palace, personally commanding the Adeptus Custodes, his elite guard. He was accompanied by Sanguinius, white-pinioned Primarch of the Blood Angels and his Chapter of Space Marines. In the palace grounds stood the stalwart Adeptus Arbites.

The palace was not the only bastion of resistance. There were others; each an awesome fortified city filled with dauntless soldiers. Beneath their Fortress-Monastery, grim-visaged Rogal Dorn led the stern Imperial Fists in final prayers. Within the armoured factory complexes of the Adeptus Mechanicus, tech-priests put aside their tools and girded on the fearsome weapons of their order. In the rubble of burned-out hab-areas Primarch Jhagatai Khan mustered the White Scars, the Chapter of Space Marines he had personally instructed in the art of lightning warfare. Three full Titan legions stood ready to defend their Emperor.

As the earth shuddered under the bombardment, tank divisions roared across the tortured landscape to take up their position against the coming invasion. Brave men checked their weapons and offered up last prayers. Defence lasers swivelled to face the turbulent threatening sky. Suddenly, the night was streaked by the plasma contrails of drop-pods. Within the Emperor's halls even the Space Marines shuddered knowing that they would soon confront their lost and damned brethren. The terrifying prospect of facing those corrupt Primarchs who had sold their souls to Chaos filled every man's mind with indescribable horror and dread.

The pods touched ground and from them erupted the mightiest champions of Chaos, the renegade Space Marines of the lost Chapters. These were no longer the fine human warriors of legend but twisted creatures, bodies warped by the energies of Chaos, minds twisted by their devotion to the dark powers. If what had happened to the Space Marines was bad then what had happened to their Primarchs was worse. They had been created higher in the Emperor's esteem and had fallen further. None of their former comrades would have recognised them – they had been transformed into creatures both daemonic and exultant.

Mighty Angron bellowed orders to his blood-drinking followers, the World Eaters. Brandishing his great runesword he led them against the defenders of Eternity Wall Space Port. Around his red-armoured followers bolter shots whined. Unflinchingly they advanced, determined to spill blood for the Blood God.



At Mortarion's soft-spoken command the Death Guard emerged silently from the festering cocoons of their drop-pods and advanced on their terror-stricken foes. The dread runes on Mortarion's scythe glittered eerily in the night as he gestured for them to advance.

Magnus the Red glared triumphantly about him with his one watchful eye before ordering the mage-warriors of the Thousand Sons to cast their spells of doom. A hail of deadly bolter shells cut down dozens of the Emperor's Children. Undeterred, the wounded howled with pleasure at the experience and chanted the praises of their Primarch Fulgrim. The Renegade Space Marines surged forward to carve a path through their foes.

Perhaps some defenders went mad with fear. Perhaps the corruption of Chaos ran deeper than anyone suspected. Perhaps some were foolish enough to think that they could negotiate with the ultimate enemy. Whatever the reason one last vile treachery was to take place. Many units of the Imperial army that had pledged loyalty to the Emperor turned blasphemers even as the Traitor Space Marines made their drop. It was almost as if it were a pre-arranged signal. In one of the basest acts of betrayal in humanity's history they turned their weapons on their brother warriors and cut them down like dogs. Thus did the Lions Gate Space Port fall to the rebels. As the heretics chanted and howled their mad prayers, the air shimmered and slaving daemons emerged from the warp to spread terror and dismay.

Then indeed did it seem to the defenders that they were living in the last days of mankind. Huge bat-winged Bloodthirsters swept triumphantly across the weeping skies. Clawed Keepers of Secrets danced lasciviously on piles of corpses. Great Unclean Ones chuckled as they lumbered through the ruined streets spreading trails of filth and slime and disease. Enigmatic Lords of Change perched atop the towers and statues and supervised the coming of Chaos to the heart of the world.

Mighty ships began the descent from orbit, hoping to overwhelm the defenders by sheer weight of numbers. Unlike the drop-pods these presented fine targets for the weapons of the defenders. And thus did the battle for Earth begin in earnest.

Defence lasers blasted many renegade ships from the sky, sending thousands of tons of fused metal death raining down onto the ground below. One giant craft span out of control and crashed into a hab-unit, killing a hundred thousand people. Another was welded to the ground, disgorging its passengers into a lake of bubbling tar and plas-crete. The vessel of the Warped Dogs was vapourised and that Titan Legion's name passed into history.

As quickly as they disembarked the Traitors surged forth from the space ports to besiege the bastions of the defenders. Their first objective was to silence the defence lasers inflicting such casualties on their comrades. The rebels were met by a wave of Imperial defenders, desperate men who knew that they were giving their lives for their home and their Emperor.



In the tightly packed streets around the space ports the fighting was close and deadly. Bolters chattered and missile launchers delivered cargoes of death from building to nearby building. Traitor tanks rumbled through the avenues, turrets swivelling to bring weapons to bear on the hastily improvised barricades of their former comrades.

Soon the defenders of Eternity Wall Space Port had been swept aside by the merciless assault and the hordes of the Warmaster were in total possession of the spacefield. More and more intricately wrought drop-ships descended from orbit. They towered over the landing ground like nightmare skyscrapers. The dark runes on their sides glowed evilly in the gloom. Hundred-metre high doors opened in their kilometre-long sides. From their red depths Titans ten times the height of a man emerged. They were warped giants; the armour of their carapace fused and moulded into new shapes by the power of Chaos. Within them were men melded to their machines. Some of the hideous Titans had strange and potent weapons, others were a bizarre hybrid of the organic and the machine. Metal tentacles lashed, spiked tails whipped back and forth. Engines roared like the voices of angry beasts. Banners fluttering, the Titans of Storm Lords and the Flaming Skulls legions marched forth. At Lions Gate Space Port the traitors welcomed the towering black war engines of the Khornate host. Minotaurs and trolls and cultists scathed like angry ants around their bases.



