
WARHAMMER
40,000
HORUS HERESY
RULES OF PLAY



The skies of Earth are black with dust and ash. The land is split by gigantic fissures and its tectonic plates groan with stress. Mountain chains shiver; seas have evaporated to become barren deserts. Blood and ash rain from the darkening sky. Astropathic choirs sing evil portents and men go mad with fear.

The fleet of Horus hangs in orbit over the ravaged world. The defenders of Terra stand ready.

Brother fights brother, and the universe hangs in the balance.

Overview

Horus Heresy is a two-player game. The Imperial player controls the forces loyal to the Emperor of Humanity, defending Holy Terra. The Traitor player controls the forces pledged to Warmaster Horus, who must defeat the Imperium in order to claim victory.

There are two areas of focus in the game: the strategic map and the main map board. Players issue orders and either carry them out immediately or place them facedown on the strategic map for later resolution. As players execute their orders, they place and move their units on the main map board.

Placing and executing orders affects the state of the initiative track, a central feature of the game. In addition to indicating which player has the initiative at any given time – that is, which player will act next – it also shows how many orders that player will be able to place and/or execute before initiative swings to his opponent.

The Object of the Game

Each player can win *Horus Heresy* in several ways.

The Traitor player can win by killing the Emperor. Alternately, the Traitor player can win by holding all four spaceports on the main map board, which gives him the means to flood Terra with unstoppable hordes of Chaos.

The Imperial player can win by killing Horus, severing the Traitor serpent's venomous head. Like the Traitor player, he can also win by holding all four spaceports and denying his adversary an essential beachhead on Terra. But even inertia favors the Imperium, for legions of loyal Space Marines are currently traveling through the warp to relieve the siege. If the initiative track reaches its end, these forces arrive, and the Imperial player wins.

See "Winning the Game" on page 39 for a more thorough explanation of these victory conditions.

Components

The following sections list and describe the physical components of *Horus Heresy*.

- Game Board
- 3 Factories, 6 Fortresses, and 1 Palace
- Figures and Bases
  - » 12 Space Marines (Gray)
  - » 24 Imperial Armies (Gray)
  - » 12 Imperial Tank Divisions (Gray)
  - » 3 Adeptus Custodes (Gray)
  - » 3 Adeptus Arbites (Gray)
  - » 3 Adeptus Mechanicus (Gray)
  - » 3 Imperial Titans (Gray)
  - » 16 Chaos Space Marines (4 Red, 4 Green, 4 Blue, 4 Purple)
  - » 4 Chaos Titans (1 Red, 1 Green, 1 Blue, 1 Purple)
  - » 8 Chaos Thunderhawk Flights (2 Red, 2 Green, 2 Blue, 2 Purple)
  - » 8 Chaos Cultists (2 Red, 2 Green, 2 Blue, 2 Purple)
  - » 8 Chaos Warbands (2 Red, 2 Green, 2 Blue, 2 Purple)
  - » 8 Daemon Hordes (2 Red, 2 Green, 2 Blue, 2 Purple)
  - » 60 Gray Imperial Bases (24 Rank I, 18 Rank II, 12 Rank III, 6 Rank IV)
  - » 64 Black Traitor Bases (16 Rank I, 20 Rank II, 24 Rank III, 4 Rank IV)
- 6 Defense Lasers
- 2 Reference Sheets
- 32 Bombardment Cards
- 30 Event Cards
- 40 Imperial Order Cards and 40 Traitor Order Cards
- 32 Imperial Combat Cards and 32 Traitor Combat Cards
- 8 Imperial Hero Combat Cards and 8 Traitor Hero Combat Cards
- 10 Hero Markers and Bases
- 10 Hero Damage Markers
- 28 Legion Designators
- 2 Initiative Markers
- 36 Damage Tokens (21 1-point, 10 2-point, 5 3-point)
- 57 Activation Markers (28 Imperial, 29 Traitor)
- 6 Fortification Markers
- 12 Breach Markers
- 1 Combat Iteration Token
- 10 Special Tokens
- Scenario Guide

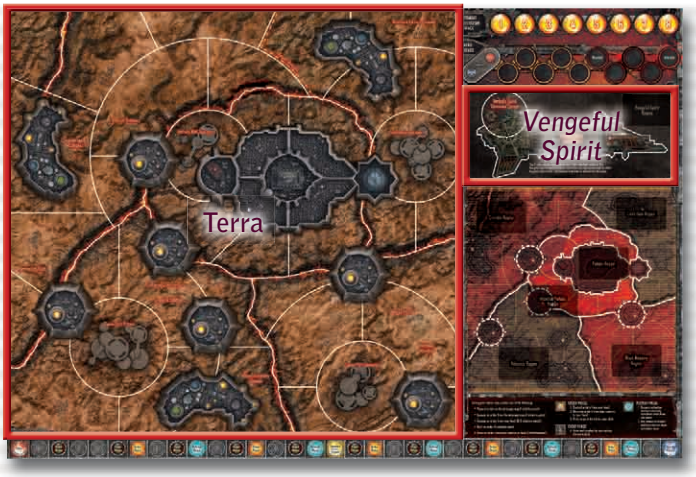
Component Descriptions

GAME BOARD

The game board consists of two major portions – the MAIN MAP BOARD and the STRATEGIC MAP – as well as various record-keeping tracks.



The portion of the main map board that does not include the *Vengeful Spirit* is called TERRA.



Before playing, the plastic fortifications in your *Horus Heresy* set must be slotted from beneath into the holes cut in the board. The three factories and six fortresses are interchangeable with the others of their type for these purposes.


a crevasse border

The main map board is divided into AREAS. Most divisions between areas are marked by white lines. However, the plastic fortification walls also divide areas from one another. So, for example, the Eternity Wall Spaceport and Tower of Shadows are separate areas even though no white line separates them, and the palace is divided into seven separate areas by these walls.

Some area divisions are also CREVASSES, which are more difficult to move and attack across than other area borders.

FACTORIES, FORTRESSES, AND THE PALACE

The fortified areas on Terra are represented by raised plastic FORTIFICATIONS. There are three types of fortifications. FACTORIES represent industrial districts. FORTRESSES are defensive bastions scattered across the board. The PALACE is the massive complex that is the heart and soul of Terra, and therefore of the Imperium.



Factory



Fortress



Palace

FIGURES AND BASES

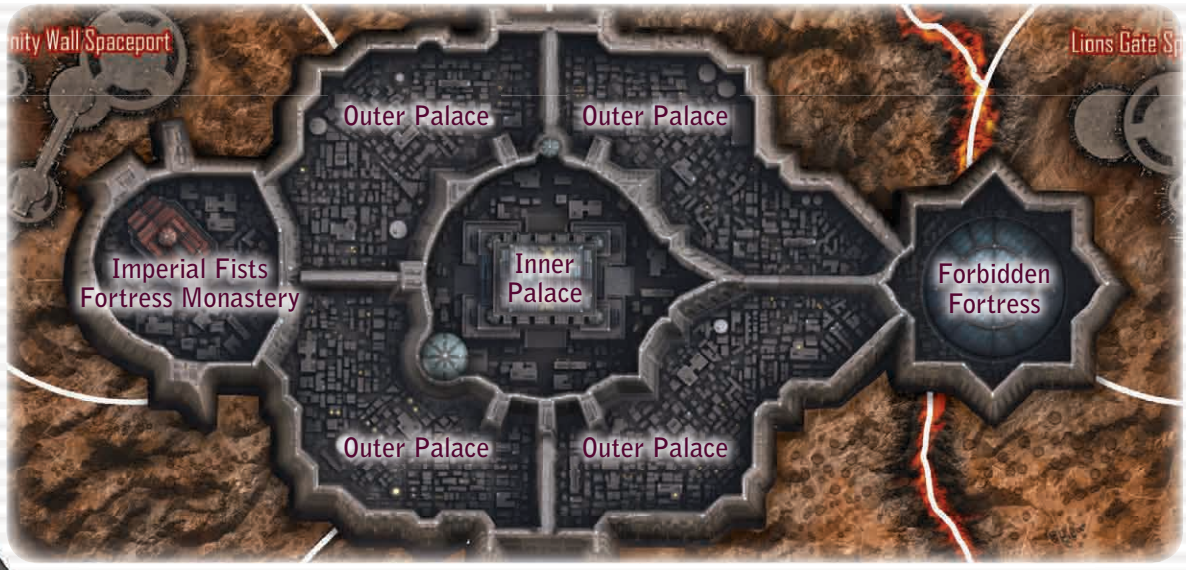
PLAYING PIECES are used to indicate the disposition of military forces on the main map board. A playing piece is also sometimes called a UNIT.

Each playing piece comprises two components: a FIGURE and a BASE. A figure is a representative plastic sculpture with a peg at the bottom. The peg plugs into a base, which both allows it to stand up and also demonstrates its capabilities in battle.



THE AREAS OF THE PALACE

Unlike the factories and fortresses in *Horus Heresy*, which each comprise only one area, the palace consists of seven different areas. These seven palace areas have names, some of which can be important in the course of setup and play. Each palace area is labeled with its name in the diagram below.

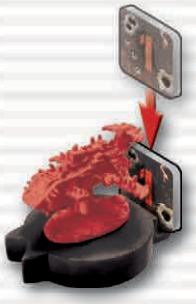


The figures are molded in five different colors. Imperial figures are gray and belong to the Imperial player. The other four colors of figures belong to the Traitor player. Their colors denote which Chaos Power they serve. Red figures serve Khorne, green figures serve Nurgle, blue figures serve Tzeentch, and purple figures serve Slaanesh.

Bases come in two colors and four shapes. Gray bases indicate units belonging to the Imperial player, while black bases indicate Traitor units. The number of points on a unit's base communicates its combat rank, which is I, II, III, or IV. Higher ranks indicate greater military capacity.



Each base has a clip that allows a single damage token to be inserted.



a damage token slotted into a unit's base clip

Space Marines and Chaos Space Marines units are assembled with legion designators between their figure and base to indicate their legion (see "Legion Designators" on page 8).

For the most part, playing pieces can be assembled once and the component figures and bases left together over the course of many games. However, Imperial Armies and Imperial Tank Divisions can change sides in the course of play. When this happens, those units become Traitor Armies and Traitor Tank Divisions, respectively, and are removed from their gray bases and placed on black bases instead (see "Traitor Armies and Traitor Tank Divisions" on page 37).



assembly of a Chaos Space Marines figure with its legion designator and base

DEFENSE LASERS



Defense lasers represent mighty batteries of artillery capable of demolishing Traitor units as they descend from orbit to attack Terra. Although they look like figures in that they are molded plastic sculptures, they do not combine with bases to form units. See "Defense Lasers" on page 36.

REFERENCE SHEETS

Each player has a reference sheet that lists the special abilities of his heroes, and of his units that have unusual capabilities such as flying or fast movement.

BOMBARDMENT CARDS

The bombardment cards form a bombardment deck that is shared by both players. It is used to resolve orbital bombardments, Thunderhawk bombardments, and the use of defense lasers. It is also used to randomly determine whether certain events resolve in favor of the Imperial or Traitor player using the Imperial Eagle or Chaos Star that appears on each card.



Bombardment Card Back



Bombardment Card Faces

EVENT CARDS

Event cards describe momentous incidents that can occur in the course of a game.

For each game, a number of event cards are selected according to the chosen scenario's instructions to make up that game's event deck. Unselected event cards are not part of that game's event deck (see "Event Deck Construction" on page 13).



Event Card Back



Event Card Face

BOMBARDMENT CARD ANATOMY

Each bombardment card can be used for four different purposes, and so has four different sections.

ORBITAL BOMBARDMENT EFFECT: Used to adjudicate the effects of orbital bombardments, generally inflicted by the Traitor player. Each bombardment has "Precise" and "Reckless" effects.

THUNDERHAWK BOMBARDMENT EFFECT: Used to adjudicate the effects of Thunderhawk bombardments, which arise due to the effects of combat cards.

DEFENSE LASER EFFECT: Used to adjudicate the effects of defense lasers, which help defend Terra against the Traitor's unit landings.

IMPERIAL EAGLE OR CHAOS STAR: Either the Imperial Eagle or Chaos Star symbol appears on each card. They are used to determine a random player or side.



Orbital Bombardment Effect

Thunderhawk Bombardment Effect

Defense Laser Effect

Imperial Eagle or Chaos Star

ORDER CARDS

Order cards are each player's bread and butter of turn-by-turn play. They are used to order units to move, launch attacks, and carry out other activities. Some affect the game in other ways, as well.

Each player has a separate order deck.



Imperial Order Card Face and Back



Traitor Order Card Face and Back

COMBAT CARDS

Combat cards are drawn and played when units engage in battle. Each player has a separate combat deck.



Imperial Combat Card Face and Back



Traitor Combat Card Face and Back

HERO COMBAT CARDS

Hero combat cards are similar in purpose and function to regular (i.e., non-Hero) combat cards, save that they are only drawn when Heroes are involved in the battle being resolved.

Each player has a separate Hero combat deck.



Imperial Hero Combat Card Face and Back



Traitor Hero Combat Card Face and Back

HERO MARKERS AND BASES

Heroes are the mighty protagonists of the battle for Terra: The Emperor, Warmaster Horus, the Space Marines and Chaos Space Marines Primarchs, and the Fabricator General of Mars.

Each Hero is represented on the main map board by a cardboard marker slotted into a clear plastic base. Note that Hero bases are not similar in appearance to unit bases. It is not necessary to remove Hero markers from their bases between games.



The Emperor



The Fabricator General

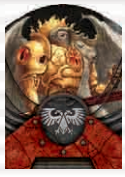


Horus

Each of the seven Primarchs corresponds to a particular legion of Space Marines or Chaos Space Marines. These correspondences are shown in the table opposite.

Each Hero marker denotes the character in question as well as that character's inner circle of guards, which allows them to be quite potent in battle.

THE PRIMARCHS

MARKER	NAME	LEGION
	Rogal Dorn	Imperial Fists
	Jaghatai Khan	White Scars
	Sanguinius	Blood Angels
	Angron	World Eaters
	Fulgrim	Emperor's Children
	Mortarion	Death Guard
	Magnus the Red	Thousand Sons

HERO DAMAGE MARKERS

HERO DAMAGE MARKERS are cardboard markers used to track the health of each Hero on the Hero damage track.



Hero Damage Markers

DAMAGE TOKENS

DAMAGE TOKENS indicate any harm a unit suffers that is not sufficient to eliminate it from play. Damage tokens come in three denominations (1-point, 2-point, and 3-point). They are slotted into a unit's base clip when the unit suffers damage.



1-point, 2-point, and 3-point Damage Tokens

LEGION DESIGNATORS

A LEGION DESIGNATOR is a cardboard disc assembled between a Space Marines or Chaos Space Marines unit's figure and base to indicate its legion affiliation. See "Figures and Bases" on page 5 for assembly instructions.



Blood Angels



Imperial Fists



White Scars



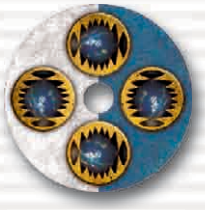
Death Guard



Emperor's Children



Thousand Sons



World Eaters

ACTIVATION MARKERS

ACTIVATION MARKERS are cardboard markers of two types, corresponding to the Imperial player and Traitor player respectively. The face of each type shows an ACTIVATION ICON. The back of each type shows a ROUT ICON. An activation marker with its rout icon faceup is sometimes called a ROUTED ACTIVATION MARKER.



