

## HORUS HERESY

### Tactical Strike - Victory Is Vengeance

Planetwide operations weren't the only type of battle being waged by the infighting legions during the Heresy. Amongst the ruins of the Choral City and Siren Hold, the benighted caverns of Calth or the volcanic crags of Istvaan V small bands of Astartes hunted each other down mercilessly. This is warfare distilled down into its most bitter form, where death is a guarantee and the only thing driving day to day existence is to deliver vengeance upon your foes.

Scrounge an extra clip for your bolter, check your armor seals and gather the few remaining loyal brothers to your side as you prepare to do battle on a personal scale! Before the event players will be split into Survivors and Exterminators. Throughout the day VPs will be tallied and one side will be declared the victor.

During this event you will play 3 games on battlefields cluttered with ruins or close corridor environs. Gameplay will be more focused on movement and outmaneuvering your opponent before driving home the killing blow. All the while you'll need to gather supply points to upkeep your weaponry and armor between games.

This is a Horus Heresy specific variant utilizing the Tactical Strike rules. As such, it requires the use of the Forge World Horus Heresy Books. In particular pages 166-177 of Book 3. Players will need to be quite familiar with this variant ruleset.

What makes Tactical Strike unique is that models are purchased on an individual basis, allowing you to create a force of mixed legions armed with an eclectic array of weaponry. Each participant will have 3 army lists prepared at 200, 250 and 300 point levels. In addition players may choose up to 3 characters from a separate pool of 150 points. This force will be generated from the Horus Heresy books.

## CHOOSING A STRIKE FORCE:

On the whole, this event will be using the “Choosing a Strike Force” process printed in Book 3, pages 170 and 171. This event will be adding several more limiting factors to the selection process:

- No model in your Strike Force may have a modified toughness of more than T5.
- No model in your Strike Force may have a starting wounds characteristic of higher than W3.
- You may have up to one vehicle in your strike force, which may have no Armor Value higher than 11.
- No Vehicle in your Strike Force may be a Flyer.
- Only Legions that are Sworn Brothers, or Fellow Warriors may be selected in your Strike Force.
- Mechanicum forces may be used.
- Solar Auxillia, Imperialis Militia, and Cult forces may not be chosen. Mere humans would not survive in the hellish conditions that Tactical Strike engagements are fought!
- No Dark Age Relics

There are two exceptions to the above restrictions:

- Your Strike Force may include up to 1 Legion Dreadnaught (Note: This may not be a Contemptor Pattern).
- Your Strike Force may include up to 1 Legion Rapier.

## LEADERS AND HEROES:

The following are the selection guidelines for Leaders and Heroes, some of which are slightly different than those published in Book 3. In the event that something from this list contradicts something from Book 3, this packet takes precedence :

- You have 150 pts to spend on 1 Hero and 1-2 Leaders
- These models must possess either the Character or Independent Character rule, and may not be Unique Characters.
- When choosing a Sergeant character from a squad, its cost is 10 pts higher than an additional model from that squad would normally cost. Ex: Legion Tactical Squad Sergeant would cost 20 pts.
- After selecting your 2 or 3 characters, you must nominate one to be your Hero, the rest will become Leaders.
- After selecting your Hero, you must choose a Role for your Hero. This Role will stay the same throughout the event, so choose wisely! We have modified the Roles for this event, so please refer to the chart included in this packet.
- Once you have chosen your Role, generate your starting number of Action Points.
- The maximum number of Action Points you may have in your pool at any given time is 7.
- Slain Leaders return each game without any injuries. Like your Strike Team's Hero, they are a permanent part of your various rosters. However, they will not be able to contribute to your AP pool using their Tactical Insights Special Rule if they were slain in the previous game.
- Your Hero will determine which Legion your Strike Force counts as, for the purposes of the Allies Matrix. Only Legions that are Sworn Brothers or Fellow Warriors with your base Legion are allowed to be chosen for your strike force.

