



# HERALDS OF RUIN

# HOR

<b>Introduction</b> .....	<b>2</b>	Voluntary Rout .....	13
Preparing to play: The teams .....	3	The Nerve Test .....	14
Preparing to play: The battlefields .....	3	<b>Tactical Points</b> .....	<b>15</b>
Preparing to play: Core rules and concepts .....	3	Tactical Points .....	15
A Team of Heroes .....	3	Philosophies .....	16
Inspiring Presence .....	3	Using Tactical Points .....	17
Characteristics tests .....	3	<b>Missions</b> .....	<b>18</b>
Look Out! .....	3	Getting Started .....	18
Reserves .....	4	The Battlefield .....	18
<b>Movement Phase</b> .....	<b>5</b>	First Turn .....	18
Solid Obstacles .....	5	Game Length .....	18
Advanced Advancing .....	5	Objectives .....	18
Moving through terrain .....	5	Holding Objectives .....	18
Climbing .....	5	Carrying Objectives .....	18
Jumping .....	5	Dropping Objectives .....	19
Falling .....	6	Passing Objectives .....	19
Hiding .....	6	Routed! .....	19
<b>Psychic Phase</b> .....	<b>7</b>	To Victory! .....	19
Choosing a Power .....	7	Battlezones .....	19
Primary Target .....	7	Which Mission? .....	20
Area of effect .....	7	Narrative .....	20
Perils of the Warp .....	7	Random .....	20
Smite .....	7	The Mission Sets .....	20
<b>Psychic Phase</b> .....	<b>8</b>	Futile War .....	20
Single model units .....	8	Heralds of Ruin .....	20
Primary Target .....	8	Antaeus .....	20
Secondary Target .....	8	Inscrutable Objectives .....	20
Cover .....	8	Futile War 1: Border Massacre .....	22
Snipers .....	8	Futile War 2: Diatribe .....	23
Grenades .....	9	Futile War 3: Crescendo .....	24
Mixed Targets .....	9	Futile War 4: Clash .....	25
Variable shots and Secondary Targets .....	9	Futile War 5: Last Chance .....	26
Multiple Targets and Mortal Wounds .....	9	Futile War 6: Machinery of Risk .....	27
<b>Charge Phase</b> .....	<b>10</b>	Heralds of Ruin 1: Escalating Skirmish .....	28
Select charging model and target .....	10	Heralds of Ruin 1: Doomsday Device .....	29
Select supporters .....	10	Heralds of Ruin 1: Take and Hold .....	30
Resolve Overwatch .....	10	Heralds of Ruin 1: Possession .....	32
Make Charge move .....	10	Heralds of Ruin 1: Last Stand .....	33
Heroic Intervention .....	10	Heralds of Ruin 1: Raid .....	34
Diving Charge .....	10	Antaeus Mission 1: Fragmentary Order .....	36
Leap of Faith .....	11	Antaeus Mission 2: Death by moonlight .....	38
<b>Fight Phase</b> .....	<b>12</b>	Antaeus Mission 3: Amphibious Ops .....	39
Shove .....	12	Antaeus Mission 4: The Resistance .....	40
<b>Morale Phase</b> .....	<b>13</b>	Antaeus Mission 5: Cyclonic Tectonic .....	41
The Route Test .....	13	Antaeus Mission 6: Monster Hunt .....	42



# HoR

Citizens of the Imperium, Lords of Terra and Underhive gangers, warriors of the Adeptus Astartes and devotees of the Ruinous Powers, starfaring civilizations young and ancient, creatures of all shapes and appetites: welcome to the latest edition of Heralds of Ruin.

*Heralds of Ruin is a fan-made, unofficial, non-profit expansion to Warhammer 40,000 allowing you to fight more intimate, narrative-driven games in the grim darkness of the far future.*

The 8th edition of Warhammer 40,000 has arrived, and there's never been a better time to find yourself lost and bewildered in the 41st millennium. It seems like everything about the game has changed for the better, just as everything about the setting has gone to hell, and Heralds of Ruin is no exception.

While battlefields tremble under a trillion boots and whole planets quake in fear before vanishing forever, Heralds of Ruin is here to bring to life the unsung characters whose actions on the invisible stage build, avalanche-like, to the cataclysmic events that find their way into the Imperial histories. Whether you're a veteran skirmisher or a green recruit hanging up your tank driver's goggles for the first time, you'll find a whole new purpose in these fate-defying actions of an especially heroic or villainous few!

If you played Heralds of Ruin in previous editions of Warhammer 40,000, not much in this book will give you pause. It's just as narrative-driven, tense, and customisable as before, if perhaps even bloodier. Gather your team and get shaping the fate of the galaxy! If, on the other hand, we've somehow become so famous that you're learning 40k and HoR *at the same time*, we suggest taking both rulebooks at once, one phase at a time. Familiarise yourself with how Movement works in "bighammer" and then look at how we've tweaked it for a truly cinematic, immersive game. Then master the space-magic, the future-guns and the galactic punching!