Imperial Activation Marker (Activation Side)



Imperial Activation Marker (Rout Side)



Traitor Activation Marker (Activation Side)



Traitor Activation Marker (Rout Side)

INITIATIVE MARKERS

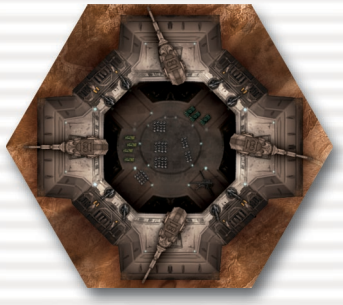
The two INITIATIVE MARKERS – one Imperial and one Traitor – move along the initiative track during the course of play. Their placement at any given time indicates which player goes next and how much he can do before the initiative shifts to his opponent.



Imperial and Traitor Initiative Markers

FORTIFICATION MARKERS

A FORTIFICATION MARKER indicates the presence of a temporary fortification in an area.



Fortification Marker

BREACH MARKERS

A BREACH MARKER indicates that the fortified border it marks has been breached.



Breach Marker

COMBAT ITERATION TOKEN

The COMBAT ITERATION TOKEN can be moved along the combat iteration track on the game board during a battle to help players remember which iteration they are currently resolving.



Combat Iteration Token

SPECIAL TOKENS

The effect and use of SPECIAL TOKENS varies by scenario.



Special Token

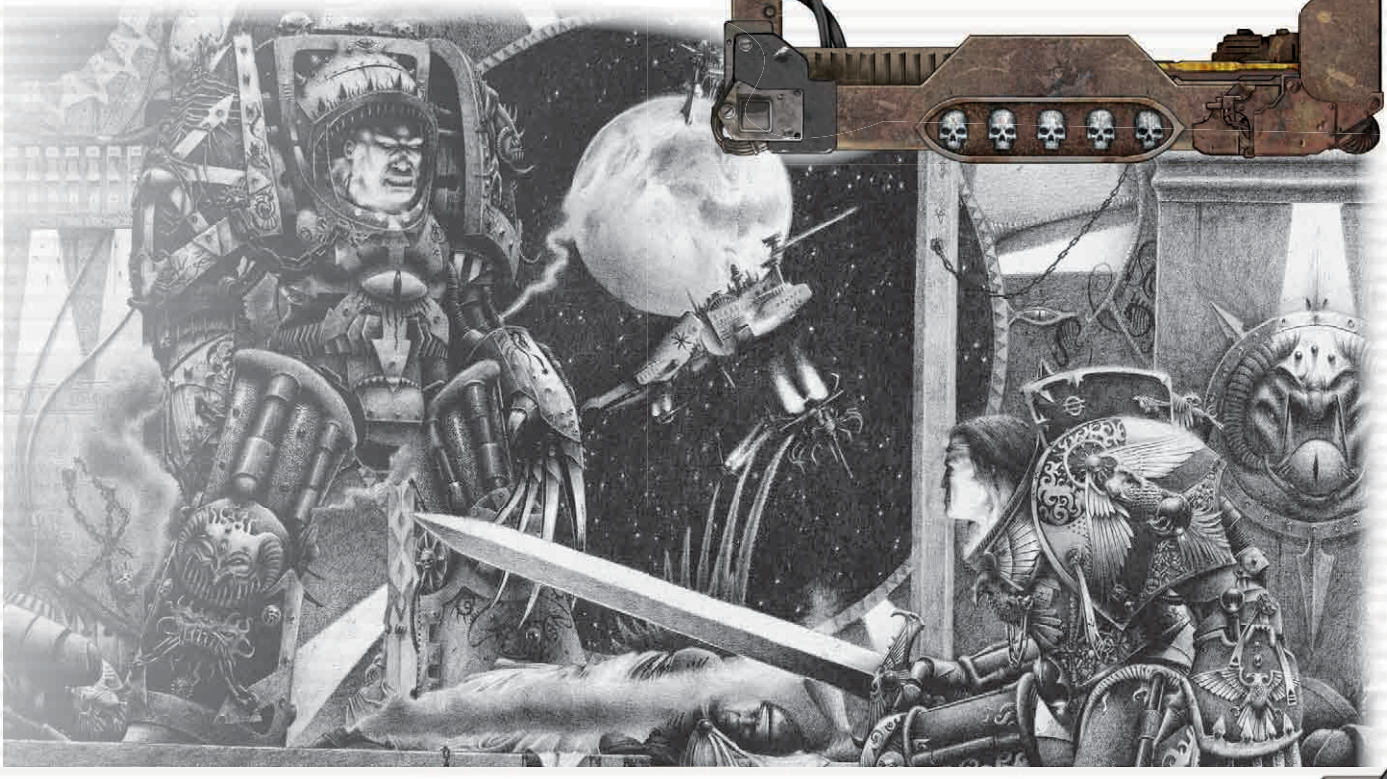
SCENARIO GUIDE

A booklet that details six different scenarios that can be used to play *Horus Heresy* as well as presenting "The Siege of Terra," the canonical account of the events upon which this game is based.

ABSTRACTIONS

Many of the cards and other components in *Horus Heresy* abstract elements of the rich Warhammer 40,000 universe in ways that might, from time to time, seem to contradict the canon established in the *Warhammer 40,000* tabletop battle game, its sourcebooks, the novels set in the universe, and so on. For example, the "Drop Pods" order card allows the Traitor player to deploy Chaos Thunderhawk Flights on the board, whereas in *Warhammer 40,000,* it's simply not possible to convey Thunderhawks in drop pods. As another example, the "Port Landing" order card can be used to ferry units from Terra's spaceports to the *Vengeful Spirit,* but in no way does this suggest that the *Vengeful Spirit* – a capital ship stretching the limits of the word "massive" – is actually landing in a port to carry away troops.

In cases where your existing knowledge of the Warhammer 40,000 universe seems stretched by something you see on a card, remember that abstractions are necessary in order to make this *Horus Heresy* board game easy and fun to play.



First Game Setup

Before playing *Horus Heresy* for the first time, assemble all of the playing pieces by attaching each figure to a base of the appropriate rank, as shown in the table below. Note that each Space Marines and Chaos Space Marines playing piece also requires a legion designator (see "Legion Designators" on page 8).

Additionally, slot each Hero marker into a transparent Hero base.

Playing Piece Assembly Table

UNIT	FIGURE AND BASE	BASE RANK
Adeptus Arbites		II
Adeptus Custodes		IV
Adeptus Mechanicus		II
Imperial Army		I
Imperial Tank Division		II
Imperial Titan		IV
Blood Angels Space Marines		III
Imperial Fists Space Marines		III
White Scars Space Marines		III
Chaos Cultists*		I
Death Guard Chaos Space Marines		III
Emperor's Children Chaos Space Marines		III

UNIT	FIGURE AND BASE	BASE RANK
Thousand Sons Chaos Space Marines		III
World Eaters Chaos Space Marines		III
Chaos Thunderhawk Flight*		II
Chaos Titan*		IV
Chaos Warband*		II
Daemon Horde*		III

* Red (Khorne) figures are shown here. The green (Nurgle), blue (Tzeentch), and purple (Slaanesh) figures of the same types should be matched with bases of the same rank. For example, green, blue, and purple Chaos Cultists should be mounted on rank I black (Traitor) bases, green, blue, and purple Chaos Thunderhawk Flights should be mounted on rank II black (Traitor) bases, and so on.

There will be eight black rank I Traitor bases and four black rank II Traitor bases left over after these units are assembled. These bases are used to convert Imperial Armies into Traitor Armies, and Imperial Tank Divisions into Traitor Tank Divisions, in the course of play (see "Traitor Armies and Traitor Tank Divisions" on page 37).

RESETTING BETWEEN GAMES

Although players need not re-assemble all of the units between games of *Horus Heresy*, they should make sure that any Traitor Armies and Traitor Tank Divisions are placed back on Imperial bases (gray) before beginning a new game.

SPECIFIC VS. GENERAL RULES

The general rules in this rulebook are sometimes contradicted by the specific rules found in scenario details, on cards, in Hero special abilities, and so on. In such cases, situation-specific rules supersede general rules.

Setup

1. Scenario Selection

The first step in setting up a game of *Horus Heresy* is to determine which scenario will be played, and which player will take which side. Six scenarios are included in *Horus Heresy* in the Scenario Guide booklet.

It is highly recommended that first-time players play the scenario "Brother Against Brother" (see page 3 of the Scenario Guide), intended to introduce new players to the game. Beginning players may choose sides randomly or by mutual agreement.

If a new player is playing against an experienced player, it is recommended that they choose the "Brother Against Brother" scenario, and that the experienced player control the Traitor side.

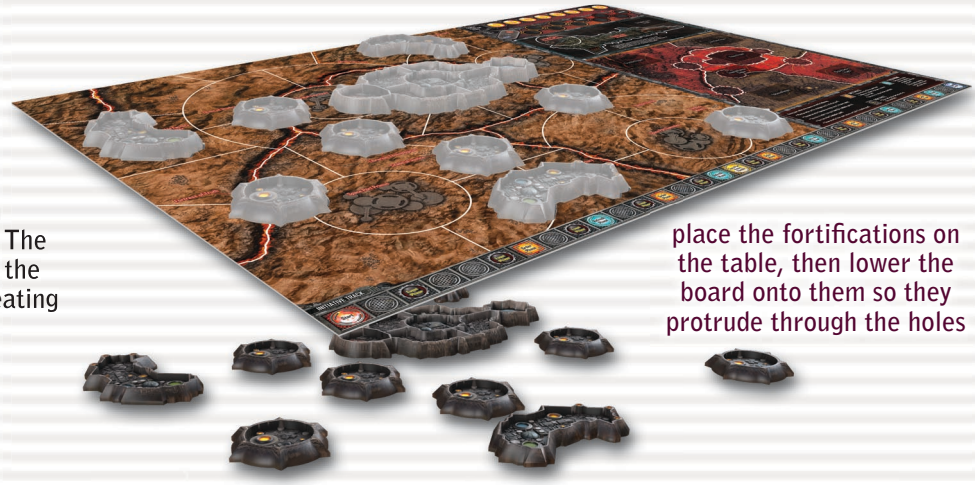
Two experienced players may choose a scenario, and sides, by one of these three methods:

- Both players agree on which scenario will be played. Then the bombardment deck is shuffled, one player is chosen, and the top card is revealed to determine which side that player will control (the Imperial side if that card bears an Imperial Eagle, and the Traitor side if that card bears a Chaos Star).
- The players flip a coin. The player who wins the toss chooses freely among the scenarios. Then, the player who lost the toss chooses which side to control.
- The players simply choose a scenario and side assignments that are agreeable to both of them.

Each scenario has unique setup instructions, which are described in the Scenario Guide. Once a scenario has been selected, refer to its particulars while continuing to follow the setup instructions detailed below.

2. Board Assembly

Lay out the fortifications (factories, fortresses, and palace) on the table in the rough arrangement indicated by the diagram to the right. Then, lower the unfolded board onto the fortifications, aligning each fortification with the corresponding hole in the board. The assembled board should lay flat with the fortifications protruding through, creating a three-dimensional surface.



place the fortifications on the table, then lower the board onto them so they protrude through the holes

3. General Component Setup

Do the following:

- Each player takes a reference sheet.
- Each player takes the playing pieces for his side.
- The Traitor player takes the extra bases used to convert Imperial Armies and Imperial Tank Divisions into Traitor Armies and Traitor Tank Divisions.
- The Imperial player takes the defense lasers.
- The Imperial player takes the Emperor, Rogal Dorn, Jaghatai Khan, Sanguinius, and the Fabricator General.
- The Traitor player takes Horus, Angron, Fulgrim, Mortarion, and Magnus the Red.
- All Hero damage markers are placed on the first space of the Hero damage track.
- Each player takes, shuffles, and places facedown near himself his own side's combat deck and Hero combat deck.
- Shuffle the bombardment deck and place it facedown within reach of both players.
- Place the Imperial and Traitor initiative markers on the first space of the initiative track with the Traitor marker on top of the Imperial marker.
- Place the remaining markers and tokens within reach of both players.
- Each player takes his order deck but sets it aside until step 8, below.

4. Unit Setup

Each player places units and Heroes on the main map board according to the chosen scenario's unit setup instructions.

All unused units, figures, bases, and Heroes (i.e., all those not otherwise placed on the main map board according to the scenario's unit setup instructions) form the players' respective STOCKPILES.

5. Event Deck Construction

Most scenarios' event decks consist of one or more ACTS. Each act is made up of one of more event cards.

Assemble the event deck according to the instructions below and the chosen scenario's event card lists.

For each act, do the following:

1. Find the event cards named.
2. Shuffle those cards facedown.
3. If that act's card list specifies that only some of those cards should be used (e.g., "Use three random cards from the following list:"), follow that instruction, returning unused cards to the box without looking at them.
4. Leave the resulting pile of cards facedown; it will form *part* of the final event deck.

Carrying out this procedure for each of the scenario's acts results in one facedown pile for each act. To assemble the event deck from these piles, simply stack them on top of each other with the Act I pile on top, the Act II pile below it, the Act III pile below that, and so on, until all of the piles have been assembled.

Some scenarios' event decks are not assembled by this procedure, in which case the alternate instructions provided by the scenario are carried out instead.

6. Corruption

In each scenario, the Traitor player has the opportunity to corrupt some Imperial units before the game begins. Imperial Army units and Imperial Tank Division units are the only types of units subject to corruption.

Corruption is carried out as follows:

1. The Traitor player chooses an Imperial unit, from among the allowable unit types, that has been placed on the main map board.
2. The Traitor player draws the top card from the bombardment deck. If the card shows an Imperial Eagle, there is no effect. If the card shows a Chaos Star, the unit is corrupted. If corrupted, the figure is removed from its Imperial (gray) base and placed on a Traitor (black) base (see "Traitor Armies and Traitor Tank Divisions" on page 37). The corrupted unit remains in the same area. The Imperial base is returned to the Imperial stockpile. Drawn cards are discarded normally.
3. This procedure is carried out the number of times the scenario specifies. Each Imperial unit may only be placed in jeopardy of corruption once during setup.

7. Bombardment

In each scenario, the Traitor player has the opportunity to bombard from orbit some number of areas on the main map board before play begins.

Bombardment is carried out as follows:

1. The Traitor player chooses an area on the main map board. The Traitor player may not select fortified areas (e.g., factories, fortresses, and the areas of the palace).
2. The Traitor player chooses whether this bombardment will be precise or reckless.
3. The Traitor player draws the top card from the bombardment deck and applies the orbital result of the chosen type to the chosen area. See "Bombardment" on page 35. Drawn cards are discarded normally.

This procedure is carried out the number of times the scenario specifies. There is no limit to the number of times the same area may be bombarded during setup, other than the total number of bombardments allowed.

8. Order Card Setup

To prepare each side's order cards and deck for play, do the following:

1. Each player removes all of his starting order cards from his order deck. Starting order cards bear a green skull icon in their lower left corner. By default, these cards form his starting hand of order cards.
2. Each player follows any additional order card setup instructions. These instructions may allow (for example) a player to pre-stock the strategic map with certain orders at no initiative cost, to add additional order cards to his starting hand, and so on.
3. Each player's remaining order cards (i.e., those that he has not been instructed to do something else with) are shuffled to form his order deck, which is placed facedown near its owner.

Starting Order Icons



Begin Play!

After order card setup, the current player (the Traitor player, since his initiative marker is on top) dives in and starts taking actions. There are no more preliminaries!

Initiative and Actions

Many factors of *Horus Heresy* are governed by the INITIATIVE TRACK, and where each player's INITIATIVE MARKER is found on it at any given time.