Reinforced by this fresh wave of troops the hordes of Horus swept on, driving through the exhausted and demoralised Imperial troops to the very walls of the Emperor's palace. Khornate warriors mounted on bestial daemonic Juggers raced towards the marble and steel outer ring. Hordes of horn-headed Tzeentchian disc riders soared on the wind, bolts of mystic power erupting from their clenched fists to rake the defenders. Slaaneshi beast riders swept aside the Imperial Guard infantry and reached the Saturnine Gate.

Round the walls bitter fighting ensued as the Imperials sallied forth, trying to drive the attackers back before the main body of the assaulting troops arrived. Men died in their thousands. From pillbox emplacements in the palace walls Imperial gun crews rained death down on the relentless attackers. Again and again the streets outside the palace were swept clear of heretics. Again and again new foes stepped forward to take their place.

Now indeed it seemed the tide of battle had turned against the Emperor. The space ports were firmly in the grasp of the minions of the Warmaster. Hundreds of thousands of troops poured down from orbit. Goat-headed beastmen, gibbering mutants and hideous amorphous Chaos Spawn surged out of the dread ships. Under the banner of the great eye, the sign of Horus, the lackeys of the four Great Powers of Chaos marched united. Mounted on Rhinos, lurking within mighty Behemoths and clinging to the sides of gigantic war-engines they made their way en masse to the Emperor's palace.

Looking down on the seething sea of foulness the defenders' hearts went cold. Mingling with the daemons and the mad-eyed cultists, the trolls and the beastmen they could see heretical Space Marines and traitor Guardsmen. These were people they might have once fought alongside, who had once been as loyal to the Emperor as themselves. They looked upon a dark mirror of their souls. Down there they could see martial honour become berserk madness, human cleverness become sly treachery, hope become foulness and love become abominable lust. The brave men on the walls knew that there was no way out. Here they must stand and fight and die. There would be no mercy from those below. This was a war where there could be no honourable peace. It was destroy or be destroyed.

For a moment all was silence, then Angron strode forth. In his brazen voice he demanded that the loyalists surrender. He told them that their cause was hopeless, that they faced a foe who could not be defeated. They were cut off, outnumbered, and defending a ruler too weak to be worthy of their loyalty. In that moment the men on the walls felt their resolve weaken. Looking at the transformed face of the Primarch who had been one of the Emperor's finest warriors, they saw an invincible, relentless foe backed by a numberless horde and all the daemonic might of Chaos.

There was a clamour on the walls as Sanguinius and the Blood Angels arrived. Standing on the wall, the angel-winged man glared on Angron with angry contempt. For long moments their gazes locked. Each Primarch seemed to be measuring the other, searching for chinks in the armour, for any sign of weakness and lack of resolve. Who knows what they saw there? Perhaps they communicated telepathically, brother Primarch to brother Primarch. The truth will never be known. Eventually Angron turned and walked back to his lines. He told his troops that there would be no surrender; they should kill everyone they found within the palace. No stone should be left upon stone.

With a roar the horde advanced towards the walls. Great Lords of Battle lurched forward on iron wheels, crushing anything in their way, unloading racks of missiles and turning the area on the top of the walls into blazing storms of death. Doom burners sent tongues of superheated metal licking out at the emplacements. Molten brass filtered through the windows and scalded those inside. Multi-tracked Cauldrons of Blood squirted jets of obscene daemonic ichor onto the defenders. Enormous fleshhounds of Khorne loped forward in their wake. Titans armed with specially constructed siege weapons lumbered into position. Battle cruisers dropped megatons of explosive death onto the defenders.

Every loyal warrior knew that he was already dead; that there was no way he could survive the coming of the daemonic army. The soldiers fought with the desperate ferocity of hopeless men, firing until their weapons were empty, snatching up the bolters of the fallen, and facing monsters with the butts of their guns when all ammunition was exhausted. Three times the horde managed to scale the walls, and three times it was

driven off by the valiant efforts of Sanguinius and the Blood Angels. Warily the Primarch marshalled the defenders, rallying the broken, speaking words of comfort to the mortally wounded, fighting with cold, implacable fury when he was called upon to do so. Slowly though, despite his efforts, the Chaos forces managed to erode the defence. They seemed numberless as the grains of sand on a sea shore and Horus spent their lives carelessly.

Outside the walls Imperial forces frantically raced from their bastions to try and relieve the palace. Titan legions boldly cut their way towards the centre of the rebel army. The Whitescars harried its flanks. No attempt to break the rebel line succeeded. Breaking through that blood-mad horde was a near impossible task. All four of the daemonic Primarchs inspired their followers to feats of fiendish bravery. For every Chaos warrior who died it seemed two more stood ready to take his place.



In orbit the Warmaster watched approvingly. If the palace fell and the Emperor died loyalist legions across the galaxy would lose heart and the war would be over. Without the psychic shield of the Emperor's power, humanity would swiftly fall prey to Chaos. Horus would stand triumphant amid the rubble of humanity's greatest empire. He would become a new and angry god. If he did not win soon reinforcements would filter in from the corners of the Imperium, and his attack would falter. For the Warmaster this was the desperate ultimate gamble. Everything was staked on this attack. It had to succeed, and at that moment it looked as if it might.