## SELECT RANK AND FILE:

The selection process for your Rank and File troops is largely the same as those published in Book 3, pg 171. We have modified it slightly for this event. Again, in the event that something from this list contradicts something from Book 3, this packet takes precedence.

- You need 3 Lists: 200 pts, 250 pts, 300 pts. Your first game will use the 250 point list.
- You may not include Characters or Independent Characters in your Rank and File
- Models are bought on an individual basis, not by squad, using the cost for Additional Models for each squad. If there is no way to add models to a squad, use the base cost of the squad divided by the base number of models. The same applies to any upgrades like Jump packs.
- Upgrade restrictions based on squad size still apply. For upgrades that are 1 per squad, only one is ever allowed in your strike force, no matter how many of said models you include.
- You may ignore all Force Organization restrictions. All of your models may be chosen from the Heavy Support or Fast Attack categories, for instance.
- Each model in your force counts as scoring. Troops choices and models with the Implacable Advance special rule count as having the Objective Secured rule.

## AD HOC ADDENDUM

This event will be using the Ad Hoc special rules as printed, with the following additions and modifications. The intent behind these changes is to encourage the use of Ad Hoc squads.

- Ad Hoc squads consist of 2-10 models. Single models are not considered Ad Hoc and gain no benefits that Ad Hoc squads enjoy.

- Ad Hoc Squads may contain models from different Legions/Factions, but only if all models in the Ad Hoc Squad are Sworn Brothers or Fellow Warriors as per the Allies In The Age Of Darkness matrix.

- Ad Hoc squads containing mixed legions gain the Stubborn and Furious Charge special rule for the remainder of the game. Ad Hoc squads comprised fully from one legion gain their legion special rules as normal.

- Ad Hoc squads gain the ability to perform Overwatch Fire against multiple targets as opposed to just one. As long as the Ad Hoc squad performing Overwatch remains unengaged in close combat after the Overwatch fire is resolved, the Ad Hoc squad may fire at any new units assaulting them. Ad Hoc squads must take an initiative test for each round of Reaction Fire they wish to perform however.

- Ad Hoc squads gain the ability to Split Fire at as many enemy units as they desire during a single round of shooting. All firing dice must be assigned to their targets before rolling.

- During the Shooting Phase an Ad Hoc squad that consists of solely Tactical Marines/Sgts (ignore any other characters) may use their Fury of The Legion special rule. Afterwards, any other characters in the unit count as having automatically failed their ammo roll.

- Ad Hoc Squads that engage multiple individual models (not formed into an Ad Hoc squad) are not considered to have made a Disordered Charge.

# HERO ROLES

*The Hero Roles Chart has been reworked for this event. Please refer to the accompanying page of Roles. It is worth noting again that there is a cap of 7 Action Points in your pool at any given time. We have endeavoured to structure each role so that it is harder to gain more than 3 in any one turn.*

## Paragon

This Hero is a shining example of Astartes honour and duty. Their actions on the battlefield instill awe and determination in their brothers, spurring them to greater feats of strength and valour. To have a warrior such as this at one's side during such brutal engagements as Tactical Strike missions truly bolsters the spirit.

- Gain 1 Action Point at the end of the controlling player's movement phase if this Hero is the closest model to the enemy in its strike force. Gain an additional 2 Action Points if this model is at least 6" away from any friendly model.

## Slayer

A Slayer is a blood-soaked engine of destruction. Their techniques and motivations vary from warrior to warrior and Legion to legion, but the result is the same: bodies stacked high, slain by fist and blade. Many warriors who would normally not be chosen to lead larger forces inherit command of Tactical Strike missions, as their straight forward tactics can be brutally effective in such personal warfare.

- Gain 1 Action Point at the end of the Fight Sub-Phase if a model is removed as a casualty in Close Combat by this Hero. Gain an additional 2 Action Points if this Hero or the unit he is with wins the Close Combat.

## Strategist

A Hero with the Strategist Role is a brilliant tactician, capable of executing masterful raids and ambushes. The warriors under his command follow his word to the letter, knowing that success depends on holding their designated positions.