Each player's initiative marker begins the game on the first space of the initiative track. Players SPEND INITIATIVE, moving their initiative markers space by space toward the end of the track, to carry out ACTIONS. Spending one INITIATIVE POINT results in one space of movement on the track.

Each game consists of many ROUNDS. The first round starts after setup is completed, and subsequent rounds begin after each previous round is finished. This continues until one player wins.

At the beginning of any given round, the player whose initiative marker is closest to the *start* of the initiative track is said to HAVE INITIATIVE. This player is called the CURRENT PLAYER. If both initiative markers are on the same space at the beginning of a round, the player whose marker is on top is the current player.

The current player – that is, the player said to have initiative – does not change during a round. The identity of the current player is only determined at the beginning of a round.

In each round, the following steps are carried out:

1. **ACTION STEP:** The current player chooses an action to carry out, and resolves it. See "The Action Step" on this page.
2. **ADVANCE INITIATIVE MARKER STEP:** The current player's initiative marker is advanced on the initiative track according to the action he chose. See "The Advance Initiative Marker Step" on this page.
3. **CHANGE OF INITIATIVE STEP (IF NECESSARY):** If the current player moved his initiative marker past his opponent's initiative marker in the advance initiative marker step, there is a CHANGE OF INITIATIVE, during which coexistence battles are fought and stacking limits are enforced. See "The Change of Initiative Step" on page 15.
4. **RESOLVE SPECIAL PHASES STEP (IF NECESSARY):** If the current player moved his initiative marker past or onto any special phase icons in the advance initiative marker step, each corresponding special phase is resolved. See "The Resolve Special Phases Step" on page 15.

A new round begins immediately when the previous round is completed.



the Imperial and Traitor initiative markers, and a portion of the initiative track



The Action Step

There are five different actions a player can choose among during the action step. Each action has a corresponding initiative cost that is paid during the advance initiative marker step. See "Actions and Orders" on page 18 for more detailed explanations of these options.

PLACE AN ORDER: The player chooses an order card from his hand and places it facedown on the strategic map. Cost: 1 initiative point.

EXECUTE ORDER FROM STRATEGIC MAP: The player chooses one of his order cards, which must be on top of one of the strategic map's stacks, and executes it. The order card is discarded once the initiative cost is paid. Note that players cannot execute orders that were placed since the last change of initiative. Cost: 1 initiative point.

EXECUTE ORDER FROM HAND: The player chooses an order card in his hand and executes it in the region of his choice. The order card is discarded once its initiative cost is paid. Cost: 0–3 initiative points (depending upon the card chosen).

BURY AN ORDER: The player chooses one order stack on the strategic map and moves the top card of the stack to the bottom of the stack without looking at it. This may be done to friendly or enemy cards. Cost: 1 initiative point.

DRAW AN ORDER: The player draws one order card of his choice from his reserve, or draws the top card from his order deck. Cost: 1 initiative point.

The Advance Initiative Marker Step

During this step, the current player's initiative marker is moved toward the end of the initiative track. The number of spaces it is moved depends on the action he chose during the action step. Most actions cost 1 initiative point (and so, move the current player's marker one space). However, executing an order card from a player's hand can cost up to 3 initiative points (see "Order Card Anatomy" on page 17). A few actions cost no initiative points; they do not cause their owner's initiative marker to move.

If a player advances his initiative marker onto (but not over) the space where his opponent's initiative marker lies, the moving marker is placed on top.

EXAMPLE: *The initiative track is in the "Before" state at the beginning of the round. Because the Traitor player's initiative marker is closer to the beginning of the track, the*

Traitor player has initiative and becomes the current player. He chooses to place an order from his hand facedown on the Palace region of the strategic map. After placing the card, he moves his initiative marker forward one space, because placing a card on the strategic map costs one point of initiative. This puts his initiative marker in the same space as his opponent's marker, so he places his initiative marker on top of his opponent's.



Before



After (note how the Traitor player places his initiative marker *on top* of the marker already present)

The Change of Initiative Step

During this step, if the current player is no longer the player whose initiative marker is closest to the start of the initiative track, there is a CHANGE OF INITIATIVE. (If both players' markers are on the same space, there is only a change of initiative in the unusual situation where the current player's initiative marker is *below* his opponent's marker in that space.)

When a change of initiative occurs, two special activities occur.

1. **COEXISTENCE BATTLES:** Combat is carried out in all main map board areas where enemy forces co-exist (see "Combat" on page 24). When there are multiple areas of coexistence, the Imperial player chooses the sequence in which the battles are fought.
2. **STACKING LIMITS:** After all coexistence battles have been resolved, stacking limits are checked and observed (see "Stacking Limits" on page 38.

If there is no change of initiative, nothing happens in this step. That is, no coexistence battles are fought and stacking limits are not enforced.

Note that even when there is a change of initiative, the identity of the current player does not change until the next action round begins.

EXAMPLE: *(Continued from the previous example.) Both players' initiative markers are in the same space of the initiative track during the change of initiative step. Because the Traitor player's initiative marker is on top, there is no change of initiative. In the next round, the Traitor player places another order card from his hand onto the strategic map, and moves his initiative marker forward one space. After that, in the change of initiative step, there is a change of initiative to the Imperial player, because the Imperial initiative marker is now closer to the start of the initiative track than the Traitor's initiative marker.*



The Traitor player spends another point of initiative. In the change of initiative step, there will be a change of initaitive, because the Imperial player's marker is now closer to the start of the initiative track.

The Resolve Special Phases Step

Some spaces on the initiative track have icons that indicate when three types of special phases – EVENT PHASES, DRAW ORDERS PHASES, and REFRESH PHASES – are carried out.



During the resolve special phases step, a special phase is carried out for each special phase icon the current player's initiative marker moved past or onto in the preceding advance initiative marker step. That is, for each special phase icon the current player moved his initiative marker across or onto in this round, that type of special phase is carried out.

If an initiative marker is moved past or onto more than one space with a special phases icon, then all corresponding phases are resolved, in the order in which they were moved past or onto.

Note, however, that *a particular space's special phase is only addressed once per game.* It is addressed only in the first round in which a player's initiative marker moves past or lands on it. When the other player's initiative marker moves past or lands on a space whose icon has already been triggered, there is no additional effect.

In a round where the current player did not move his initiative marker past or onto a space bearing a special phase icon, no special phases are carried out.

If players worry that they may forget which icons must be resolved between advancing initiative markers and carrying out the special phases step, pending icons can be marked with a convenient marker or token until they are resolved.

EXAMPLE: *The Imperial player is the current player and executes an order from his hand that costs three points of initiative. When he moves his initiative marker three spaces on the initiative track, he crosses over a space with an event phase icon and comes to rest on a space with an order*

phase icon. In the resolve special phases step, the players resolve an event phase and then resolve an order phase.



Before



After (note how the Imperial player has passed an event icon and landed on a draw orders icon, so both corresponding phases will be carried out, in order)

EVENT PHASE

During the event phase, the current player draws the top card from the event deck, reads its instructions, and carries them out.

If the instructions are "Do immediately," the card's effects are carried out right away. Otherwise, the instructions direct the players as to what should be done with the card, and the effect includes information about how and when its effects are carried out.

EXAMPLE: *The Imperial player is the current player and executes an order from his hand that costs two points of initiative. When he moves his initiative marker, it lands on an event phase icon. During the resolve special phases step, he carries out an event phase, drawing the event card "Command Decisions." Its instructions are "Do Immediately," so he carries out its effect, which allows him to place three order cards on the strategic map at no initiative cost.*

DRAW ORDERS PHASE

During the draw orders phase, each player is able to draw new order cards according to the following procedure.

1. Starting with the current player, each player may discard any or all order cards from his hand. Recyclable orders are placed in the player's reserve rather than his discard pile. (See "Recyclable Orders and the Reserve" on page 20.)
2. Starting with the current player, each player may move any or all order cards from his reserve to his hand as long as he does not exceed six cards in his hand.
3. Each player with fewer than six cards in his hand draws cards from his order deck until he has six cards in his hand.

EVENT CARD ANATOMY



TITLE: An event card's title is the name that identifies it.

INSTRUCTIONS: An event card's instructions are directions to the players about what they should do immediately when the card is drawn.

EFFECT: An event card's effect describes how that card changes the game, and may also describe when those effects occur, if the instructions are something other than "Do immediately."

EXAMPLE: *The Traitor player moves his initiative marker onto a draw orders phase icon. During the resolve special phases step, the players carry out a draw orders phase. The Traitor player chooses to discard two of the three order cards that remain in his hand. One of these two bears a recycle symbol, so he places it in his reserve. The other is placed in his discard pile. From his reserve of four cards (three of which have been there, one of which he just placed there) he chooses two cards and adds them to his hand, bringing his hand to three cards. Finally, he draws three cards from his order deck to bring his hand to six cards.*

REFRESH PHASE

During the refresh phase, the players first remove all activation markers from the main map board that show an activation icon. Then, all routed activation markers (i.e., those that show a rout icon) are flipped over to show their activation icons.

Orders

In *Horus Heresy*, players use order cards to command their units and Heroes to move, fight, and carry out other battlefield endeavors.

The action chosen by the current player in a given round determines how he may use his order cards in that round's action step.

Generally speaking, players EXECUTE order cards in two ways. They can PLACE them on the strategic map (with the "place an order" action) for execution later in the game (with the "execute order from strategic map" action), or they can execute them directly from their hand (with the "execute order from hand" action). Each option has different ramifications in terms of the order's initiative cost and effects when executed.

Players can also bury orders (with the "bury an order" action) and draw new order cards (with the "draw an order" action).

The ways orders are used with each of these actions are described in detail below.



The Strategic Map

Regions and the Strategic Map

The strategic map can be thought of as a more abstract, high-level version of the main map board.

ORDER CARD ANATOMY

Imperial Order Card



Name
Cost
Effect
Strategic Effect
Recycle Symbol
Starting Order Icon

Traitor Order Card



Name
Cost
Effect
Recycle Symbol
Starting Order Icon

NAME: A label that identifies the order.

COST: A quantity of icons that show how many initiative points it costs to execute the order from a player's hand.

EFFECT: A description of what the player executing the order may do at the time of execution.

STRATEGIC EFFECT: A bonus effect that the player executing the order may carry out if the order is executed from the strategic map rather than from his hand. Some order cards do not have a strategic effect.

STARTING ORDER ICON: An icon whose presence indicates that this order is a starting order.

RECYCLE SYMBOL: An icon whose presence indicates that this order is recyclable.

Each REGION on the strategic map corresponds to a collection of areas on the main map board. For example, the Black Ministry region of the strategic map corresponds to nine different AREAS that generally surround Spaceport Damocles. The *Vengeful Spirit* region, obviously, corresponds to the two areas of the *Vengeful Spirit*.

Spaceports and factories appear on the strategic map only to help orient the players to the lay of the land.

Each region of the strategic map has an ORDER STACK, where order cards are placed when players use the "place an order" action. The *Vengeful Spirit*'s order stack is found near the *Vengeful Spirit*'s areas, rather than on the strategic map proper.

A player may review a facedown order on the strategic map as long as it belongs to him and is the top-most order in its stack. Otherwise, players may not review order cards on the strategic map.

When an order is executed, either from the strategic map or from a player's hand, a specific region is always chosen as the focus of its effects, whether the region is selected freely (when the order is executed from a player's hand) or determined by the order's location on the strategic map (when executed from the strategic map). This selection determines which units are able to carry out that order's effects as they are described on the order card. For example, when a "Firefight" order on the Black Ministry region's order stack is executed, the target area of the attack must be one of the nine areas on the main map board that fall in the Black Ministry region. The few orders that do not directly affect a given region, or area(s) within a given region, may be carried out anywhere they would otherwise be legal.

REGION DIVISION NOTES

- Four fortress areas on the strategic map have dashed borders. These areas belong to *all* of the regions to which they are adjacent. For example, the Tower of Shadows area is in both the Imperial Plateau region and the Crucible region. To be clear, the Bastion Eternal area is part of three different regions.
- The Palace region consists only of the seven contiguous fortified areas marked on the strategic map. That is, it extends only to the edges of the plastic Palace.
- The Imperial Plateau region consists of areas that together form a rough horseshoe shape.
- The only region division not denoted on the main map board by either a crevasse or a fortification wall is in the north center of the map. This border is marked by an orange dotted line and the words "Region Division."

Actions and Orders

The following sections describe how orders are used in conjunction with each of the five actions.

THE "PLACE AN ORDER" ACTION

A player uses this action to place an order on the strategic map for execution later.

When carrying out a "place an order" action, the player chooses an order card from his hand and places it *facedown* on the strategic map in one of the seven order stacks.

When a player places a new order on a stack that already has cards in it, the new order is placed on top of the stack.

In the advance initiative marker step that follows a "place an order" action, the player pays one initiative point.



When placing a new order card in a region containing previously placed order cards, offset the new card slightly, so both players can see the orders underneath.

THE "EXECUTE ORDER FROM STRATEGIC MAP" ACTION

A player uses this action to execute an order he previously placed on the strategic map.

When carrying out an "execute order from strategic map" action, the player chooses and executes an order that belongs to him (e.g., an Imperial order if he is the Imperial player) from the top of one of the seven order stacks. See "Executing Orders" on page 19. After the order is executed, it is discarded or recycled.

An order on the strategic map that is not on top of its stack cannot be executed until the orders above it have either been executed or buried.

An order on the strategic map cannot be executed if it was placed on the strategic map since the most recent change of initiative. (This is forbidden because it would allow a player to avoid the increased initiative cost of playing an order directly from his hand.)

REMEMBERING WHEN ORDER CARDS WERE PLACED

The "execute order from strategic map" action forbids a player from executing an order that was placed on the strategic map since the last change of initiative. However, when one player takes several actions in a row, players are forced to remember when orders were placed.

Players who are worried about whether they will be able to accurately remember when certain order cards were placed on the strategic map may resolve to always place order cards onto the strategic map's stacks so that the cards are rotated 90 degrees from the rest of the stack. Then, at each change of initiative, all such cards are rotated to match the rest of the stack.

Using this system, both players always know that rotated cards cannot be executed.

In the advance initiative marker step that follows an "execute order from strategic map" action, the player pays one initiative point, *regardless of the cost printed on the order card.*

THE "EXECUTE ORDER FROM HAND" ACTION

A player uses this action to execute an order directly from his hand, rather than going through the intermediary step of placing it on the strategic map.

When carrying out an "execute order from hand" action, the player chooses and executes an order from his hand. The order still targets a particular region, like one executed from the strategic map. See "Executing Orders" on this page. After the order is executed, it is discarded or recycled.

In the advance initiative marker step that follows an "execute order from hand" action, the player pays a number of initiative points equal to the number of icons that comprise the card's cost. If this cost is zero, the player's initiative marker is not moved.

THE "BURY AN ORDER" ACTION

When carrying out a "bury an order" action, the player chooses one of the seven order stacks and moves the top card of the stack to the bottom of the stack without looking at it. This may be done to friendly or enemy cards.

In the advance initiative marker step that follows a "bury an order" action, the player pays one initiative point.

THE "DRAW AN ORDER" ACTION

When carrying out a "draw an order" action, the player chooses one order card from his reserve and adds it to his hand, or draws the top card from his order deck and adds it to his hand.

This action may not be chosen if the player already has six order cards in his hand.

In the advance initiative marker step that follows a "draw an order" action, the player pays one initiative point.

Executing Orders

This section describes what players do when they execute orders.

The general (and obvious!) rule for executing an order is that the player does exactly what the order card says. Orders that move units follow the rules for movement (see "Movement" on page 21), orders that allow a player to attack follow the rules for battle (see "Combat" on page 24), and so forth.