Day by day the siege wore on, casualties rose from the thousands to tens of thousands to hundreds of thousands. Bodies had to be bulldozed from the accessways to the Saturnine Gate by war machines. Chaos Titans blazed at the walls, specially constructed missiles ripping great chunks from the masonry. The Titans of the Fire Wasps answered their fire with volcano cannons. The smell of burning flesh filled the air as the corpses of the dead were incinerated in funeral pyres a hundred foot high. Obscene ash parched the throats of the defenders. The World Eaters built a pyramid of scorched skulls sixty foot high in Temple Square. By night the chants of degenerate cultists echoed through the streets and daemons flitted among the ruins of Earth.

Slowly, foot by torturous foot, the defenders were forced back. The great walls of the palace were riddled with hundreds of kilometres of bulkheads and corridor. Within this maze bitter hand to hand fighting ensued till entire sections of passage were filled with bloated corpses. Feeling progress was too slow, Horus ordered the Titans of the Death's Head Legion to demolish

entire sections of the wall. Despite taking tremendous casualties the great Warlord Titans broke through, and the forces of the Warmaster flooded into the palace grounds.

While all this was taking place Jhagatai Khan had implemented a change of plan. Rather than throwing away his forces against the near invincible bulk of the main Chaos army he launched a lightning raid against Lions Gate Space Port. This night attack was spearheaded by the shaven-headed warriors of the Whitescars, who led the remnants of the 1st Tank Division and elements of the surviving Guard armies against the surprised heretics. Khan threw a defensive perimeter around the space port and held it against all counter-attacks. The flow of men and materials towards the palace was halved at a stroke.

This success gave heart to the defenders. They swiftly attempted to seize Eternity Wall Space Port but here the forces of the Warmaster were better prepared. The attackers were ambushed and driven back by traitors. Horus knew it was imperative to keep his beachhead secure. The final push on the inner palace had begun.

The battle raged across the grounds of the Inner Gardens. What had once been a vast parkland was swiftly turned into a killing ground. Men used statues for cover and monuments for bunkers. Blood swirled in the waters of the ornamental lakes. Groves of ancient redwoods burned. The smell of the burning mingled with the acrid odours of weapons and engines and death. Red-eyed, snatching sleep when they could, both sides fought a total war. Trenches were hurriedly excavated in the meadows. Snipers killed men as they tried to sip brackish water from the ruined fountains.

Both sides fought with unimaginable naked ferocity. Both sides sensed the end was near.

Eventually Sanguinius was forced to retreat to within the palace itself, personally holding the Ultimate Gate against the oncoming horde while the last of his wounded men was carried through. Just as the giant ceramite gate was about to close a Bloodthirster of Khorne leapt upon him. The daemon's huge talons closed around his throat. Sanguinius took to the air. Angel and daemon wrestled over the warring armies. Both sides halted for a moment to watch the titanic struggle. It was a conflict such as has been rarely seen; two beings of awesome power wrestled.

Sanguinius was weary and near the end of his strength and the daemon gouged great wounds in his flesh. The heretical throng roared its approval as the Primarch was cast to the ground, the impact splintering the granite. For a moment the Primarch lay still and a groan rose from the Blood Angels, the daemon stood over him and howled in exultation. Then slowly and painfully the Blood Angel rose and seized the creature, raised it high and broke its back across his knee. Then with a halo of power playing round his head he tossed its broken carcass back amid its followers. They beat their chests and rent their hair and wailed in dismay as the Ultimate Gate shut.

The great Sky Fortress bore Rogal Dorn and the remnants of the Imperial Fists to the inner palace. The loyal old general was determined to stand and die with his Emperor in the final hour. The Sky Fortress raced away from the palace in a desperate attempt to reach Jhagatai Khan and return him to the palace. It was destroyed by a blaze of fire from the Death's Heads Titan Legions. Even in death its commander wrought havoc on the enemy, bringing the crippled vehicle down into the centre of the Chaos Horde. It seemed as if a new sun was born on Earth as the plasma reactor exploded, blasting out a crater three kilometres across. Those within the palace knew they were cut off; now they were truly alone. Only a miracle could save them.

Now the final siege began. Through great breaches in the outer walls more and more armaments and reinforcements were brought to bear. The Warmaster himself prepared to teleport down to the surface and supervise the destruction of his former lord. Then a daemon from the Warp whispered to him the words that he had dreaded.

A loyalist fleet under Lemar Russ and Lion'el Johnson bearing a fresh army of Space Wolves and Dark Angels was only hours away. It would take days to break humanity's last citadel, even with Horus leading his troops. It seemed that time had run out for the Warmaster, that his gamble had failed.

Horus was first among the fallen, with the power of a god and the cunning of a daemon. He resolved to try one final desperate gambit. He could still kill the Emperor. He ordered all comm-net communications blocked so that the defenders would get no word from their rescuers and then he used his psychic powers to the full to prevent the Emperor becoming aware of this. Finally he dropped the shields of his command ship. It was an invitation and a personal challenge that he knew the Emperor could not resist. He was being offered a chance finally to smite the foe who had harried him for so long.

