

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 Horus Heresy Books 1-4.

Play aids will be made available to speed up and clarify play. Additional guidelines and charts are presented in this rules packet.

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.
- No Vehicle in your Strike Force may have an armor value higher than AV11.
- 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.
- Solar Auxillia 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 25 pts.
- After selecting your 2 or 3 characters, you must nominate one to be your Hero.
- 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.
- Upgrade restrictions based on squad size are still applicable (ex: 1 heavy weapon for every 5 models). For upgrades that are 1 per squad, only one is 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.
- Models from the Troops category receive the Objective Secured special 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 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 however.

- Ad Hoc Squads will only gain a Special Rule if the majority of the squad has that Special Rule itself. This applies to Legion specific traits as well. For example an Ad Hoc squad consisting of 4 Sons of Horus Tactical Marines (Fury of The Legion Special Rule, Merciless Fighters Legion Trait) and a single Death Guard Veteran (Fearless Special Rule, Remorseless Legion Trait) does not gain the Fearless Special Rule or Remorseless Legion Trait. It does however gain the Fury of The Legion Special Rule and Merciless Fighters Legion Trait.

- 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. Note that this may mean that there are models that are allowed to be in the Strike Force, but not allowed to be in an Ad Hoc squad together. (For example: Raven Guard and Alpha Legion models are allowed in a Salamanders Strike Force, but they would not be allowed in an Ad Hoc squad together).

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

RESOURCE GRADES AND 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.

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+	250 Points	You must roll an extra d6 for all Run, Difficult terrain, and Charge moves, discarding your highest die.
Non-Existant	0 Supply Points	5+	300 Points	No unit may Run, Turbo-Boost, or Sweeping Advance. Extra d6 for Difficult terrain and Charge moves, Discard highest die.

HERO ROLES

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 for each model removed as a casualty in Close Combat by this Hero. Gain an additional 2 Action Points if this Hero (or his unit, if they are using his Initiative) catches an enemy unit in a sweeping advance.

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. Gain an additional 2 Action Points at the end of the Shooting Phase if this Hero has removed any enemy models as a casualty.

Martyr

Some Heroes are born to endure. A Martyr Hero may be a warrior who has a contempt for the weakness of the flesh, an indomitable will, or a gain a sick pleasure from pain. Whatever doesn't kill these Heroes literally makes them stronger, and it requires immense effort to lay them low. Even after they fall, their sacrifice will embolden their brothers, and in this way, the Hero endures even beyond death.

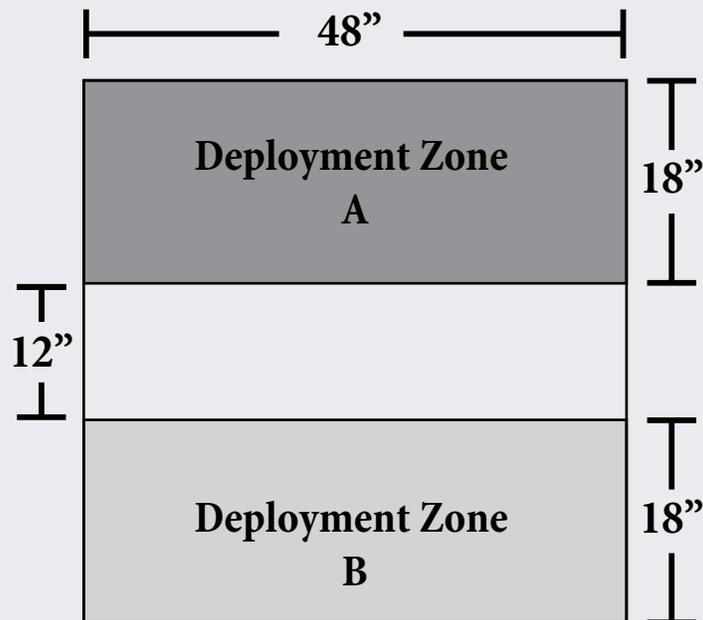
- Gain 1 Action Point for each armor save made by this Hero, whether through Close Combat or Shooting. This happens at the end of phase in which it was inflicted. Gain an additional 3 Action Points at the end of any phase in which this Hero is removed as a casualty.

Duellist

Whether through vanity, honor, or personal challenge, a Duellist seeks out worthy opponents to match blades with. There is little that can raise the morale of the troops following you like raising the head of an enemy Hero after slaying him in single combat.

- Gain 1 Action Point at the end of the Fight Sub-Phase for each model removed as a casualty in Close Combat by this character. Gain an additional 2 Action Points if this Hero removes an enemy Leader or Hero as a casualty in Close Combat.