When an order is executed, it always pertains to a particular region. If the order was executed from the strategic map, the region is determined by the stack the order came from. If the order was executed from a player's hand, he decides which region to target when he plays the order.

Remember that an order on the strategic map cannot be executed if it was placed on the strategic map since the most recent change of initiative.

When a player executes an order, he always has the option to ignore its effects and do nothing. No activation markers are placed when an order is ignored (see "Activation Markers" on page 20). The corresponding action's initiative cost *must* be paid as normal, however.

When executing an order, a player may only control *his own units*, unless the order explicitly states otherwise. For example, the Imperial player may not execute an "Assemble" order and move Traitor units with it.

After an order has been executed, the corresponding card is discarded. A discarded order card is placed in its owner's discard pile unless it bears a recycle symbol, in which case

THE "DROP PODS" ORDER CARD



The "Drop Pods" order allows the Traitor player to place certain units from his stockpile or from the *Vengeful Spirit* directly into any area, including enemy areas.

"Drop Pods" is not an attack order, and so does not start a battle. However, when used to place units in enemy areas, it is likely to cause a coexistence battle in the next change of initiative step (assuming that the enemy units are still present in the area then).

As specified on the "Drop Pods" order, it may never be used to place units in an enemy area in the Palace region.

it is placed in its owner's reserve instead (see "Recyclable Orders and the Reserve" on this page).

STRATEGIC EFFECTS

Some order cards have a strategic effect. When such an order is executed from the strategic map (instead of from a player's hand), its strategic effect is carried out in addition to its regular effect. However, when an order with a strategic effect is executed from a player's hand, its strategic effect is ignored.

EXAMPLE: *The Traitor player is the current player. He executes the "Assemble" order from his hand, choosing an area and moving units there as specified on the card. He then marks the destination area with one of his activation markers. Because he executed the order from his hand, the strategic effect ("Do not activate the destination area.") does not apply.*



Recyclable Orders and the Reserve

Some orders are RECYCLABLE. Orders that are recyclable are marked with a RECYCLE SYMBOL. When a recyclable order is discarded, it is placed in its owner's RESERVE rather than his discard pile.

A player's reserve is simply a collection of faceup cards to which he has ready access during a draw orders phase (see "Draw Orders Phase" on page 16). Either player may review all of the cards in either player's reserve at any time.



The Recycle Symbol

Players may wish to tuck their reserve cards halfway under the game board when they are not otherwise in use, to prevent them from being confused with other cards in play, such as cards currently being executed.

Activation Markers

Whenever an order is executed, it usually ACTIVATES one or more areas, and one of the current player's ACTIVATION MARKERS is placed in each such area, with its activation icon faceup. This is important because *a player may not order units in an area that already has one of his activation markers in it*. That is, units in an already-activated area may not act (move, attack, etc.) due to the execution of a new order until activation markers are removed from the board.



Imperial and Traitor Activation Markers, showing activation icons.

For example, when a player executes an attack order and chooses a target area for the battle, that target area is marked with one of that player's activation markers, as is the origin area of each attacking unit. The units participating in the attack, which will generally wind up in one of these activated areas, will not be able to carry out further

orders until those activation markers are cleared from the board, usually during the next refresh phase.

An area is activated separately for each player, and neither player takes his opponent's activation markers into account when carrying out his own orders.

An area containing a player's activation marker is considered activated for that player whether its activation icon or rout icon is faceup.

It is important to note that a player *may* order units in a way that would cause them to *end up* in an area containing one of that player's activation markers, as long as they do not start out in an activated area. For example, units from an unactivated area may move *into* a previously activated area. This is even the case when such an order would cause an activation marker to be placed in an area that already has an activation marker belonging to that player. If an order would cause a second activation marker of the same type – Imperial or Traitor – to be placed in an area that already has one, this direction is ignored.



Imperial and Traitor Activation Markers, showing rout icons.

Activation markers are most frequently removed from the board during the refresh phase (see "Refresh Phase," on page 16), but other rules and instructions also remove activation markers from the board. Note that routed activation markers (i.e., activation markers with their rout icons faceup) are not normally removed directly from the board. When such a marker would otherwise be removed, it is turned over to show its activation icon instead.

Sometimes units act for reasons other than the effects of order cards, such as when carrying out the effects on event cards. Activities that do not originate with orders do not regard the rules and restrictions related to activation, unless the instructions indicate otherwise. For example, a unit in an area with an activation marker – even a routed activation marker – may move via the event card "The Sky Fortress Rises." Likewise, movement via that event card does not cause any new area(s) to become activated. Similarly, coexistence battles do not cause areas to become activated.

All order cards explicitly describe, in italics, which areas are activated when that order is executed. In the absence of such instructions, no areas are activated. Sometimes an order's strategic effect negates the activation cost that would otherwise apply to that order's execution.

Movement

All orders that use the word "move" in their effect text are MOVEMENT ORDERS. They allow units to move from area to area.

Each movement order allows one or more DESTINATION AREAS for movement to be chosen. Although a movement order's destination area(s) must always be within the region to which the order applies, the units executing the order can begin their movement either inside or outside that region. (Exception: The "Lightning Raid" order requires that a target area be chosen for combat. As the order specifies, this target area must be within the relevant region. However, the destination area for the "Lightning Raid" movement – that is, the origin area for the attack – need not be within the region where the order was placed. See "Combat" on page 24 for more information about target areas and origin areas.)

Moving units spend MOVEMENT POINTS in order to move. *Most units have two movement points*, but some units have special abilities that give them extra movement points. These are listed in the "Fast Units" table and on the reference sheets.

It costs one movement point for a unit to move from one area to an adjacent area, unless the border between them is a crevasse, in which case it costs two movement points.

A unit need not use up its entire movement point allowance when moving.

A unit may only *move* into and through *friendly or neutral areas*. (An *attack* order is required to enter *enemy or contested areas*.) Refer to "Area Types" on page 37 for definitions of these terms.

All moving units must end their movement in a legal destination area described by the movement order being executed. If a unit does not have enough movement points to reach a legal destination area, that unit may not move. (Exceptions include movement using the "Boarding Action" and "Secret Routes" orders.) Put another way, a player who wants to move a particular unit must choose a destination area to which that unit can move without running out of movement points or entering enemy or contested areas.

Fortifications (see "Fortifications" on page 33) do not affect movement. They do not increase movement costs, prevent entry into otherwise legal areas, or have any other unusual effect on the movement of units.

EXAMPLE: *The Traitor player executes an "Assemble" order from his hand. He chooses the Lions Gate Spaceport area as the destination area. It would not be legal for him to choose the Forbidden Fortress as the destination area, because it is an enemy area.*



The Traitor player moves the World Eaters into the spaceport area. With three movement points each, they have plenty of range to reach it. However, he cannot move the nearby Chaos Warband, because although they also have sufficient movement points, their area has been previously activated.

The Traitor player moves the Death Guard Chaos Space Marines to the spaceport. However, the Daemon Horde in the same area can't move there because it only has the standard complement of two movement points, and it takes three to get there (counting the extra point for moving across the crevasse). The Horde must remain.

The Emperor's Children have enough movement points to reach the spaceport, but they are blocked by the Imperial units in their way, so they must also remain in place.

After moving his units, the Traitor player marks the spaceport with one of his activation markers. (Since he played the order from his hand instead of from the strategic map, the order's strategic effect does not apply.)



FAST UNITS

UNIT	MOVEMENT POINTS
Imperial Space Marines	3
Imperial Tank Division	3
Chaos Space Marines	3
Traitor Tank Division	3
Chaos Thunderhawk Flight	5

Flying Movement

Flying units have several special movement rules.

- A flying unit pays only one movement point to cross a crevasse.
- A flying unit may move through enemy and contested areas (but may not end its movement in one).

Flying Transport

Units with the flying transport special ability can transport other units.

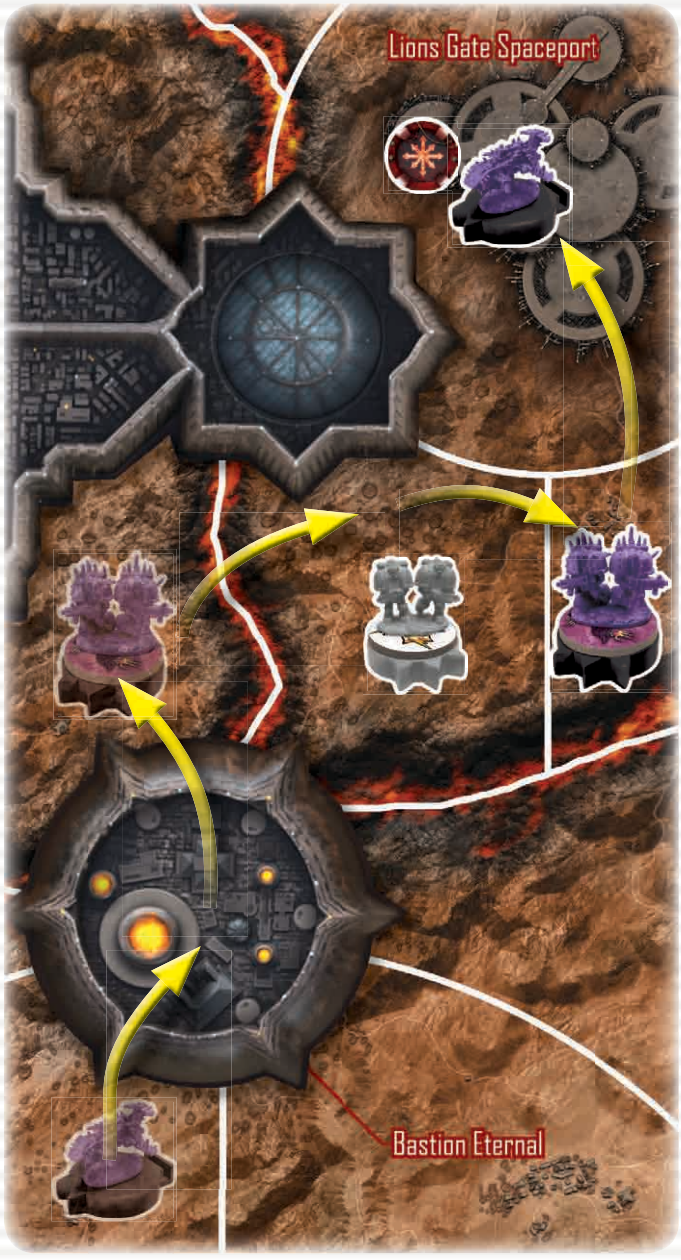
When a flying transport unit begins its movement, or when it moves into any area as part of its movement, it may PICK UP a quantity of friendly units there up to its combat rating. For example, a Chaos Thunderhawk Flight may pick up a maximum of two units. However, a flying unit may *not* pick up units from an activated area.

As the flying transport unit moves, it may DROP OFF the units it picked up in friendly or empty areas it travels through, or in the area where it ends its movement.

At the end of its movement, the flying transport unit *must* drop off all units in its payload, if any remain. That is, they may not remain picked up after the movement order has been fully executed.

A flying transport unit may pick up and drop off many units over the course of its movement, as long as the number of units in its payload never exceeds its combat rating. A flying transport unit may drop off units and then pick up others in the same area.

EXAMPLE: *The Traitor player executes an "Assemble" order from his hand, choosing the Lions Gate Spaceport as the destination area. Although the Emperor's Children aren't able to move through the enemy areas in their way on their own, the Thunderhawks can move into their area, pick them up, move them through the enemy area, drop them off on the other side of their enemies, and then finally end their movement in the destination area. The Traitor player places one of his activation markers on the spaceport (but not on the area where the Chaos Space Marines were dropped off, because that area was not one of the "Assemble" order's destination areas, and so is not activated by it).*



THE "REDEPLOY" ORDER

The "Redeploy" order is a movement order that allows the player executing it to choose multiple destination areas.



All the normal rules for movement are followed. Each moving unit must end its movement in a legal destination area, all destination areas are activated, no unit may move from a previously activated area, and so on.

Combat

Combat in *Horus Heresy* takes place in two types of circumstances. The first and most common is when one player executes an order that allows him to ATTACK an area. The less common instance occurs during a change of initiative step when units belonging to both players co-exist in the same area. Both types of combat are resolved in the same way, with very slight differences as described among the general rules for combat below.

A combat between players in *Horus Heresy* is called a BATTLE. One player in each battle is the ATTACKER. The other player is the DEFENDER. *For the duration of the entire battle, the roles of attacker and defender do not change.*

Each battle is divided into a number of ITERATIONS. When an attack order begins a battle, its effect describes how many iterations will be fought before the battle ends. Unit coexistence battles have an eight iteration limit.

In each iteration, one player is ACTIVE and the other is PASSIVE. *The roles of active player and passive player alternate from iteration to iteration.* For example, if the attacker was the active player and the defender the passive player in the first iteration, then the defender would be active and the attacker passive in the second iteration.

In a given iteration, the active player is the one who stands to damage his opponent, while the passive player is attempting to resist being damaged. This is true no matter which player is the attacker and which is the defender. Recall that the roles of attacker and defender do not change in the course of a battle.

Steps of a Battle

A battle consists of the following steps, each of which is described in greater detail below.

1. **JOINING BATTLE:** The attacker and defender are identified, a target area is identified, and one or more origin areas are identified.
2. **ENGAGING UNITS:** Participating units are identified.
3. **PREPARING TO FIGHT:** Both players draw combat cards and Hero combat cards as permitted by their engaged units and Heroes. The iteration marker is placed on the first space of the iteration track.
4. **COMBAT ITERATIONS:** Combat iterations are fought.
5. **END OF BATTLE:** The battle ends once all allowed iterations of combat have been resolved, all units and Heroes on one side have been eliminated, or both players have run out of combat cards and Hero combat cards. A victorious attacker may move surviving engaged units and Heroes to the target area.

Joining Battle

When a player executes an attack order, he becomes the attacker for the battle that ensues. His opponent becomes the defender.

The order being executed instructs the attacker to choose a TARGET AREA, the one that is being attacked. A legal target area must include at least one enemy unit or Hero.

The order being executed also informs the attacker about the number of ORIGIN AREAS *from which* he may attack. A "Firefight" order, for example, allows the attacker to attack the target area from one area only. An origin area *must be adjacent to the target area* (i.e., they must share a border) and *must contain at least one of the attacker's units.* If the attacker has units in the target area, it becomes an origin area automatically, but does not count against the order's limit on the number of origin areas that may be chosen.

For coexistence battles, the Traitor player is always the defender and the Imperial player is always the attacker. The area of coexistence is considered both the target area and the origin area in coexistence battles.

EXAMPLE: *The Traitor player executes a "Firefight" order from his hand. He chooses the Bastion Eternal as the target area and the area containing his Chaos Space Marines as the origin area. He places one of his activation markers in the target area and one in the origin area.*



Engaging Units

For battles begun by an attack order, once the attacker identifies the battle's origin areas, he designates which units in the origin areas will ENGAGE in the battle. He also designates which Heroes in the origin areas will engage. He may engage units and Heroes freely from among those present in the origin areas, up to and including all of them. The advantage of engaging a particular unit or Hero is that doing so brings its capabilities to bear. The disadvantage is that engaged units and Heroes may be damaged or eliminated.

The attacker should make clear which units and Heroes he is engaging, generally by pushing them slightly toward the border their origin area shares with the target area, with respect to other units that the attacker does not intend to engage. (Important: None of the units or Heroes that the attacker engages are actually moved into the target area at this time, however.)