The Emperor rose to the challenge, and he and his surviving Primarchs teleported aboard the Warmaster's battle barge. Horus used his powers to separate the Emperor from his loyal followers. The loyalists were transported to different spots within his hideously altered ship. Sanguinius he had brought directly to his throne room. In his evil cunning the Warmaster offered the Blood Angel a chance to switch sides, reasoning that the winged Primarch's followers would be useful when the Space Wolves and the Dark Angels arrived.

Sanguinius refused. Horus grew wrathful and attacked him. At the peak of his powers the Blood Angel would have been no match for the Warmaster and now, sorely wounded and weary he had no chance at all. Horus strangled him with his bare hands before the throne the Powers of Chaos had gifted him with.

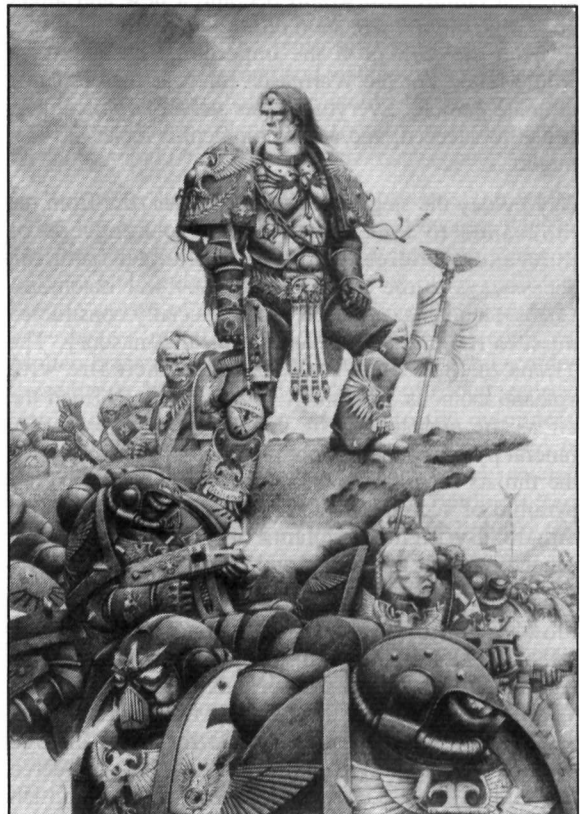
The Emperor found Horus shortly after this and what happened next is the subject of legend. The two mightiest beings in the history of mankind clashed. They met blade to blade, power to power, mind to mind and tested sinew and psychic power to the ultimate.

Behind Horus was the massed power of the Chaos Gods. The Emperor stood alone and still he triumphed, although he was terribly wounded in the process.

The psychic shock wave of the Warmaster's passing rippled outward through the warp. On Earth, daemons screamed and vanished, and the rebel Primarchs stood dumbfounded. It was their leader, not their enemy's, who was dead and they knew it. With the one who had raised the banner of rebellion dead, there was nothing to hold the rebels together. They were demoralised and dismayed. When word of the oncoming Imperial fleet reached them they knew that they must flee.

Within the perimeter of Lions Gate Space Port, Jhagatai Khan and the handful of unwounded Whitescars watched in amazement as the horde halted in confusion then retreated. Angron, Fulgrim, Magnus the Red and Mortarion led their men to their ships and departed, leaving the deluded, traitorous followers of Chaos to their fate. As he stepped aboard his ship Angron turned and shook his fist at the glittering dome of the Imperial palace that had proved just out of his taloned reach. Then he shrugged; he and his fellow rebels had all eternity to seek revenge. The Battle for Earth was effectively over. The Horus Heresy was ended.

Rogal Dorn found the Emperor's broken body in the ruins of the Warmaster's throne room. Through mangled lips the Emperor whispered instructions for the creation of his golden throne. Dorn smiled, for while the Emperor still lived there was still hope. The old general returned to Earth. There was much to be done.





Even through the shields the impact makes the Imperial Palace shake. With a screech of tortured stone an angel topples from its alcove high on the throne room wall and crashes to the marble floor a kilometre below. It shatters into a million pieces. Splinters of stone flash across the hall like shrapnel.

From his throne the Emperor watches his warriors mill around in confusion. This hall holds ten thousand men, seasoned veterans, and all are now panicking. He knows they are more frightened by his silence than by the enemy. They look to him for leadership and he can give them none.

For the first time in his millennia-long life the Emperor knows despair. The magnitude of his defeat stuns him. The lunar bases have fallen. Most of the earth is under the Warmaster's heel. Rebel Titans surround the palace and are held at bay only by the desperate efforts of a few loyalists. It is only a matter of time before the palace's defences fail and the last bastions of resistance fall.

"Sire, what are your orders?" asks Rogal Dorn, massive dark-haired Primarch of the Imperial Fists. His golden armour has lost its lustre, is dented in a dozen places by bolter shells. The Emperor doesn't answer. He is lost within himself seeking answers to his own questions.

He has come at last to the dark place, the time of testing, the era hidden from his precognitive vision and beyond which he cannot see. The moment he has always dreaded has arrived. Is my time over, he wonders? Is this where it all ends? Is this why I have reached the limits of my prophetic powers. Is this where I die?

He feels bewildered. Even now, with the Traitor Warmaster's forces battering at the gate, he finds it difficult to believe that he has been betrayed.

Horus was more than a trusted comrade, more like a favoured son. Of all the Primarchs the Emperor relied on him most. Not for a second had the Emperor doubted him, not even when word had come from the Savage Worlds that the Warmaster was gathering forces. He had deluded himself that Horus must have good reason to do so without consulting him. I should have been warned by the failure of my precognition, he thinks.