- Gain 1 Action Point over the course of a turn when this Hero or another friendly model or unit uses this Hero's Leadership to successfully pass a single Morale Test or Pinning Check while within 6" of him. (See the Battle Leader special rule) Gain an additional 2 Action Points if three or more such tests were passed in this manner.

## Marksman

Sometimes, the most effective leader is the one who never misses. A Hero who can methodically identify and destroy his targets from afar can anchor the field of battle and turn the tide singlehandedly. Knowing that a Hero like this is at their side, can free a warrior to close with the enemy and accomplish their mission without hesitation.

- Gain 1 Action Point at the end of the Shooting Phase if this Hero has made any number of successful To Hit rolls at over half the weapon's range. Gain an additional 2 Action Points at the end of the Shooting Phase if the result of such firing removes any enemy models as a casualty.

### CONSEQUENCES OF FAILURE (D3 roll, re-roll duplicates)

- 1: Shaken: This Hero suffers a -1 to both I & LD.
- 2: Marked: All enemy Heroes gain the Preferred Enemy (This Hero) and Hatred (This Hero) special rule.
- 3: Maimed: This Hero suffers a -1 to both WS & BS.

### THE PRICE OF REDEMPTION(D3 roll, re-roll duplicates)

- 1: Return To Glory: The Hero must gain 3 AP during a single game.
- 2: Martial Dominance: The Hero must remove an enemy Hero or Leader as a casualty.
- 3: Unflinching Resolve: The Hero must not fail any Morale checks during a single game.

## MORALE ADDENDUM

If a model or unit is fired at and hit, place a single yellow Pin Check token next to it. If a model or unit takes a wound of any sort, instead place a red Morale Check token next to it. It's one or the other.

At the end of the shooting phase models with tokens next to them take the appropriate Pinning or Morale test. Note that assaulting models subjected to Overwatch Fire are immune to this addendum and need not take such tests.

## COVER SAVE ADDENDUM

**All Cover saves are taken BEFORE armor saves in this event.**

If your cover save is failed, you may then take any applicable armor saves, as normal.

This event will also be using a modified Resource Grade chart. Please note it is significantly different than the one published in Book 3. After each scenario, you must pay the supply point cost for each Resource category. For instance, if you wanted to upgrade all of your Resource Grades to Plentiful, it would cost 30 supply points: 10 each for Ammo, Armor, and Personnel.

### RESOURCE GRADES

<i>Grade</i>	<i>Upkeep</i>	<i>Ammo</i>	<i>Personnel</i>	<i>Armor Status</i>
Plentiful	10 Supply Points	3+	300 Points	No Effect
Scarce	5 Supply Points	4+ "Gets Hot" weapons get hot on 1's and 2's.	250 Points	You must roll an extra d6 for all Run, Difficult terrain, and Charge moves, discarding your highest die.
Depleted	0 Supply Points	5+ "Gets Hot" weapons get hot on 1's and 2's.  Grenades may not be used.	200 Points	No unit may Run, Turbo-Boost, move Flat Out or Sweeping Advance.  Extra d6 for Difficult Terrain and Charge moves, discard highest die.