All units and Heroes in the target area, whether belonging to the defender or attacker, become engaged automatically.

In a coexistence battle, all units and Heroes present in the area are automatically engaged.

EXAMPLE: *(Continued from the previous example.) The Traitor player decides to engage all of the units in the origin area. All of the Imperial units, as well as the Fabricator General, are automatically engaged because they are in the designated target area.*

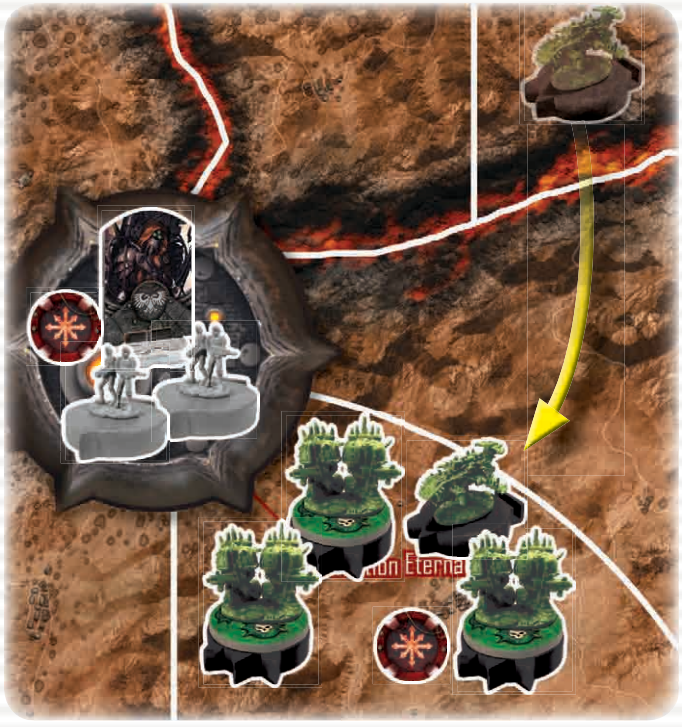
FLYING UNITS JOINING BATTLES

When a player with flying units executes an attack order and identifies a target area, his nearby flying units can immediately spend up to three movement points to move to a friendly or neutral area that is adjacent to the target area. The area they move to must then be legally identified as an origin area for the attack (and counts toward the quantity of origin areas that the attack order allows), and the flying units in question must then be engaged in the battle. The area to which the units move becomes activated.

Flying units may not transport units when they join battle in this way (see "Flying Transport" on page 23).

Flying units may not join a coexistence battle.

EXAMPLE: *(Continued from the previous example.) In addition to the Chaos Space Marines in the origin area, the Traitor player moves the Chaos Thunderhawk Flight nearby into the origin area and engages it in the battle, as well. This is legal because the Thunderhawks can make it to the origin area using three or fewer movement points, and because this does not cause the number of origin areas to exceed the number allowed by the "Firefight" order.*



Preparing to Fight

Once units have been engaged, both players draw combat cards from their respective combat decks.

Note that players never begin a combat with any combat cards in their hands; leftover combat cards at the end of a battle are always discarded immediately without effect. So, each player always forms an entirely new hand of cards at the beginning of each battle.

To determine how many cards to draw, each player sums the combat ratings of his engaged units, divides that sum in half (rounding up), and draws that many cards. For example, a player attacking with two Chaos Space Marines units (rank III each) and one Traitor Army unit (rank I) draws four cards (III + III + I gives a sum of 7, which, divided in half, is 3½, which is rounded up to four cards). Some order cards allow players to draw extra cards above this sum.

Each player who has at least one engaged Hero also draws two cards from his Hero combat deck and adds those cards to his combat card hand. (However, if all engaged Heroes on a player's side are wounded, only one Hero combat card is drawn. See "Hero Damage and Elimination" on page 32.) Even though Hero combat cards have a different back than regular combat cards, they function just like regular combat cards in battle, save that they are discarded to a separate discard pile when used.

Note that it is always obvious to a player's opponent which card(s) in his hand were drawn from his Hero combat deck and which were drawn from his regular combat deck, since they have distinct backs. A player is entitled to choose or avoid cards of a given type with full knowledge of which is which when carrying out special effects such as that of the "Attrition" card, which allows a player to discard random cards from his opponent's hand. Obviously, in a hand with mixed card backs, the selection is not entirely random.

Once both players have drawn combat cards and Hero combat cards, the iteration marker is placed on the first space of the iteration track.

EXAMPLE: *(Continued from the previous example.) The Traitor player draws six combat cards, because he has 11 ranks worth of units present. (Three Chaos Space Marines units, each rank III, plus one Chaos Thunderhawk Flight, rank II. The total is divided in half and rounded up to yield six cards.) The Imperial player only has two ranks worth of units present, and so draws only one combat card. (Two Imperial Armies, each rank I, equal two. Divided in half, this yields one card.) However, since he has a Hero present, he draws two Hero combat cards as well.*

Combat Iterations

Once each player reviews his hand of combat cards and Hero combat cards, *the defender chooses which player will be active and which will be passive in the first iteration of combat*. These roles reverse in each subsequent iteration. For example, if the Traitor player is active and the Imperial player is passive in the first iteration, then the Imperial player will be active and the Traitor player passive in the second iteration, the Traitor active and the Imperial passive in the third, and so on.

In each combat iteration, the following steps are carried out:

1. The active player plays combat cards or retreats.
2. The active player carries out special effects.
3. The active player totals regular damage.
4. The passive player resists regular damage.
5. The active player assigns damage.
6. The iteration is advanced.

Each step is described in greater detail below.

STEP 1: ACTIVE PLAYER PLAYS COMBAT CARDS OR RETREATS

The active player chooses from his hand a number of cards up to the current iteration number (e.g., in the second iteration, up to two cards) and reveals them to his opponent.

If he wishes, the active player may pass (playing no cards), in which case the other steps of the iteration other than step 6 are skipped and the next iteration begins. A player who has no remaining combat cards in his hand is forced to pass in this way.

Alternately, the active player can RETREAT instead of playing combat cards, except during the first iteration, when retreating is not allowed (see "Retreats" on page 30).

STEP 2: ACTIVE PLAYER CARRIES OUT SPECIAL EFFECTS

First, from among the cards he played, the active player chooses up to *one* SPECIAL EFFECT that is *not a free effect* to carry out. Free effects are those bearing a free effect icon.

In order to choose a given effect, that player must be able to choose one of his engaged units meeting the effect's UNIT REQUIREMENT. Note that some requirements specify that certain units must be "attacking" or "defending." Recall that "attacking" and "defending" are distinct from "active" and "passive."

If the chosen special effect has a COUNTER COST listed in brackets, the passive player has the opportunity to discard that many shields (or more) from his own hand of combat cards in order to cancel the special effect. If his effect is canceled, the active player may not choose another.

COMBAT CARD AND HERO COMBAT CARD ANATOMY



Attack Value: The amount of damage the card inflicts when played for that purpose.

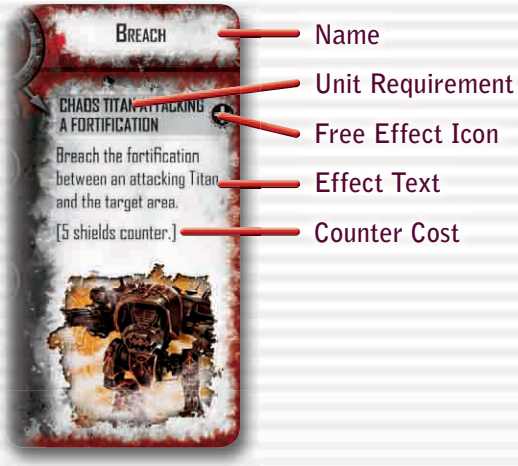
Shields: A quantity of shield icons that can prevent damage, when played for that purpose.

Special Effect: A block of text describing the exceptional capabilities the card can unleash in battle in certain circumstances. Each special effect has several different types of information:

- Name: A convenient label for the special effect. Note that some mechanically identical effects have different names (one for the Imperial player and one for the Traitor player).
- Unit Requirement: A listing of one or more unit names, unit characteristics, or unit roles. This requirement must be fulfilled in order for a player to use this special effect. Note that this requirement pertains *only* to the card's special effect. It is *not* a requirement to use the card's attack value or number of shields.
- Free Effect Icon: Some special effects bear a free effect icon, which identifies them as FREE EFFECTS.
- Effect Text: A series of instructions that describe what happens when the special effect is used.
- Counter Cost: A number of shields the passive player may discard from his hand to avoid the special effect, if it is used against him.

If a given area of a card is blank, that card simply does not have that element. For example, a card without shields cannot be used to prevent damage. A card without a counter cost cannot be countered by discarding shields. And so on.

SPECIAL EFFECT DETAIL



If the special effect is not countered, its effect is carried out as described on the card.

Next, the active player may choose *any number* of FREE EFFECTS (or none of them) from among the combat cards he played, and carry out their instructions, in any order he chooses. These free effects are carried out in the same way as regular special effects. That is, unit requirements must be met, the effect may be countered if it has a counter cost, and so on.

STEP 3: ACTIVE PLAYER TOTALS REGULAR DAMAGE

The active player sums the attack values for all of the combat cards he played, including those whose special effects he chose. This is the amount of REGULAR DAMAGE he lobs at his opponent.

Note that an active player sums the attack values for *all* of the combat cards he played, regardless of whether he meets the unit requirement in the special effect area of the combat card. Recall that *the unit requirement only restricts use of the card's special effect*, not its attack value or number of shields.

STEP 4: PASSIVE PLAYER RESISTS REGULAR DAMAGE

The passive player may discard cards from his hand to resist the active player's regular damage. He may choose a number of cards only up to the current iteration number (e.g., up to two cards in the second iteration). For each shield icon on the passive player's discarded cards, the active player's sum of regular damage is reduced by one. Excess shields (i.e., those that reduce the damage below zero) have no additional effect. Cards discarded to counter effects in step 2, above, have no effect in this step.

COMBAT ITERATIONS EXAMPLE

The Traitor player is attacking the Bastion Eternal with three Chaos Space Marines and a Chaos Thunderhawk Flight. He has six combat cards. The Imperial player is defending, with two Imperial Armies and the Fabricator General present. He has one combat card and two Hero combat cards The battle began with a "Firefight" order, so it will last a maximum of four iterations.



FIRST ITERATION: *As the defender, the Imperial player decides to be the active player in the first iteration. He plays "Lead by Example." He draws one combat card, but since there is no enemy Hero present, the rest of its special effect goes to waste. Next, he totals his regular damage: one point. The Traitor player plays "Terrifying" for its two shields (wasting one). Since there is no damage to assign, that step is skipped and the iteration marker is advanced.*

SECOND ITERATION: *In the second iteration, the Traitor player is active. He plays "Breach" and "Diversionary Tactics." He chooses the special effect of "Diversionary Tactics." The Imperial player declines to pay the counter cost, and so his initiative marker is moved one space closer to the end of the initiative track. The Traitor inflicts six points of regular damage, and because he has a flying unit, only one point of damage is subtracted due to the Imperial player's fortifiction (see "Fortifications" on page 33). The Imperial player plays "Hostile Ground" for its three shields. The Traitor player assigns one point to each of the Imperial Army units, eliminating them.*



The passive player may choose not to discard cards to resist damage, in which case the sum of regular damage is not reduced.

Note that a passive player may discard any of the combat cards in his hand to resist regular damage, regardless of whether he meets the unit requirement in the special effect area of the combat card. Recall that *the unit requirement only restricts use of the card's special effect*, not its attack value or number of shields. To be clear, when the passive player discards a card to resist regular damage, he ignores its attack value and special effect.

STEP 5: ACTIVE PLAYER ASSIGNS DAMAGE

If a positive quantity of regular damage remains, the active player assigns those damage points among his enemy's engaged units, dividing it in any way he chooses. See "Damage and Unit Elimination" on page 30.

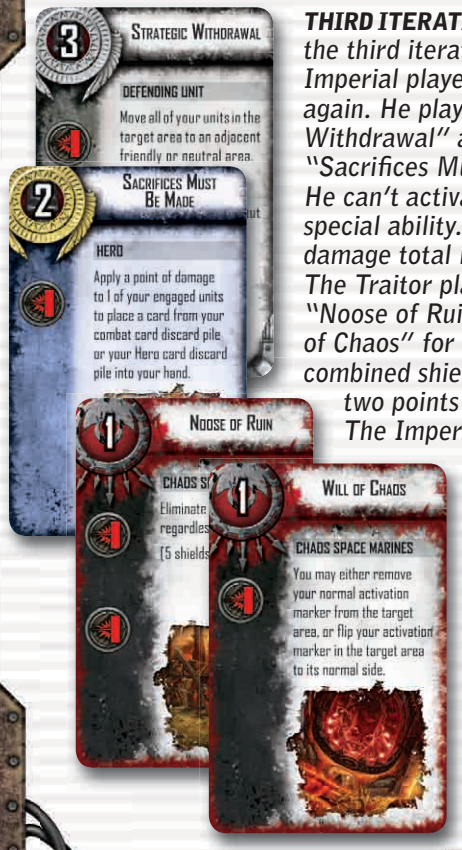
If the passive player does not have any remaining units engaged in the battle, the active player may assign damage to his enemy's Heroes (see "Hero Damage and Elimination" on page 32).

STEP 6: ITERATION IS ADVANCED

The iteration marker is moved forward one space on the iteration track. If this moves the iteration marker past the number of iterations permitted by the order, the battle ends. In a coexistence battle, if this moves the iteration marker past the eighth space, the battle ends.

Note that the number of spaces on the game board's iteration track does not limit a battle that would go on longer, given other rules or instructions allowing it.

COMBAT ITERATIONS EXAMPLE (CONTINUED)



THIRD ITERATION: *In the third iteration, the Imperial player is active again. He plays "Strategic Withdrawal" and "Sacrifices Must Be Made." He can't activate either special ability. His regular damage total is five points. The Traitor player plays "Noose of Ruin" and "Will of Chaos" for their three combined shields, leaving two points of damage. The Imperial player applies both to one of the Chaos Space Marines units.*



FOURTH ITERATION: *In the fourth iteration, the Traitor player is active. He plays "Rain of Death," draws a bombardment card, and refers to the "Thunderhawk" result: "2 Damage per Thunderhawk" (see "Thunderhawk Bombardments" on page 36). Although the defender is still inside the fortification, its damage-reduction effect during battle only applies to regular damage, and these two points are the result of a special effect. The Traitor applies both points of damage to the Fabricator General, since no defending units remain, and the Fabricator General's Hero damage marker is moved two points down the Hero damage track.*

All iterations allowed by the "Firefight" order have been exhausted, and so the battle ends.

Retreats

During every combat iteration other than the first, the active player can retreat, ending the battle, instead of playing combat cards. However, a player cannot retreat if any of his engaged units are in an area that already has one of his routed activation markers in it.

If the defender retreats, he must choose one friendly or neutral area adjacent to the target area and move all of his engaged units, and any Heroes present, there. Exception: Only flying units may retreat across a crevasse. The destination area of the retreat is marked with one of the retreating player's routed activation markers. (If that area already had an activation marker with its activated icon faceup, simply flip it over. If that area already had a routed activation marker, don't add a new one.) If there is no adjacent friendly or neutral area, the defender may not retreat.

If the attacker retreats, he does not move any units from their origin areas. All of those origin areas (i.e., those that contain units that were engaged when the retreat was announced) are marked with routed activation markers as described for the defender, above.

In both cases, the battle ends immediately.