"Sire, what are your orders?" asks Kane, acting Fabricator-General of the Adeptus Mechanicus. He stares at the Emperor, a trick of the light turning the glass slits of his brass mask into accusing eyes. Once more the Emperor does not reply. Kane's presence reminds him that not even the head of the Adeptus is to be trusted. His superior, the former Fabricator-General, has chosen to side with Horus.

On Mars civil war rages between factions of Tech-Priests. Ancient, forbidden weapons are being deployed. Viral plagues kill millions. Fusion bombs scar the earth.

So much will be lost. He thinks of the slow piecing together of the old science. The Librarium Technologicus is in flame now, ancient core data systems in meltdown. The time of re-building is over. The Great Crusade, as much a quest for lost knowledge as a war to reclaim the human worlds, is ended. The Warmaster's treachery has seen to that.

"Sire, what are your orders?" asks Sanguinius, angel winged Primarch of the Blood Angels. He gazes at the Emperor with blazing eyes, his face a mask of terrible beauty.

The Emperor knows they rely on him for guidance. They still believe in him. They think he can lead them from this trap. They are wrong.

Horus is the greatest general the galaxy has ever known. Who should know better than his creator? He is schooled by a century of warfare. There will be no way out, no loopholes, no flaws in the plan. The Warmaster would have to be mad to leave one.

The Emperor looks down on the faces of his followers, sees the trust written there, feels the weight of responsibility it brings.

He knows that for their sake he must try, even if it is hopeless.

He casts forth his clairvoyant sight, lets his mind drift beyond the ruined gardens of the palace, over fields where colossal Titans battle by the twisted light of the sculpted moon. He sees the whole war spread out beneath him, his pitifully outnumbered legions being mown down by the traitor hordes. He reaches up to the sky, where he senses the fleet of battlebarges that rain orbital doom upon the tortured Earth. Amid those thousand glittering points he finds the Warmaster.

Hope flickers within him. The shields of Horus's ship are down. Briefly he wonders why. Is the traitor's confidence so overwhelming? Does he wish to witness the battle himself. Or is it a trap? The Emperor touches the ship and recoils from what he senses within. How could Horus have done this, made a pact with the ultimate abomination?

The Emperor comes to a decision. Trap or not, this is the only opportunity he will get. He has no option but to seize it; the position is so desperate. Even as his spirit returns to his body, the ominous thought strikes him that the Warmaster must know this.

"What are your orders, Sire?" Sanguinius asks again. The Emperor's eyes snap open. His voice is full of authority.

"Prepare to teleport. We will take the battle to the enemy."

The men smile confidently. They now have a purpose. While he reels of the teleport co-ordinates they move, without question, to obey.

A flash of light, a feeling of coldness. They have teleported into the Warmaster's ship. The Emperor takes an instant to re-orientate himself and realises that something has gone wrong. He stands in a vast, warped chamber with only a few marines in attendance. The Terminators and the Primarchs are not present. How is this possible he wonders. Could Horus have disrupted the teleportation beam? Is he so powerful?

Insane voices gibber madly inside his skull. There are figures trapped in the stone walls of the vast room. Hands reach out for him, grasp at him with rock-like strength. He shrugs them off easily. His comrades are not so lucky. Bolters chatter and flash as the marines attempt to fight off their daemonic assailants.

A man screams as he is drawn into the dark and slimy walls. As he vanishes, ripples spread from his point of disappearance. The Emperor's sword lashes out, severing limbs, freeing trapped marines. He summons his psychic energies. A nimbus flickers around his head as he unleashes his power. A tidal wave of destruction rips through the daemons, leaving his own men unscathed.

He scans about him, seeking the Primarchs but the walls of the Warmaster's Battle Barge are resistant to his mindsight. He gestures for the surviving Marines to follow him.

They wander through a ship distorted beyond all recognition by the warping power of Chaos. Great sphincter-doors distend from walls of flesh-like stone. Transparent veins bear rivers of blood along conduits in the floor. Carpets of mucous cover a road of tongues.

Winged and distorted things that might once have been human flit through archways of bone and perch on ledges of rib. The marines gasp in horror. He exerts himself to calm them, psychically soothing their fear of this dreadful place. All the while he scans the area looking for the spoor of Horus. He knows now the nature of the pact the Warmaster has made and the dreadful consequences of his victory.

They pass pits that gape like glistening gullets in the floor and echo the beats of a distant giant heart. They are showered by waterfalls of stinking yellowish liquid that cascades down cliffs of carved cartilage. Sometimes they hear weapons fire but when they arrive at the source they find nothing.

Mists of rainbow vapour drift across their field of vision

obscuring corridors of carnivorous stone. Clouds of insects swarm over their faceplates and choke the extractors of their airpipes. They switch over to internal oxygen supply.

They are ambushed by scuttling skull-faced things in the armour of marines. They fight hordes of mutated beasts. One by one they die. In the end the Emperor stands alone. Then and only then is he allowed to enter the presence of Horus.

The Warmaster bestrides the body of a broken angel. Behind him the tortured earth fills the viewport, a bauble for Horus to seize with one clawed hand. Corpses of massacred marines lie everywhere.

Face glowing with internal bloodlight, Horus speaks. "Poor Sanguinius. I offered him a position of power in the new order. He could have sat at the right hand of a god. Alas he chose to align himself with the losing side."

The Emperor stands transfixed, trying to force frozen words from his tongue. In the end he can only whisper, "Why?"