# MISSION I: IN DARKNESS CLOAKED

## OBJECTIVES/RULES:

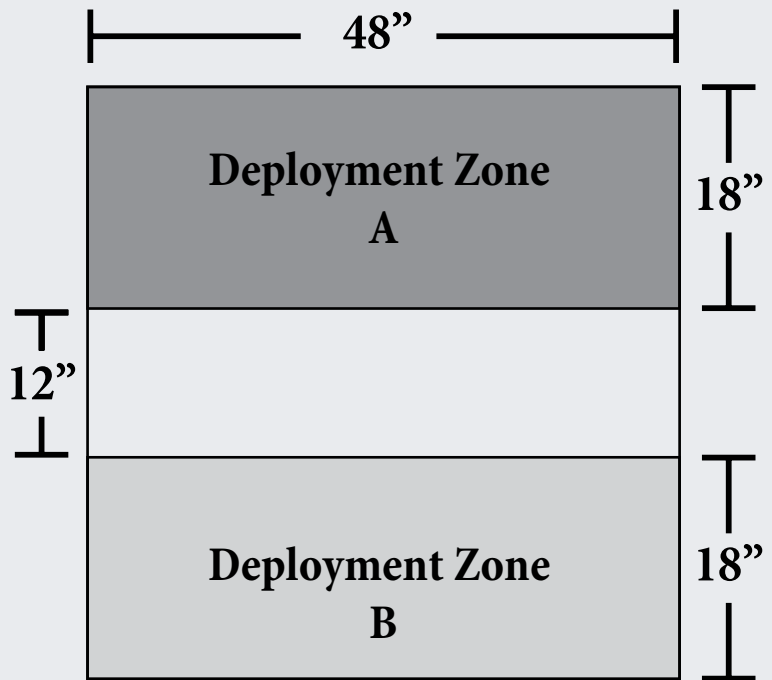
**Night Fight** is in effect for the whole game.

This game has 6 Objective Markers representing valuable supplies, each is worth 1 Victory Point at the end of every game turn. Roll-off and alternate placing the objectives until all objectives are placed. Objectives may be placed anywhere on the board, except within 8" of another objective or table edge.

Removing an enemy Hero is worth 2 VPs.

Having any number of models in the enemy's deployment zone is worth 1 VP.

If the enemy force fails 3+ Morale Checks gain 3 VPs.



## SUPPLY POINTS:

Each objective is worth 5 Supply Points to the side that controls it at the end of each turn.

## DEPLOYMENT:

Players roll-off. High roll chooses a side and deploys.

## FIRST TURN:

Whoever deployed first, has the first turn. However, their opponent can spend 1 Action Point to attempt to Seize The Initiative as per the standard rules.

## ENDING THE GAME:

The game ends when time is called and that current turn is played to completion or when one player has no models remaining on the table.

## CHECK FOR RARE TECH:

For each Objective Marker you control at the end of the game, roll a D6. If a single 5+ is rolled on any of these dice, your Hero gains a single piece of rare tech. Roll a further D6:

1-2: Lucifex Pistol (6" - S2 - AP5 - Pistol, Fleshbane, Rad-phage)

3-4: Inferno Pistol (6" - S8 - AP1 - Pistol, Melta)

5-6: Archaeotech Pistol (12" - S6 - AP3 - Pistol, Master-crafted)

# MISSION II: BY DEATH'S HAND

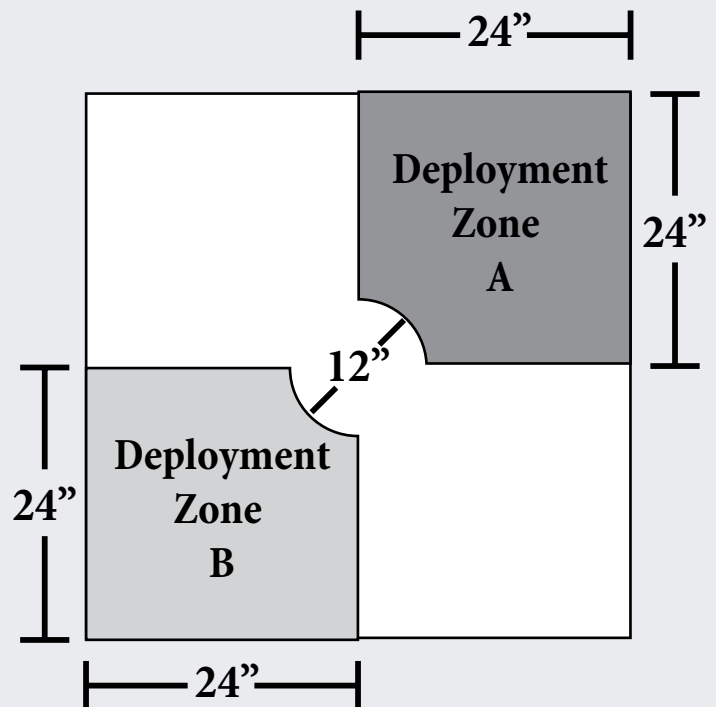
## OBJECTIVES:

This game has a single Objective Marker placed in the center of the table, it is worth 5 Victory Points and 20 Supply Points.