End of Battle

Battle ends when any of the following conditions occur:

- All of one player's engaged units and Heroes have retreated, been eliminated, or been otherwise removed from the battle (such as by being routed).
- A new iteration would begin, but neither player has any combat cards or Hero combat cards remaining.
- The number of iterations specified on an attack order have been exhausted, or a coexistence battle exhausts eight iterations.

Any of these conditions end a battle immediately; any remaining steps or effects of the battle (save those described below), even in the current iteration, are not applied. For example, if all of a passive player's units rout due to special effects, regular damage is not applied, because the battle ends before that step.

If battle ends and no defending units remain in the target area, the attacker may move all, some, or none of his surviving engaged units and Heroes into the target area. Otherwise, surviving engaged units and Heroes simply remain in their respective origin or target area.

When a battle ends, any unused combat cards and Hero combat cards are discarded.

Finally, remember to discard (or recycle) any attack order that initiated the battle.

EXAMPLE: *(Continued from the previous example.) The battle between the Traitor and Imperial player targeting the Bastion Eternal is over for two reasons: first, because the four iterations specified by the "Firefight" order have been exhausted, and, second, because neither player has any combat cards or Hero combat cards remaining. (But note that either reason alone is sufficient for the battle to end.)*

Because the Imperial player has no units remaining in the target area (recall that Heroes are not units), the Traitor player may move all, some, or no attacking units into the target area. He elects to move the three Chaos Space Marines there, one of which has a 2-point damage token. He leaves the Chaos Thunderhawk Flight in the origin area.

Note that if this situation remains unchanged during the next change of initiative (i.e., if the Fabricator General and Chaos Space Marines are still together in the same area), a coexistence battle will be fought at that time.



Damage and Unit Elimination

When a unit sustains a number of damage points equal to its combat rank, it is ELIMINATED. For example, when a Space Marines unit (combat rank III) sustains three damage points, it is eliminated.

When units sustain damage insufficient to eliminate them, that damage persists. The unit's owner places a damage token bearing the number of total damage that unit has sustained in the unit's base hook.

Previously sustained damage is cumulative with new damage. For example, an Imperial Tank Division (combat rank II) that is marked with one damage point from a prior battle and then sustains another damage point in the current battle is eliminated immediately. Likewise, a Chaos Titan (combat rank IV) that is marked with one damage point from a prior battle that sustains two more damage points is marked with a 3-point damage token.

An attached damage token that falls short of eliminating a unit has no effect on that unit's effectiveness. The unit retains its full combat rank, can carry out all of its special abilities, can move its full movement allowance, and so on. It simply requires fewer points of damage to eliminate in the future.

Eliminated Traitor units are returned to the box; they are not used for the rest of the game. Exception: Traitor Army and Traitor Tank Division units should be taken apart into their component bases and figures and retained by their owners in their respective stockpiles. They may return to play.

Eliminated Imperial units are returned to the box, except for Imperial Army, Imperial Tank Division, and Imperial Titan units, which can return to play through certain orders, rules, and instructions, and so are returned to the Imperial stockpile when eliminated.

Recall from the setup instructions that a player's stockpile is his store of currently unused figures, bases, units, and Heroes that are eligible to return to play.

Routing

Certain rules and instructions force or allow certain engaged units to ROUT.

If a defender's unit routs, it is removed from the ongoing battle and moved to any friendly or neutral area of the unit owner's choice which must be adjacent to the battle's target area. However, if no such area exists, if the target area already contains one of the defender's routed activation markers, or the defender wishes, the unit is eliminated instead.

If an attacking unit routs, it is removed from the ongoing battle and remains in its origin area, unless that area is already marked with one of the attacker's routed activation markers, in which case the unit is eliminated.

To be clear, a routed unit is no longer considered to be engaged in battle.

No unit may rout across a crevasse, with the exception of flying units.

Any area to which a unit routs is marked with a routed activation marker. If one of that side's activation markers was already present with its activation icon face-up, simply flip it over so that the routed side is faceup. If one of that side's routed activation markers was already present, no additional marker is added.

Heroes

Heroes represent the mighty leaders of *Horus Heresy* and their immediate retinues. They are represented on the main map board by standing cardboard tokens.

Heroes move from area to area and can help their side win battles. However, *Heroes are not considered units*. Rules and instructions that apply to units do not apply to Heroes except where explicitly stated (such as under "Moving Heroes" on page 32).

Introducing Heroes to Play

Some Heroes begin play on the main map board according to the chosen scenario's setup instructions. Heroes for which a given scenario does not provide setup instructions start in their owner's stockpile.

Heroes that do not begin the game in play can be introduced from their owner's stockpile any time their owner is entitled to place units on the main map board from his stockpile, such as when the Traitor player executes a "Drop Pods" or "Port Landing" order, or when the event "The Righteous Heed the Call" is drawn. The placement of a Hero in this way does not "use up" any of the player's capacity to place units; the Hero placement is an additional benefit. For example, when executing a "Drop Pods" order, the Traitor player can introduce up to three Chaos Space Marines and/or Chaos Thunderhawk Flight units as well as any Heroes from his stockpile that he wishes.

Heroes cannot be eliminated by defense lasers.

Hero Special Abilities

Each Hero has one special ability that is common to all Heroes, as well as one or more individual special abilities. The common special ability is detailed below and summarized on each player's reference sheet. The individual special abilities are described only on the reference sheets.

The execution of any given Hero special ability at any given time is optional. For example, when attacking with Thousand Sons, Magnus the Red may elect not to draw bombardment cards as his special ability otherwise allows.

Hero special abilities vary in their effectiveness as the situation changes and their abilities come into play. For example, Sanguinius deals extra damage in battle based on the number of Blood Angels Space Marines with him. If the number of Blood Angels with him decreases over the course of a battle as they are eliminated, the amount of extra damage he deals is also reduced. However, note that Heroes never have to "put back" Hero combat cards if they

become wounded during the course of a battle, because a Hero's special ability to draw Hero combat cards (see below) only comes into play when the players are preparing to fight and drawing their cards.

COMMON SPECIAL ABILITY: HERO COMBAT CARDS

When at least one Hero is present and engaged in battle, its owner may draw two Hero combat cards and add them to his hand of combat cards at the start of a battle.

Note that the effects of multiple engaged Heroes do not stack in a single battle. Only two Hero combat cards may be drawn no matter how many Heroes are engaged.

The effectiveness of this special ability is reduced for wounded Heroes (see "Hero Damage and Elimination" on this page). However, if wounded and unwounded Heroes are both engaged on the same side, their player may still draw two Hero combat cards.

Moving Heroes

Heroes move via movement orders, and are considered units for the purposes of all movement orders' effects. Heroes are considered to have three movements points for these purposes.

Heroes are also considered units for the movement purposes of routing and retreating, and for observing the effects of event cards.

Unsupported Heroes

A Hero in an area where there are no friendly units is an UNSUPPORTED HERO.

An unsupported Hero does not render the area he occupies friendly to his side, nor enemy to the opponent's side. Thus, enemy units can move through or into such an area. However, if enemy units co-exist in an area with an unsupported Hero, this *does* trigger a coexistence battle during the change of initiative step.

If friendly forces enter an area containing an unsupported Hero, that Hero is no longer unsupported, and so the rules for unsupported Heroes no longer apply.

Hero Damage and Elimination

Heroes can suffer damage, but they do not sustain and track it in the same way that units do. Instead, damage sustained by Heroes is tracked on the Hero damage track.

Each Hero has a damage marker, which is placed on the first space of the Hero damage track during setup. For each point of damage a Hero sustains, his damage marker is moved one space toward the end of the track. Note that the first space of the Hero damage track, which bears a Chaos Star and Imperial Eagle, is twice as wide as the other spaces on the track. This simply makes it easier to stack all of the Hero damage markers there at the beginning of the game. It does not indicate that Imperial Heroes can take one more point of damage than Traitor Heroes.

The Hero damage track has three sections: UNWOUNDED, WOUNDED, and DEFEATED. When a Hero's marker is in the unwounded section, he functions normally. When the Hero's marker is in the wounded section, that Hero only allows its owner to draw one Hero combat card in battle, rather than two, but otherwise functions normally. (Note, however, that the least-wounded Hero engaged in the battle on each side governs how many Hero combat cards are drawn. So, for example, a player with one unwounded Hero and one wounded Hero on his side at the beginning of a battle draws two Hero combat cards.)

Whenever a Hero damage marker reaches the defeated space of the hero damage track, the corresponding Hero is eliminated from the game. Its marker is returned to the box and may not be re-introduced to play.

When a Hero is eliminated during battle, its owner's units in the same area suffer a massive blow to their morale. The Hero's player must immediately draw a bombardment card for each of his units in that area. If the icon on the card drawn (Chaos Star or Imperial Eagle) does not match the unit's affiliation, that unit immediately routs (see "Routing" on page 31).



The Hero damage track with several Hero damage markers. The Emperor and Horus have yet to sustain any damage. Angon has suffered some damage, but is still unwounded. Sanguinius is wounded.

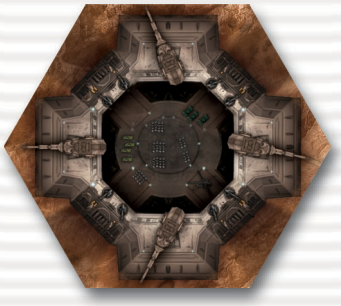
Fortifications

Certain areas of the main map board are FORTIFIED AREAS. These represent massive defensive complexes made up of many walls, buildings, compounds, barricades, and perimeters. The borders of these areas are FORTIFIED BORDERS.

All factories, all fortresses, and all areas of the Palace region – in short, all areas represented by protruding plastic pieces – are fortified areas. Thus, all of their borders are fortified borders.

The *Vengeful Spirit* Command Center (the circular area) is also a fortified area.

Other areas can also become fortified in the course of play. When they become fortified, they are marked with FORTIFICATION MARKERS.



Fortification Marker

Crevasses are considered to be fortified borders for most purposes, but the rules governing them are slightly more complex. See "Crevasse Fortifications" on page 34.

Note that there is no restriction on the types of units that can enter fortified areas. To be clear, even Titans and Thunderhawks can enter fortified areas.

Effects of Fortification

Defending units in fortified areas have an advantage in battle. They subtract two from the total quantity of regular damage the attacker generates in *each* of his active iterations. There are exceptions to this rule, however, when one or more of the border segments across which the defender is being attacked are BREACHED (see "Breaches" on this page).

No units fighting a coexistence battle inside a fortified area gain any of the advantages of fortification, however. Exception: Rogal Dorn's special ability *does* apply in such situations, if the fortified area is unbreached as his ability specifies.

Units attacking *from* a fortified origin area gain no advantage from it.

Fortified borders do not affect movement unless related rules – like the normal effects of crevasses on movement – also apply.

All fortified areas have a stacking limit of three (see "Stacking Limits" on page 38).

Breaches

During play, the borders of a fortified area can become breached, which reduces the fortified area's effectiveness.

The border surrounding each fortified area consists of a number of BORDER SEGMENTS. A border segment is simply the length of border that a given area shares with a single adjacent area. For example, the Librarium Technologicus has three border segments, because it is adjacent to three other areas.

A given border segment can only be breached once. That is, a border segment is either breached or it is not. A breached segment can't become "more breached" or "breached again." Two adjacent fortified areas (e.g., two adjacent palace areas) are both breached if the border segment they share is breached.

When a border segment is breached, a breach token is placed over that segment. Each border segment of a given fortified area is breached or not breached independently of the others. Exception: When an area that is fortified by a fortification marker (as opposed to being one of the areas that is always fortified) is breached, the fortification marker is simply removed, and that fortification's effects on all its border segments are nullified. No breach tokens are placed in that instance.



A breach token indicating that the border segment the Librarium Technologicus shares with the area to its southwest is breached. Since the Librarium Technologicus has three border segments, it can be breached up to three times, once on each segment.

It is usually easiest to place breach tokens on the flat, game board side of a border segment's plastic fortification, but any breach token placement that makes it clear to both players exactly which segment is breached is acceptable.

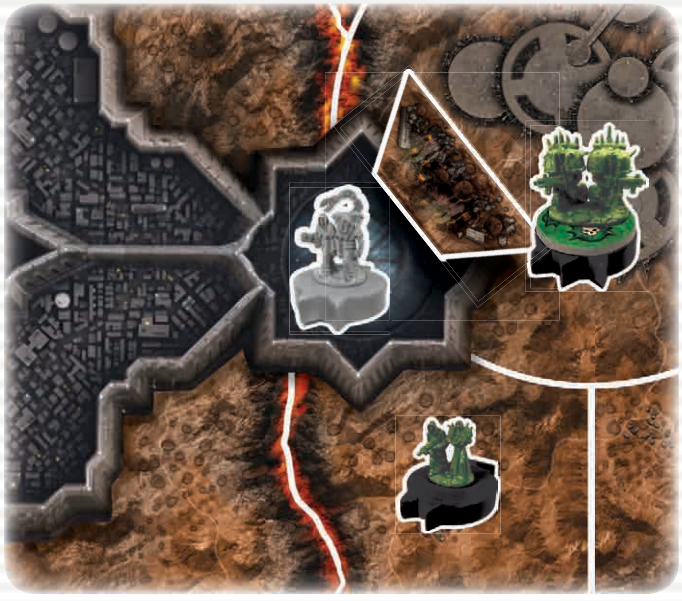
Flying units attacking a fortified area cause the border between the target area and their origin area to be treated as breached for as long as those flying units remain embattled. They do not cause a breach token to be placed, however.

EXAMPLE: *A unit of Adeptus Mechanicus in the Forbidden Fortress fall under attack from Chaos Space Marines in the Lions Gate spaceport and a Chaos Thunderhawk Flight to the south. Even though the Forbidden Fortress is not breached, it is considered to be breached for as long as the Thunderhawk Flight remains engaged in the battle, because it is a flying unit.*



A defending force gains the full benefit of its fortifications only if *all* attacking units must cross an unbreached border segment between their respective origin areas and the battle's target area. If *any* such borders are breached, the attacker's total quantity of regular damage each iteration is reduced by one, instead of by two.

EXAMPLE: *Imperial defenders in the Forbidden Fortress are under attack from Traitors in both the Lions Gate Spaceport and the area to the south. The Forbidden Fortress is breached on one of these border segments, but not the other. As long as engaged attackers remain in both origin areas, the defenders will only reduce incoming regular damage by one point, rather than two.*



Fortifications and Orbital Bombardment

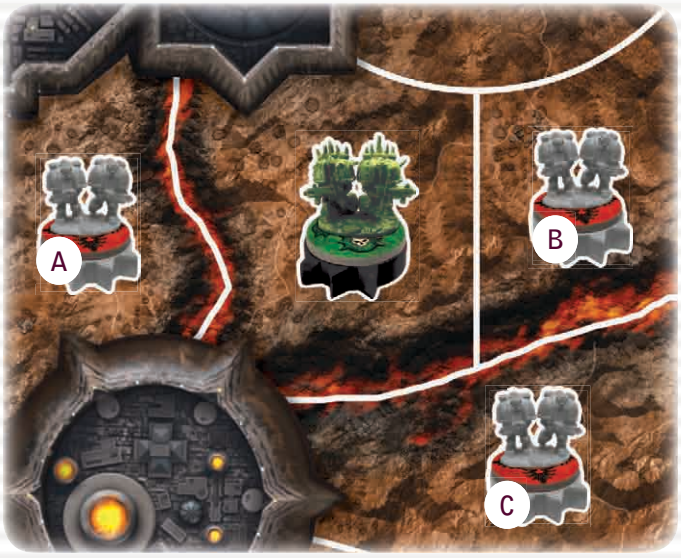
A force inside a fortified area subtracts two points of damage from each orbital bombardment that affects it (see "Bombardment" on page 35). However, if that area is breached on any of its border segments, such damage is reduced by one rather than two points.