Mad laughter rings out. "Why? You ask me why? Have all those millennia taught you nothing? Weak fool, your timidity prevented you from binding the forces of Chaos. You shied away from the ultimate power. I have bound it to my will and will lead humanity into the new age. I, Horus, Master Of Chaos."

The Emperor looks at his former friend and shakes his head. He sees the trap that has ensnared Horus. "No man can master Chaos," he says quietly. "You have deluded yourself. You are the servant not the master."

A look of rage transfigures the Warmaster. He stretches out a hand and a bolt of force leaps forth. The Emperor screams as agony wracks his body. "Feel the true nature of my power then tell me I am deluded," roars Horus, in the voice of an angry god.

Beads of sweat stand out on the Emperor's forehead, he steels himself against the pain. "You are deluded," he says.

Once again Horus gestures and lances of pure poison sear through the Emperor's veins. "I let you come here, old friend, so that you could witness my triumph. Kneel before me and I will spare you. Acknowledge the new master of mankind."

Desperately the Emperor summons his power and lashes out. Lightning flickers between the combatants. The stench of ozone fills the air. The Emperor leaps forward, sword raised. Weapons clash as battle is joined on every level: physical, spiritual, psychic.

Bolts of force flicker as mortal gods clash, balancing the fate of the galaxy on every blow. Runesword and lightning claw ring against each other with a sound like thunder. Energies potent enough to level planets are unleashed.

A backhand buffet from Horus knocks the Emperor through a stone bulkhead. The counterstroke tears a supporting column out of the ceiling as the Warmaster ducks.

In the warp the Emperor hears the Chaos Powers howl as they feed their pawn more power. The Lord of Humanity stands alone against their massed might and knows that he is losing. Somehow he cannot bring his full force to bear on the Warmaster. Horus shows no such restraint.

A lightning claw cuts the Emperor's armour as if it were cloth, sheers through flesh and bone. The Emperor ripostes with a psychic stroke intended to disrupt the Warmaster's nervous system. Horus laughs as he deflects it.

His claws take the Emperor across the throat, opening windpipe and jugular. Another blow severs the tendons of his wrist, causing the sword to drop from nerveless fingers.

Insane laughter echoes round the chamber. Horus breaks several ribs with an almost playful punch. A surge of energy sears the Emperor's face, melting the flesh till it runs, bursts an eyeball, sets the hair alight. The Emperor stifles a whimper, wonders

how he can be losing. Blackness threatens to engulf him.

Horus grasps his wrist, splintering bones. Blood pumps from the Emperor's throat. Horus lifts his foe above his head and brings him down across his knee, breaking his spine.

For a second the Emperor knows only darkness then a flare of agony brings him back to consciousness as Horus rips his arm from its socket. The Warmaster howls with bestial triumph.

Suddenly the battering stops. Through his good eye the Emperor sees a solitary Terminator has entered the room. The marine charges towards the Warmaster, stormbolter blazing. Horus look at him and laughs. For a moment he stands triumphant, allowing the marine to see what he has done to his Emperor.

The Emperor knows what is going to happen next, sees the gloating triumph on Horus face. There is no trace of his friend left there. There is only a daemon driven by insane destructive fury.

Horus turns his burning gaze on the Terminator and the marine's flesh flakes away to reveal his skeleton then even that is gone, reduced to dust.

The Emperor sees the trap that has been set for him. He has been restraining himself, trying not to hurt one who had been as a son to him. Now he sees that there is no trace of his trusted comrade left. He knows that he must stop this semblance of his former friend and avenge the fallen Terminator. He strike one deadly blow. He will get no other chance.

He gathers every particle of his power, focuses it into a mighty bolt of pure force, more coherent than a laser, more destructive than an exploding sun. He aims it at Horus, a lance of power destined for the madman's heart. Horus senses the upsurge of energy and turns to face the Emperor, a look of horror on his face.

The Emperor lets fly. It strikes the Warmaster. Horus screams as destruction rains down on him, twisting and writhing in titanic agony. He strives frantically to counter the Emperor's deathblow but his struggles become ever more feeble as the lethal energies play over him.

Driven by all the force of his rage and pain and hatred the Emperor wills Horus's death. He senses the forces of Chaos retreat, disengaging themselves from their pawn. As they do so sanity returns to the Warmaster. The Emperor sees realisation of the atrocities he has committed flicker across Horus' face. Tears glisten there.