MISSION I: SUPPLY RAID



OBJECTIVES:

- This game has 4 Objective Markers, each worth 3 Victory Points. These are the only source of Victory Points for this mission.
- Before the game begins, each side rolls-off. The winner gets to place an Objective first. The loser of the roll off then places an Objective. Continue this process until all objectives are placed.
- Objectives may be placed anywhere on the board, except within 12" of another objective.
- This mission uses the normal rules for controlling objectives, with the addition of the Ad-Hoc rules.

SUPPLY POINTS:

Each objective is worth 20 Supply Points to the side that controlled it at the end of the game.

DEPLOYMENT:

Roll-Off to determine who deploys first.

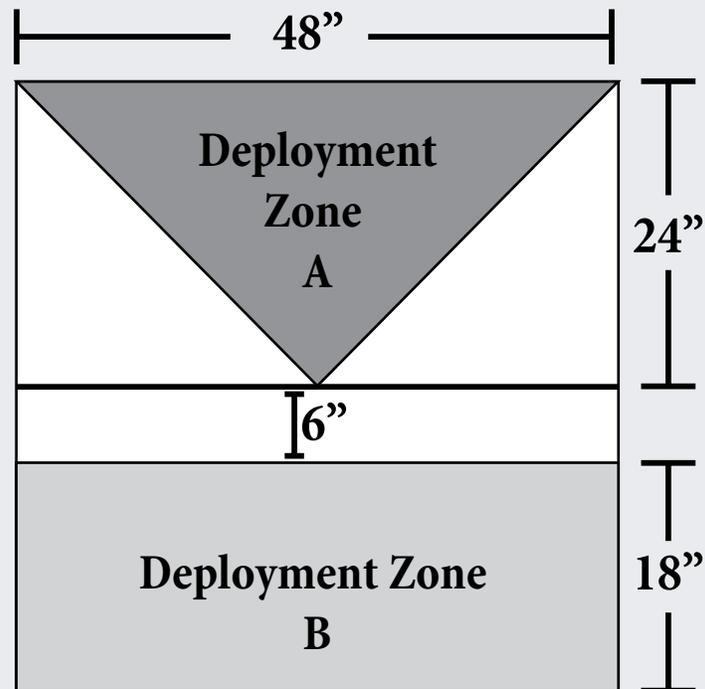
FIRST TURN:

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.

MISSION II: HOUNDS & HUNTERS



OBJECTIVES:

Survivors: Receive 1 Victory Point for each model for each model that has left the table via the opposite edge or for that is in the Enemy Deployment Zone (and not Fleeing) at the end of the game.

Exterminators: Receive 1 Victory Point for each Survivor model removed as a casualty during the game.

SUPPLY POINTS:

Each player receives 2 Supply Points for each enemy model removed from play as a casualty.

DEPLOYMENT:

Roll-Off to determine who deploys first.

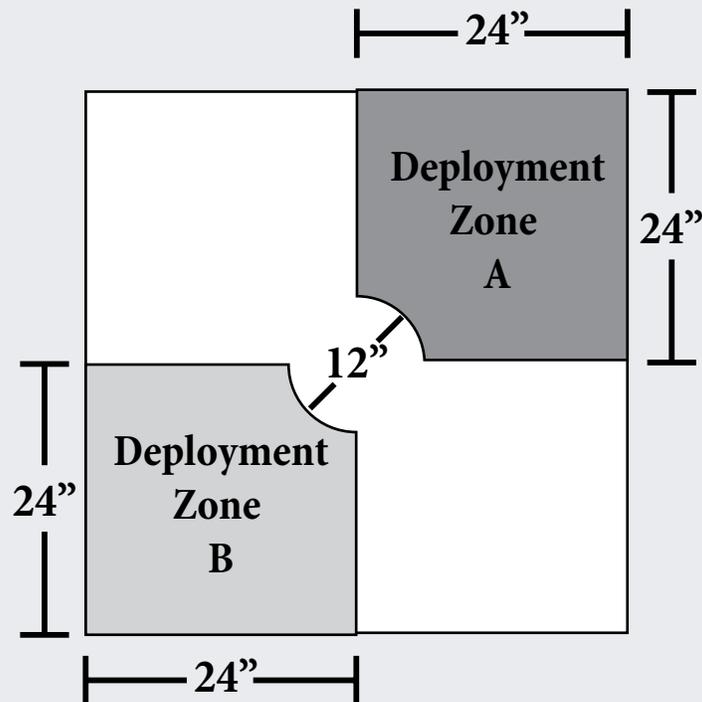
FIRST TURN:

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.

MISSION III: MURDER



OBJECTIVES:

Each player receives 1 Victory Point for each enemy model removed from play as a casualty, and 5 Victory Points if an enemy Hero is removed from play as a casualty. These are the only scoring criteria.

DEPLOYMENT:

Roll-Off to determine who deploys first.

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.