Crevasse Fortification

Crevasses are considered to be fortified borders. Defenders attacked by units that must all cross crevasses receive benefits as though they were defending a fortified area. However, if the defenders are attacked by units from multiple origin areas, some of which must cross crevasses and some of which need not, the defenders receive no benefits of fortification.

Crevasses do *not* affect whether a given *area* is considered to be fortified. Thus, they are of no assistance against bombardments.



If Blood Angels A, B, and C attack the Death Guard Chaos Space Marines together, the Death Guard receive no benefits of fortification from the crevasses. If A attacks alone, or C attacks alone, the Death Guard *do* receive the benefit of fortification. Likewise, if A and C attack together (but without B), the Death Guard *do* receive the benefit of fortification.

Crevasses cannot be breached. However, when flying units attack across a fortified border (between their origin area and the battle's target area), that border is considered to be breached while those flying attackers remain engaged.

Bombardment

There are two different types of bombardment: ORBITAL BOMBARDMENT and THUNDERHAWK BOMBARDMENT. Both are resolved using the bombardment deck.

Bombardment is not combat or battle, per se. Rules and effects pertaining to "combat" or "battle" only affect the execution of a bombardment if combat is otherwise in effect, such as if a Thunderhawk bombardment is triggered as the result of a combat card's special ability.

Note that the setup restriction against bombarding fortifications (see "7. Bombardment" on page 13) does not apply outside of setup. In the regular course of play, it is entirely legal to bombard fortifications (although see "Fortifications and Orbital Bombardment" on page 34 for the benefits a fortified defender receives against bombardment).

Orbital Bombardments

When given the opportunity to carry out an orbital bombardment, the Traitor player (or, in rare cases, the Imperial player) carries out the following steps.

1. The bombarding player chooses an area on Terra that will be subject to the bombardment. (Recall that "Terra" is the portion of the main map board that does not include the *Vengeful Spirit*.)
2. The bombarding player declares whether his bombardment will be PRECISE or RECKLESS. Precise attacks are more likely to cause damage, but generally deal less overall damage than reckless strikes. Reckless attacks generally deal more damage than precise bombardments, but are also more likely to miss entirely.
3. The bombarding player draws a bombardment card and references the appropriate result in the "orbital" section. If the result is "no effect," the card is discarded and play continues. If an amount of damage is specified, that damage is applied immediately as described below. If a breach is specified, an adjacent fortified border segment is breached as described below. Once damage and/or breaches have been applied, the card is discarded and play continues.

The most common result of an orbital bombardment is damage. The quantity of damage listed is simply applied to the unit(s) present in the area, with the bombarding player dividing the damage among the units as he desires.

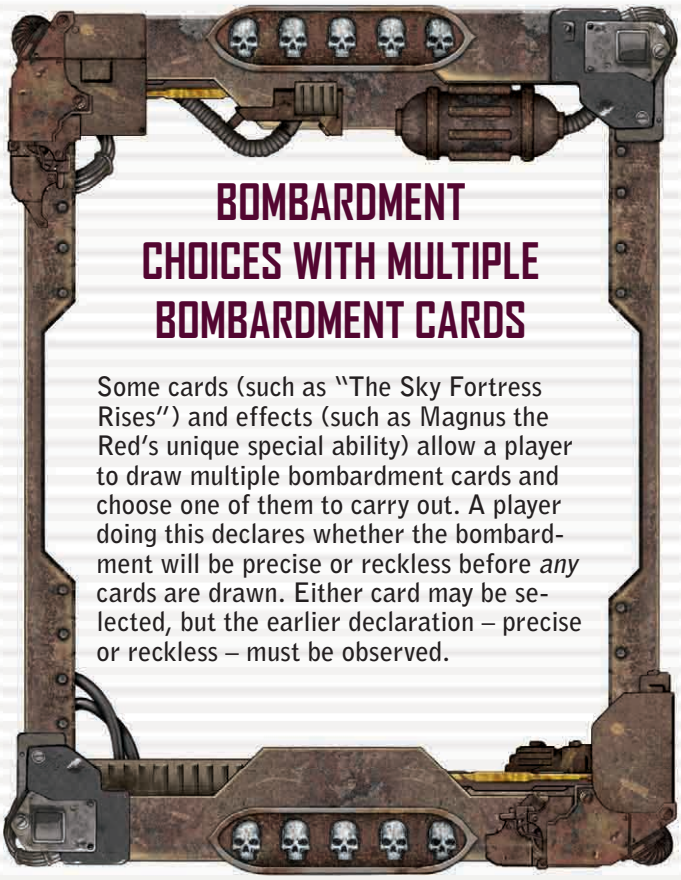
A bombarding player must assign all the bombardment damage he generates, if able. After destroying all enemy units in an area, a bombarding player must apply damage to his own units, if any are in the area.

Heroes are never damaged by bombardments.

Recall that fortifications reduce damage from orbital bombardments (see "Fortifications and Orbital Bombardment" on page 34).

Some bombardment effects cause a fortification breach, in addition to damage. If multiple border segments of the target area are fortified, the bombarding player chooses one of them and places a breach marker there. A single bombardment never breaches more than one fortification border segment.

When a fortification is breached by a bombardment card that also inflicts damage, the breach is inflicted first. That is, the damage is reduced by the fortification only after the fortification is breached (which will likely reduce the amount of bombardment damage the fortification prevents).



BOMBARDMENT CHOICES WITH MULTIPLE BOMBARDMENT CARDS

Some cards (such as "The Sky Fortress Rises") and effects (such as Magnus the Red's unique special ability) allow a player to draw multiple bombardment cards and choose one of them to carry out. A player doing this declares whether the bombardment will be precise or reckless before *any* cards are drawn. Either card may be selected, but the earlier declaration – precise or reckless – must be observed.

Thunderhawk Bombardments

Thunderhawk bombardments arise due to special effects on combat cards.

When directed to carry out a Thunderhawk bombardment, the bombarding player draws the top bombardment card and applies the "Thunderhawk" effect. This is usually a quantity of damage "per Thunderhawk," which means "per Thunderhawk engaged in this combat." That total number of damage points is inflicted on the units in the target area (or origin areas, if the bombarding player is the defender) according to the same rules as orbital bombardments. Thunderhawk bombardment damage *can* affect unengaged units in those areas. Thunderhawk bombardment damage never affects Heroes.

Note that damage from Thunderhawk bombardment is part of the special effect portion of the combat iteration. This damage is not part of "regular damage" and cannot be reduced with shields. (Of course, the effect itself can be countered, as described on the combat card, by three shields, but this must be done before the bombardment card is drawn.)

Once its effects have been applied, a bombardment card is discarded to the bombardment discard pile.

Defense Lasers

Defense lasers are the Imperial player's first line of defense against the units that the Traitor player lands on the main map board via "Port Landing" and "Drop Pods" orders.

When the Traitor player executes either order, he first identifies the area where his units will land, and then chooses – from among his stockpile and the Traitor units on the *Vengeful Spirit* – which units he will attempt to land.

Once this decision has been made, the Imperial player determines how many defense lasers are in or adjacent to the landing area. Then, he draws one card from the bombardment deck for each inbound unit. As each card is drawn, he refers to the "defense laser" portion of the card and references the result that corresponds to the number of defense lasers previously calculated. A "hit" result eliminates the inbound unit, disregarding its combat rank. A "miss" result has no effect.

Recall that defense lasers cannot target inbound Heroes.

Note that the Imperial player must choose which inbound unit he is targeting *before* he draws each card, and that he draws exactly one bombardment card per inbound unit.

EXAMPLE: *The Traitor player executes a "Port Landing" order from his hand at Eternity Wall Spaceport. The Imperial player has three defense lasers adjacent to that area: one in the Tower of Shadows and one in each of the adjacent Palace region areas.*

The Traitor player decides to land one Chaos Titan (Khorne) and two units of Chaos Cultists (one Nurgle and one Tzeentch). Once the Traitor player has identified those three units, the Imperial player decides to shoot his defense lasers at them in that order (first the Titan, then the Nurgle Cultists, then the Tzeentch cultists). He draws these three bombardment cards (left to right):



Referring to the "3" result in the "Defense Laser" section in each case (because he has three adjacent defense lasers), he sees that he misses the Titan, hits the Nurgle Cultists and misses the Tzeentch Cultists. The hit unit is eliminated and the missed units are placed in the spaceport. The Traitor player breathes a sigh of relief that his desperately needed Chaos Titan made it to the ground safely.

Defense Lasers are Not Units

A defense laser, unlike other plastic figures in *Horus Heresy*, is not considered to be a unit. It cannot be issued orders, cannot move, does not count toward stacking limits, and cannot be involved in combat as either an attacker or a defender.

Destroying Defense Lasers

A defense laser is destroyed immediately whenever the area it occupies becomes friendly to the Traitor player. Thus, a destroyed defense laser cannot be regained, even if the Imperial player retakes the area it was in, and the Traitor player can never make use of a defense laser. When a defense laser is destroyed, it is returned to the box.

Traitor Armies and Traitor Tank Divisions

Traitor Armies and Traitor Tank Divisions are unusual units. Although they function like other units in the game in terms of the way they execute orders, move, do battle, and so forth, their physical makeup is different from that of other units.

A Traitor Army unit consists of an Imperial Army figure attached to a rank I Traitor base, and a Traitor Tank Division unit consists of an Imperial Tank Division figure attached to a rank II Traitor base.

Traitor Armies and Traitor Tank Divisions come into play when Imperial Armies and Imperial Tank Divisions (respectively) are CORRUPTED. At the moment of corruption, the Imperial unit is removed from its Imperial base and placed on a Traitor base. It becomes a Traitor unit immediately and ceases to be an Imperial unit. It is controlled by the Traitor player until it is eliminated or the game ends. Any damage sustained by a unit prior to its corruption remains.

Most scenarios call for the corruption of units during setup. The effects of certain event cards and certain Heroes' special abilities can also corrupt units in the course of play.

When a corrupted unit is eliminated from play, its figure and base are separated and returned to their respective owners' stockpiles (i.e., the figure to the Imperial player and the base to the Traitor player). The figures can be remounted on Imperial bases immediately; those units – like all stockpile units – are ready to enter play when orders or events call for them. The bases are ready to be used again when Imperial units are corrupted again.

Note that if the Traitor player does not have sufficient bases of the appropriate type available, he can't corrupt the corresponding unit type. For example, if he has no remaining rank II bases, he may not corrupt additional Imperial Tank Divisions. The Traitor player may not "borrow" additional rank II bases from other rank II Traitor units (e.g., Chaos Warbands). He may only corrupt units using the 12 "spare" bases (8 rank I and 4 rank II) that do not correspond to his basic allotment of units.

Area Types

Areas can be divided into four types depending on which player's units – if any – occupy them.

NEUTRAL AREAS are those that contain no units from either side. Recall that Heroes are not units, and so an area containing only Heroes is always neutral.

CONTESTED AREAS are those that contain units from both sides.

FRIENDLY AREAS are those that contain only units from a given player's own side.

ENEMY AREAS are those that contain only units from a given player's opponent's side.

Obviously, an area that is friendly to one player is enemy to the other.

The Vengeful Spirit

The *Vengeful Spirit*, in the upper right-hand portion of the game board, represents Horus's flagship of that name, in orbit above the battlefield. It is a two-area region, whose two areas are adjacent to each other but not to any areas on Terra. Order cards pertaining to the *Vengeful Spirit* areas are placed in the labeled location in the upper right-hand corner of the game board, which resembles the stacking locations on the strategic map.

The methods by which the Imperial player and Traitor player move their units between Terra and the *Vengeful Spirit* are different. The Imperial player has a "Boarding Action" order that allows movement between Terra and the *Vengeful Spirit*, in both directions. The Traitor player can use "Port Landing" orders in a special way to move units from any spaceport region to the *Vengeful Spirit*. To do this, the Traitor player simply places a "Port Landing" order in the *Vengeful Spirit* region to move units from any spaceport area to either *Vengeful Spirit* area. The maximum combined combat ranks of units that may be moved is defined by the order.

Otherwise, the *Vengeful Spirit* areas observe all other game rules in the same way that areas on Terra do.

Note that the *Vengeful Spirit* Command Center is a fortified area.

Stacking Limits

Each area on the main map board is subject to a STACKING LIMIT, or maximum number of units that can remain there without jeopardy of elimination during the change of initiative step.

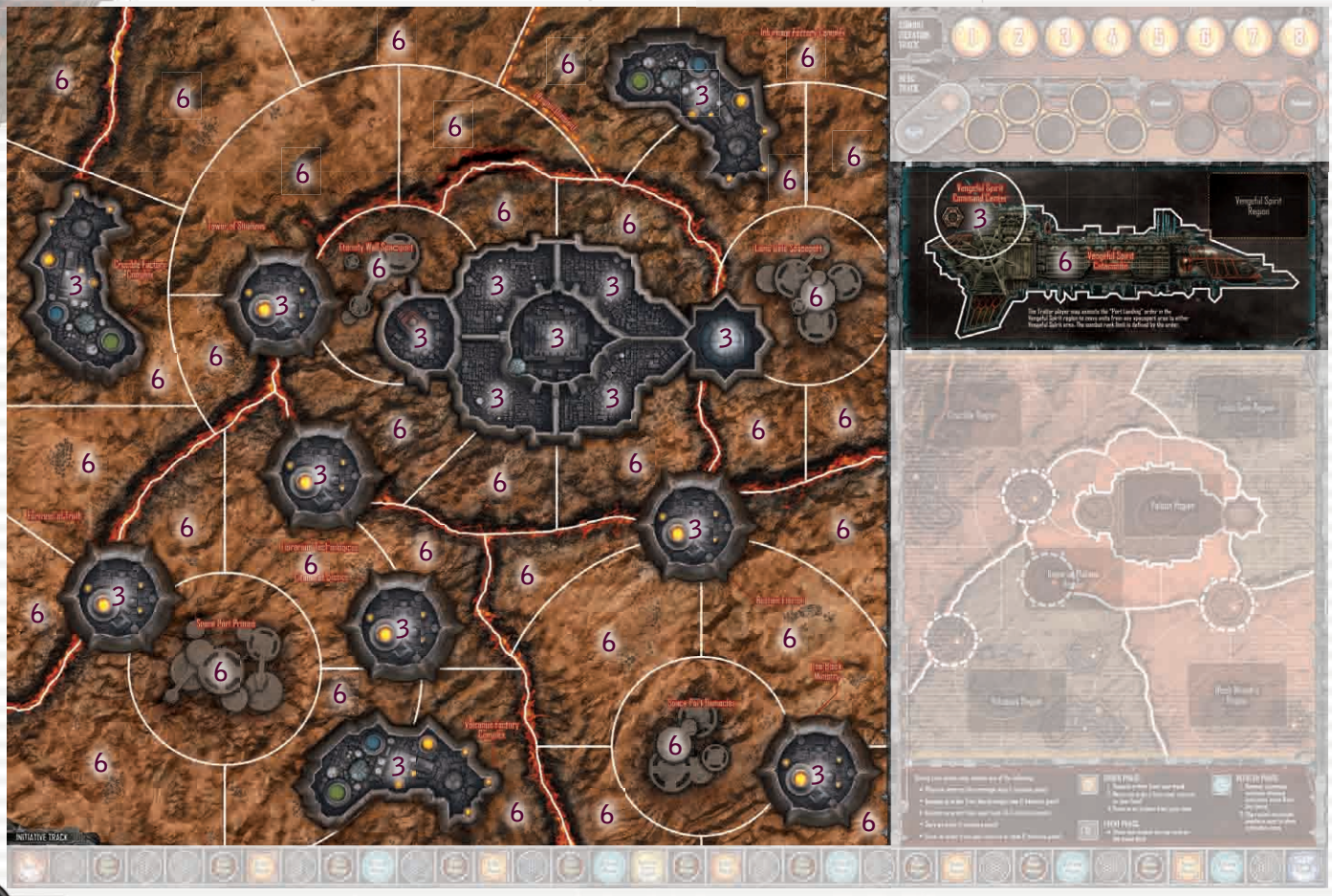
Most areas have a stacking limit of six units per side. However, *all fortified areas have a stacking limit of three units per side*. Exception: Fortified areas that become fortified by a fortification marker (as opposed to beginning the game that way) retain their original stacking limit of six units.