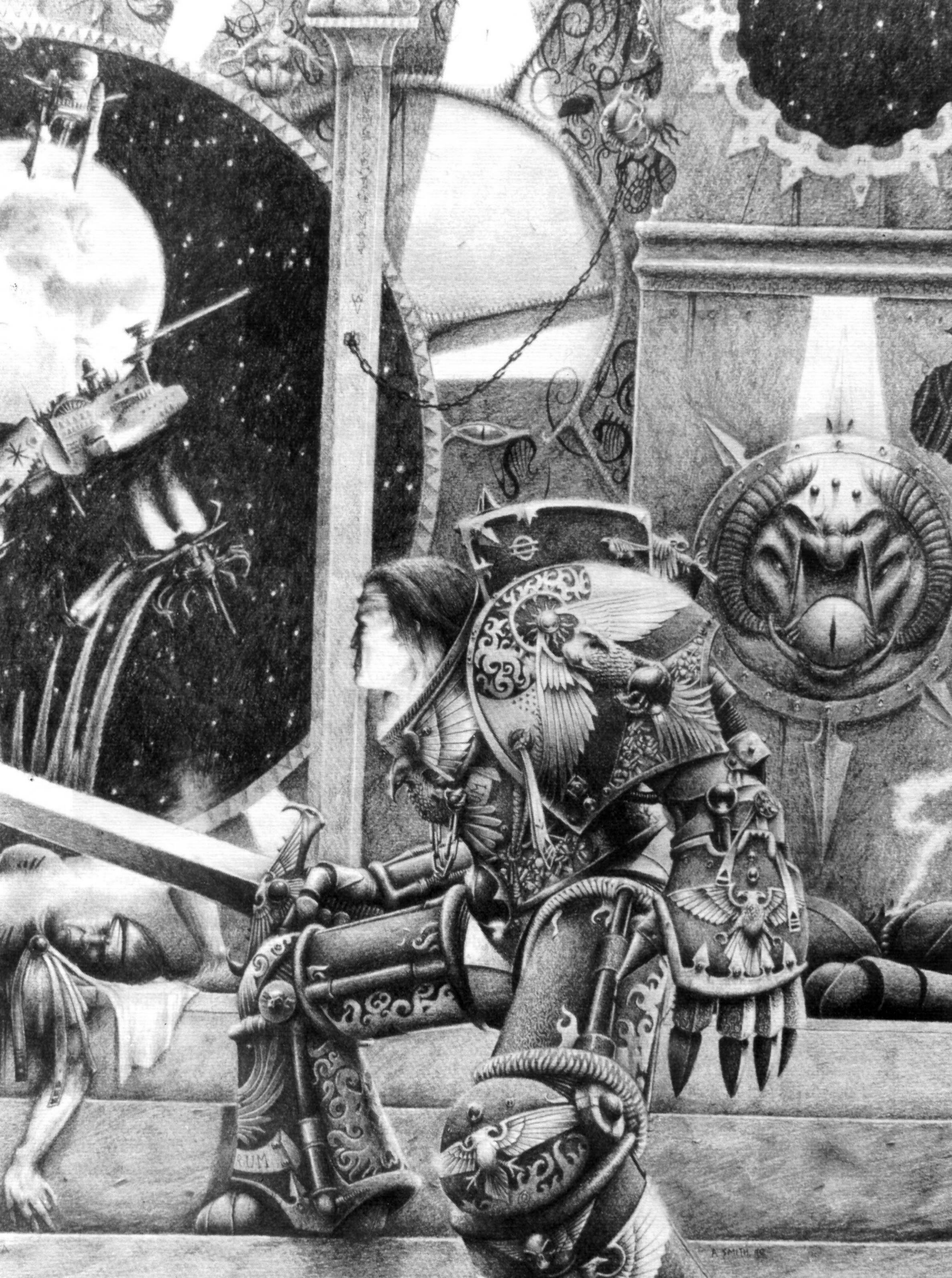
Horus is free but the Emperor knows he himself is dying and that the Powers Of Chaos may once again possess the Warmaster and he will not be there to stop them. He cannot take that risk. Horus must die. Yet for a second, looking into his old friend's face, he hesitates, unable to do the deed. Then he thinks of the slaughter that still goes on outside, may go on forever. Resolve hardens within him.

He forces all mercy and all compassion from his mind, empties it of all knowledge of friendship and camaraderie and love. His eyes lock with Horus and see understanding there. Then with full cold knowledge of what he is doing the Emperor destroys the Warmaster.

Rogal Dorn enters the chamber. Horror fill him as he sees the mutilated form of the Emperor and the shrivelled husk inside the Warmaster's armour. He curses himself for taking so long to fight through the Chaotic hordes. He knows now why their attacks ceased and why the ship is reverting to normal.

He rushes to the Emperor's side, detecting the faint pulse of life. Perhaps there is yet hope. Perhaps the ruler of the Imperium may live. Dorn will do his best to ensure it.







## HISTORICAL SET-UP

The map above shows the location of all of the Imperial and Traitor forces at the start of the Battle For Earth. Horus used an elaborate and extremely effective deception to convince the Imperial defenders that his initial strike would be against Space Port Primus, and the bulk of the defenders are set-up to counter this anticipated attack. The actual target of the Traitor invasion force was the Eternity Wall Space Port, as will readily become apparent if you study the locations where the four Chaos Space Marine Chapters have landed.

You can if you wish use the historical set-up instead of using the set-up instructions printed on the page opposite, and in fact I highly recommend that you use the historical set-up in the first game that you play. This will give you a chance to get a feel for the way that the game works and the capabilities of the different sides before you have to come up with your own invasion plan or perfect defence! If you do decide to use the historical set-up, then simply set up the counters as shown above. You should note that the map shows the situation *before* the Imperial Defence Lasers have fired on the invading counters or the Traitor player has found out which of the Imperial Guard units have joined his side, so you must carry out both of these actions before proceeding to the first turn of the game.

# HORUS HERESY

## SET-UP INSTRUCTIONS

### IMPERIAL SET-UP INSTRUCTIONS

All the Imperial counters are set-up first. They must be placed **face-down** and are not revealed until after the Traitor player has set up his invasion force.

**In the Emperor's Palace:** The Emperor, 1 x Custodes, 4 x Adeptus Arbites. The Emperor and the Custodes **must** be set up in the Inner Palace, while the Adeptus Arbites **must** be set up in the outer palace.