Each player nominates 3 models in their force. These models are Marked for Death by the enemy force. Each player receives 1 Victory Point for each one of these enemy models removed from play as a casualty or 3 Victory Points if the model is an enemy Hero.

At the end of the game, if the enemy force fails to eliminate any of your Marked units, gain 1 VP.

If the enemy force fails 3+ Morale Checks gain 3 VPs.



## DEPLOYMENT:

Players roll-off. High roll chooses a side and deploys.

## FIRST TURN:

Whoever deployed first, has the first turn. However, their opponent can spend 1 Action Point to attempt to Seize The Initiative as per the standard rules.

## ENDING THE GAME:

The game ends when time is called and that current turn is played to completion or when one player has no models remaining on the table.

## CHECK FOR RARE TECH AND SUPPLIES:

For every full 2 VPs earned, roll a D6. Each 4+ is worth 5 Supply Points. If a single 6+ is rolled on any of these dice, your Hero gains a single piece of rare tech. Roll a further D6:

1-2: Cameleoline (Gain the Stealth USR)

3-4: Rad Grenades (-1 Toughness to enemy during Assaults)

5-6: Digital Lasers (+1 to Attack profile)



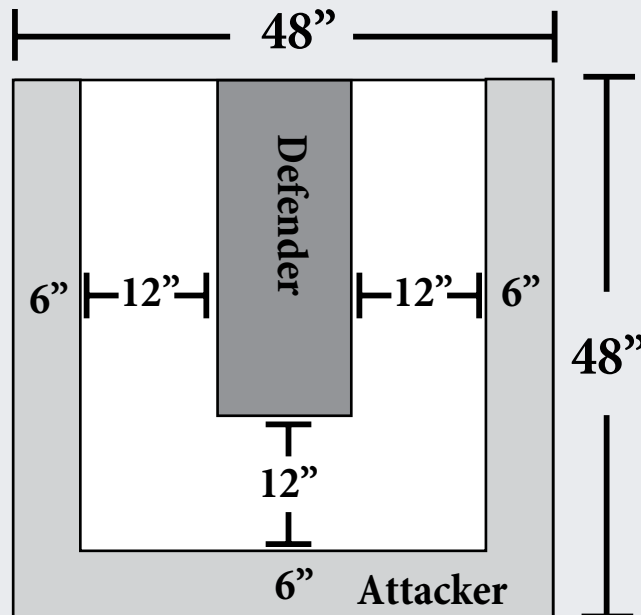
# MISSION III: THE WOLVES CIRCLE

## OBJECTIVES:

The defender places 3 objectives in his deployment zone, at least 6" away from each other. These represent vital beacons and cogitator relays. Each objective is treated as an immobile vehicle with AV11, and 2 HPs. When an objective is reduced to 0HPs, it is destroyed.

**Defenders:** Receive 3 VPs for each objective that is not destroyed. Receive 1 VP if any number of your models are in the Enemy Deployment Zone (and not Fleeing) at the end of the game.

**Attackers:** Receive 3 VPs for each objective that is destroyed. Receive 1 VP if any number of your models are in the Enemy Deployment Zone (and not Fleeing) at the end of the game.



**Any Player:** Removing an enemy Hero is worth 2 VPs.

If the enemy force fails 3+ Morale Checks gain 3 VPs.

## DEPLOYMENT:

Players roll-off. High roll chooses attacker or defender and deploys. The attacker's deployment zone surrounds the defender.

## FIRST TURN:

Whoever deployed first, has the first turn. However, their opponent can spend 1 Action Point to attempt to Seize The Initiative as per the standard rules.

## ENDING THE GAME:

The game ends when time is called and that current turn is played to completion or when one player has no models remaining on the table.