Note that since Heroes and defense lasers are not units, they do *not* count against an area's stacking limit.

Violating a stacking limit does not usually bear an immediate penalty. Stacking limits are only checked during the change of initiative step.

When stacking limits are checked (usually during a change of initiative), each player must remove units of his choice from any area where he violates the stacking limit until he is no longer in violation.

each area of the main map board labeled with its stacking limit



Deck Management

A game of *Horus Heresy* involves eight decks of cards: the Imperial order deck, the Traitor order deck, the Imperial combat deck, the Traitor combat deck, the Imperial Hero combat deck, the Traitor Hero combat deck, the event deck, and the bombardment deck. The following common rules apply to all eight decks.

Every deck has its own discard pile. When discarded, a card is always discarded faceup into the discard pile corresponding to the deck from which it was originally drawn. Exceptions include cards with explicit instructions that they do or may go elsewhere when discarded, such as recyclable orders, which are placed in their owner's reserve rather than his discard pile.

Players may not examine the discard piles, save for the card that is on top at any given time. (Exception: Some cards allow a player to retrieve cards from a discard pile, in which case he may search its contents.) When a player discards multiple cards at once, they may be discarded in any order, but must all be announced.

When a deck runs out (i.e., when its last card is drawn), the corresponding discard pile is shuffled immediately to form a new deck. The exception to this rule is the event deck; it is never reshuffled, as it always contains exactly as many cards as a given game can require.

A deck is never reshuffled until it runs out.

Winning the Game

There are a variety of ways that each player can win the game. Each is described below.

All victory conditions are immediate. That is, the game ends as soon as a player achieves one, without further activity (such as the rest of the current player's action, any special phases that might otherwise be resolved if the game were to continue, and so on).

Death of the Emperor or Death of Horus

Each player can win the game by eliminating his rival commander. If the Emperor is eliminated, the Traitor player wins immediately; if Horus is eliminated, the Imperial player wins immediately.

This victory represents the inevitable breakdown of the will to carry on fighting that occurs if either great leader is eliminated from the battle.

DEATH TO YOUR ENEMY

At the beginning of the game, the Emperor and Horus can seem like daunting targets, especially for new players. However, neither is unassailable.

The Imperial player can use the "Boarding Action" order card to move units and Heroes to the *Vengeful Spirit* to take the fight to the Warmaster. Bringing several Heroes on such an assault can prove helpful, and a judicious stacking limit violation that allows the Imperial player to bring more than three units is also an advisable gambit (as long as the "Boarding Action" is carried out before a change of initiative forces the Imperial player to reduce his unit count in that area).

Although it can be difficult for the Traitor player to penetrate the Palace region to attack the Emperor, note that the "Drop Pods" order card only prevents the Traitor from landing units in an *enemy* area of the Palace region. Once the Traitor player establishes a beachhead inside the Palace, reinforcements can be dropped in more easily. And even neutral areas can be targeted with "Drop Pods," so if the Imperial player foolishly abandons one of the Palace region's areas, the Traitor player can often make him regret it.

The Traitor should also remember that Heroes – including Horus – can be placed on Terra from the Traitor stockpile *and/or* the *Vengeful Spirit*. A Traitor player suffering a grim assault on the *Vengeful Spirit* can sometimes turn the tables by landing Horus inside the Palace – via "Drop Pods," as described above – and bring the fight directly to the Emperor in the Inner Palace with a quick attack order!

Spaceport Victory



Once at least one initiative marker has moved onto or past the "Spaceport Victory" space of the initiative track, both players become eligible for a spaceport victory.

To win a spaceport victory, a player must be the only one with units present on all four spaceport areas. That is, to win a spaceport victory, all four spaceport areas must be friendly to that player. To be clear, if *any* of the four spaceports have co-existing enemy units, or if any contain no units at all, then neither player can win this victory until the situation changes. Recall that Heroes are not units, and unsupported Heroes do not make an area friendly to their owner.

A spaceport victory ends the game as soon as its conditions come to pass. If a player controls four spaceports and *then* an initiative marker moves to the "Spaceport Victory" space, that player wins immediately in the relevant advance initiative marker step, before (for example) a change of initiative or any special phases are carried out.

This victory represents gaining complete control over the speed and quantity of Traitor units that can be brought to bear on Terra. If either side achieves a stranglehold on this vital transport link, his opponent will be crushed.

Imperial Hold-out Victory



As players spend initiative, their initiative markers move relentlessly toward the last space of the track, the "Imperial Victory" space. If any initiative marker is moved onto this space, the Imperial player wins the game immediately.

This victory represents the arrival of additional Imperial forces in the solar system, and the subsequent clean-up of the now-outnumbered Traitor forces.

Glossary of Terms

ACT: A portion of the event deck, used when assembling the deck during setup.

ACTIVATION ICON: The symbol on the face of an activation marker. (As opposed to a rout icon, on the back of an activation marker.)

ACTIVE: In battle, the side that can damage the other in the current iteration.

AREA: The smallest division of geography on the main map board.

ATTACKER: In battle, the side that initiated fighting by executing an order. (Exception: In coexistence combat, the Imperial player is always the attacker.)

BASE: The bottom portion of a playing piece.

BATTLE: A confrontation between the players having a single target area and lasting for a number of iterations.

BORDER SEGMENT: The place where two particular adjacent areas come together.

CHANGE OF INITIATIVE: What happens in the change of initiative step when the current player has moved his initiative marker past his opponent's marker on the initiative track.

CHAOS POWER: One of the four gods of Chaos: Khorne, Nurgle, Slaanesh, and Tzeentch.

CHAOS STAR: One of the two icons that can appear on a bombardment card.

CHAOS UNIT: A unit serving with any Chaos Power (i.e., all Traitor units other than Traitor Army and Traitor Tank Division units).

COEXISTENCE BATTLE: A battle that occurs automatically in the change of initiative step when enemy forces share the same area.

COMBAT RANK: The statistic describing a unit's overall effectiveness in battle. Combat rank is expressed as a Roman numeral (I, II, III, or IV), or on a playing piece's base by a number of points.

CONTESTED AREA: An area containing both friendly and enemy units.

CORRUPTION: A step during setup when Imperial units are in jeopardy of becoming Traitor units.

CREVASSE: A type of area border with various effects on movement and battle. Most crevasses also mark region divisions.

CURRENT PLAYER: The player with initiative in a given round, who chooses and carries out an action.

DEFEATED: A Hero damage state. A defeated Hero is removed from play and does not return.

DEFENDER: In battle, the side that did not initiate fighting. (Exception: In coexistence battle, the Traitor player is always the attacker.)

DESTINATION AREA: An area to which the units carrying out a movement order may go.

ELIMINATE: To remove a unit from play. Most eliminated units are returned to the box rather than their owner's stockpile when eliminated. Exceptions include Imperial Army, Traitor Army, Imperial Tank Division, Traitor Tank Division, and Imperial Titan units.

ENEMY AREA: An area containing only enemy units. (An area enemy to one player is friendly to the other.)

ENGAGED: A unit involved in a battle.

FACTORY: One of the three types of plastic structures.
FIGURE: The sculpted, upper portion of a playing piece.
FLYING: A unit characteristic with a variety of effects.
FORTIFIED, FORTIFICATION: A type of area where defenders are more resistant to damage than normal. Some areas are always fortified. Other areas can become temporarily fortified. Crevasses give the benefits of fortification in certain circumstances.
FORTRESS: The round variety of the three types of plastic structures. Although fortresses are fortified, "fortress" is not synonymous with "fortification."
FREE EFFECT: A type of combat card effect.
FRIENDLY AREA: An area containing only allied units. (An area friendly to one player is enemy to the other.)
IMPERIAL EAGLE: One of the two icons that can appear on a bombardment card.
INITIATIVE POINT: The basic unit of opportunity to act. Actions cost initiative points.
ITERATION: One division of time within a larger battle.
KHORNE UNIT: A unit that serves Khorne (i.e., any red unit).
KILL: See "eliminate."
MOVEMENT POINT: The basic measurement of a unit or Hero's capacity to move.
NEUTRAL AREA: An area containing no units.
ORDER STACK: A pile of order cards on the strategic map associated with a given region. Or, for regions that currently have no such order cards, the place where they would be put when placed.
ORIGIN AREA: An area from which engaged attackers are launching an attack.
NURGLE UNIT: A unit that serves Nurgle (i.e., any green unit).
PALACE: The largest of the three types of plastic structures, comprising seven areas and its own region.
PASSIVE: In battle, the side susceptible to damage in the current iteration.
PLAYING PIECE: The combination of one figure and one base. The basic unit of military force on the main map board.
PRECISE: One of two options for orbital bombardment. A precise orbital bombardment generally does less damage than a reckless orbital bombardment, but is less likely to fail altogether.
PRIMARCH: The leader of a Space Marines legion or Chaos Space Marines legion. All primarchs are Heroes.
RANK: See "combat rank."
RECKLESS: One of two options for orbital bombardment. A reckless orbital bombardment generally does more damage than a precise orbital bombardment, but is more likely to fail altogether.
RECYCLABLE: A type of order generally placed in a player's reserve (rather than his disacrd pile) upon execution. Doing this is called "recycling" the order. Recyclable orders are marked with a recycle symbol.
REGION: A collection of areas.
REGULAR DAMAGE: The battle damage arising from the active player's combat cards' attack values. (As opposed to damage that might arise from his combat cards' special effects.)
RESERVE: A location on the table where a player's recyclable orders remain after being executed, from which they can return to the player's hand at certain times.
RETREAT: To voluntarily leave battle.
ROUT: To involuntarily leave battle.
ROUT ICON: The symbol on the back of an activation marker. (As opposed to an activation icon, on the face of an activation marker.)
ROUTED ACTIVATION MARKER: An activation marker with its rout icon turned faceup.
SACRIFICE: To voluntarily eliminate a player's own unit from the game.
SLAANESH UNIT: A unit that serves Slaanesh (i.e., any purple unit).
SPACEPORT: One of the four spaceport areas: Eternity Wall Spaceport, Lions Gate Spaceport, Spaceport Damocles, and SpaceportPrimus.
STACK: See "order stack."
STACKING LIMIT: The maximum quantity of units, per side, that may exist in a given area without requiring their owner to eliminate units during the change of initiative step. Non-fortified areas have a stacking limit of 6. Most fortified areas have a stacking limit of 3.
STOCKPILE: A player's collection of his units that are not currently in play, but are eligible to enter or re-enter play (as opposed to having been "placed in the box" or "returned to the box").
TARGET AREA: The area that is the target of a battle.
TERRA: The portion of the main map board that does not include the *Vengeful Spirit* region.
TZEENTCH UNIT: A unit that serves Tzeentch (i.e., any blue unit).
UNIT: See "playing piece."
UNSUPPORTED: The state of a Hero that is not accompanied by at least one friendly unit.
UNWOUNDED: A Hero damage state with no mechanical effects.
VENGEFUL SPIRIT: Horus's flagship in orbit, and the name of the region that describes it.
WOUNDED: A Hero damage stage that reduces its effectiveness.



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Round Reference

1. ACTION STEP: Current player resolves an action.
- Place an Order (1 point): Place an order from hand facedown on the strategic map.
- Execute Order from Strategic Map (1 point): Execute an order from the top of a strategic map stack.
- Execute Order from Hand (0–3 points): Execute an order from hand.
- Bury an Order (1 point): Moves a stack's top card to the bottom of the same stack.
- Draw an Order (1 point): Draw an order from reserve or order deck.

2. ADVANCE INITIATIVE MARKER STEP: Current player's initiative marker is advanced on initiative track.

3. CHANGE OF INITIATIVE STEP (IF NECESSARY): If current player's initiative marker passed opponent's marker, coexistence battles are fought and stacking limits enforced.

4. RESOLVE SPECIAL PHASES STEP (IF NECESSARY): If current player's initiative marker passed or landed on special phase icons, each is resolved in the order passed.
- Event Phase: Current player draws the top event card and carries out its instructions.
- Draw Orders Phase: Starting with current player, each player (a) discards any or all orders from his hand, (b) moves any or all orders from his reserve to his hand as long as he does not exceed six cards in hand, and (c) draws new orders up to a six-card hand.
- Refresh Phase: The players remove activation markers showing an activation icon and then flip all routed activation markers.

Battle Reference

1. JOINING BATTLE: Attacker and defender identified, target area identified, one or more origin areas identified.

2. ENGAGING UNITS: Participating units identified.

3. PREPARING TO FIGHT: Players draw combat cards and Hero combat cards. Iteration marker placed.

4. COMBAT ITERATIONS: Combat iterations fought. For each:
a. Active player plays combat cards or retreats.
b. Active player carries out special effects.
c. Active player totals regular damage.
d. Passive player resists regular damage.
e. Active player assigns damage.
f. Iteration advanced.

5. END OF BATTLE: Battle ends once all allowed iterations are resolved, all units and Heroes on one side are eliminated, or both players run out of cards. A victorious attacker may move certain units to target area.

Frequently Overlooked Rules

- Orders placed on the strategic map since the last change of initiative cannot be executed until after the next change of initiative.
- A player only receives the strategic bonus listed on an order card if he executes that order from the strategic map (as opposed to from his hand).
- Orders bearing the recycle symbol are placed in their owner's reserve (rather than his discard pile) upon execution.
- Heroes that do not begin the game on the main map board can be placed whenever their owner is entitled to place units.
- Heroes and defense lasers do not count toward an area's stacking limit, because they are not units.
- It costs non-flying units an extra movement point to move across a crevasse.
- At the beginning of battle, attacking units do not move into the target area; they remain in their origin areas. If no defending units remain when the battle is over, surviving attackers may move into the target area.
- In battle, if all attacking units must cross crevasses the defender may receive the effects of fortification.
- In battle, the attacker may only play a combination of combat and Hero combat cards up to the current iteration number (e.g., two cards in the second iteration). The defender is limited in the same way when resisting regular damage, but is not limited in this way when playing cards to counter the attacker's special effect (assuming the special effect is one that can be countered).
- The unit requirement listed on a combat card applies to that card's special effect only. The presence of the required unit is *not* a requirement for inflicting that card's regular damage, nor for using its shields.
- In each iteration of combat, the active player may carry out up to one of the regular (i.e., not free) special effects on the cards he played, and any number (including none) of the free special effects on the cards he played.
- When a Hero is eliminated from battle, friendly units in the same area are subject to routing.
- Fortifications under attack from flying units are considered breached as long as those flying units remain engaged.
- Movement and similar effects of event cards do not activate areas, nor do they respect prior activations (i.e., even units in activated areas can move as a result of event cards).