**In or adjacent to Imperial Fists' fortress monastery:** *Rogal Dorn*, 2 x Imperial Fists.

**In or Adjacent to any Factory:** *Kane*, 3 x Titan Legions, 3 x Adeptus Mechanicus, 3 x Factory Defence. One factory defence counter must be set up in each factory.

**In each Bastion:** 1 x Bastion Defence (ie, 1 counter per bastion).

**In or adjacent to Eternity Wall Space Port:** 3 x 2-4-1 Guard Armies, 1 x 6-3-2 Tank Division.

**In or adjacent to Space Port Damocles:** 3 x 3-4-1 Guard Armies, 1 x 6-4-2 Tank Division.

**In or adjacent to Space Port Primus:** 3 x 2-4-1 Guard Armies, 1 x 6-3-2 Tank Division.

**In or adjacent to Lions Gate Space Port:** 3 x 3-4-1 Guard Armies, 1 x 6-4-2 Tank Division.

**Anywhere:** *Sanguinius*, *Jaghatai Khan*, 1 x Blood Angels, 2 x White Scars, 8 x Defence Lasers, 1 x 5-4-1 Guard Army, 1 x 4-4-1 Guard Army, 1 x 7-5-2 Tank Army, 6 x Dummy, 1 x 2-4-3 'Sky Fortress'

**Control Counters:** The Control counters, (4 x Space Port Control and 3 x Factory Control) each have a Imperial side and Traitor side. A counter is set-up in each Factory or Space Port with the Imperial side face up at the start of the game.

**Set-Up & Dummy Counters:** We have provided "Set-Up" counters for each of the Imperial double-sided counters, which you should use when setting up the Imperial army. Replace the set-up counter with the appropriate double-sided counter when the Imperial forces are revealed. Also included are six "dummy counters". These can be set up anywhere you like, but are removed when the Imperial forces are revealed. You should use them to fool the Traitor player as to where your real strength lies.



### TRAITOR SET-UP INSTRUCTIONS

**Invasion Force:** *Angron*, *Fulgrim*, *Magnus the Red*, *Mortarion*, 2 x World Eaters, 2 x Emperor's Children, 2 x Thousand Sons, 2 x Death Guard.

**In Orbit or the Invasion Force:** *Horus*, 2 x Sons of Horus.

**In a mug or cup, or face down in the box lid:** 12 x Traitor Guard Armies, 2 x Traitor Tank divisions.

**In the warp:** 4 x Daemonic Horde counters.

**In orbit:** All the remaining Traitor counters.



# HORUS HERESY

## SEQUENCE OF PLAY

1. Strategy Segment
2. First Action Segment
3. Second Action Segment
4. Third Action Segment
5. Fourth Action Segment
6. Victory Segment

## VICTORY CONDITIONS

### Traitor

The Traitor player wins by killing the Emperor, or by capturing the Inner Palace and all four Space Ports. An area is considered to be captured by the Traitors if it is occupied by one or more Traitor counters in the victory segment at the end of the turn.

### Imperial

The Imperial player wins by killing Horus, or by controlling the Inner Palace and all four Space Ports. An area is considered to be controlled by the Imperials if it is occupied by one or more Imperial counters in the victory segment at the end of the turn. If neither player has achieved their victory conditions by the end of the fifth turn the Imperial player wins the game.

## COMBAT RESULTS TABLE

D6 Roll	COMBAT RATIO (Attacker-Defender)									
	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1
1	AA	AA	AR	AR	AC	AC	BS	BS	DR	DR
2	AA	AR	AR	AC	AC	BS	BS	DR	DR	DA
3	AR	AR	AC	AC	BS	BS	DR	DR	DA	DA
4	AR	AC	AC	BS	BS	DR	DR	DA	DA	DA
5	AC	AC	BS	BS	DR	DR	DA	DA	DA	DA
6	AC	BS	BS	DR	DR	DA	DA	DA	DA	DA

**AA** **Attacker Annihilated.** All the attacking counters take 1 hit. Any survivors must retreat.

**AR** **Attacker Routed.** Roll a D6 for each attacking counter. The counter takes a hit on a roll of 5+. Any surviving attackers must retreat.

**AC** **Attack Crushed.** Roll a D6 for each attacking counter. The counter takes a hit on a roll of 5+.

**BS** **Bloody Stalemate.** Roll a D6 for each attacking and defending counter. The counter takes a hit on a roll of 5+. Any surviving defenders must retreat. Up to 3 attacking counters with a movement value of 2 or more may move into the area that was occupied by the defender.

**DR** **Defender Routed.** Roll a D6 for each defending counter. The counter takes a hit on a roll of 5+. Any surviving defenders must retreat. Up to 3 attacking counters with a movement value of 2 or more may advance into the area that was occupied by the defender.

**DA** **Defender Annihilated.** All defending counters take 1 hit. Any survivors must retreat. Up to 3 attacking counters with a movement value of 2 or more may advance into the area that was occupied by the defender.

## TERRAIN EFFECTS TABLE

### Mountain

Only the Sky Fortress and Traitor Battlecruisers may move into mountain areas. The Sky Fortress may not end a move in the mountains if it is transporting a counter.

### Canyon

If all the attackers are coming across a canyon, shift the odds one column to the left on the Combat Results Table. Note that this means that the best odds that you can get when attacking over a canyon is 6-1.

### Walls

If all the attackers are coming across a wall, shift the odds three columns to the left on the Combat Results Table. Note that this means that the best odds that you can get when attacking over a wall is 4-1.

### Any other Terrain

No effect on movement or combat.