Whichever faction you favour, whether you play a bare-bones game of mind vs. mind or craft a skull-boggling campaign with kaleidoscopic battlezones, strange artefacts and a labyrinthine storyline, the community is always with you. Visit us at our Facebook group, blog and forum to ask advice or share tips on the hobby or gameplay, tell us about your hard-fought victories and shameful defeats, find yourself an opponent or, if the urge takes you, join our writing team and put your own stamp on the Heralds of Ruin honour roll! We're a great group of thousands of gamers first and foremost, and even though the galaxy is a big place, whatever happens, you will be welcome...

The Heralds of Ruin  
2018

## Preparing to play: The teams

A typical game of Heralds of Ruin uses 250 points per side, but campaign play, special scenarios and your own preferences can all alter this value.

You'll need a copy of the Warhammer 40,000 rules, and the Codex or Index for your chosen faction, if it exists.

To build a team for Heralds of Ruin you will also need your faction's Opus. This lists all the models, wargear and their availability to your team. You will need your Codex to reference special rules and the cost and profiles of weapons.

An Opus might reference a list of available weapons such as "Weapons of Torture" or "Heavy Weapons list" and in such cases, refer to your Codex/Index for the relevant list. However, if an Opus references the faction's Armoury, it is always referring to the special wargear section at the end of that Opus.

Units in Heralds of Ruin consist of one model only! There are no squads, gangs or packs, and we'll explain how this affects gameplay as we continue.

## Preparing to play: The battlefield

Heralds of Ruin is designed to be played on a 4'x4' board, though some special missions call for a 6'x4' battlefield. As always, you're encouraged to break these guidelines and experiment with differently sized battlegrounds!

One feature that should be consistent on all your battlefields is a high density of terrain. We recommend that at least 50% (and all the way up to 100%) of the board surface is covered by terrain of some kind - lots of ruins, multi-level walkways, jungle or whatever else you have!

Don't be afraid to build vertically as much as you like; with enough levels, you

can even get away with using a much smaller board. Terrain in Heralds of Ruin affects the game more than in WH40K, and you'll have to learn to take advantage of it.

## Preparing to play: Core rules and concepts

### A Team of Heroes

All models in a Heralds Of Ruin team have this special rule. Models with this special rule count as single-model units for all purposes, ignoring unit coherency and other rules that govern squad behaviour in WH40K.

### Inspiring Presence

All Team Leaders, and some other models, have this special rule. Models within 6" of a friendly model with this rule may use either of their Leadership values for any purpose. A model with the Inspiring Presence rule is considered to be a Character.

### Characteristic Tests

Some situations call for a Test based on one of your model's stats, most commonly Leadership.

To make a Leadership Test, roll 2d6 - if the result is equal to or lower than the Leadership of the model, it has passed. Don't forget to apply any relevant modifiers to the value: Inspiring Presence or unit special rules, for example. A model cannot auto-fail such a test. If a model has Ld10, and has somehow found a +2 modifier to Leadership, it will pass the test even on a double 6!

If a test such based on another characteristic such as Strength is required, it works in the same way but is taken on a single d6. In such cases a result of 6+ always fails.

### Look Out!

Team Leaders tend to inspire great devotion - or possibly mindless servitude -

in their followers. When a model with the Inspiring Presence rule is targeted by an attack in any phase, you may have another model within 3" of the target try to intercept the damage.

To do so, take an immediate Leadership test for that model. If it passes, resolve the attack at +1 to Hit, against the chosen model. Range and Line of Sight should still be determined by the position of the original target.

Only one Look Out! test can be made per target, per phase.

## **Reserves**

You may hold up to half the models in your team in reserve. At the beginning of your second turn, and every turn thereafter, roll a d6 for each model in reserve that you wish to arrive this turn. On a 3+ you may set that model up within 6" of your board edge, or according to its alternate setup rule, such as Winged Strike, if it has one. The model counts as having Moved and may not do so again, though it may otherwise act normally. Any model that has not arrived already does so automatically at the beginning of its owner's 5th turn. Some missions have their own Reserves rules - those rules supercede these, but ordinarily, no model may arrive from Reserves without a roll!



# MOVEMENT PHASE

*The Movement phase, often dismissed as simply "getting in range", is one of the most important! A truly canny commander, it is said, wins their games in the Movement phase. For Heralds of Ruin, we've made some changes to the way Movement works, to give a more realistic, cinematic and tactically challenging experience.*

## Solid Obstacles

To give Heralds of Ruin its realistic style, models can't move through solid obstacles such as walls and floors. Windows, doors and other openings are all fair game to move through, provided the model in question could be reasonably expected to fit through the gap. We assume closed doors etc. can be opened freely. A good rule of thumb is that for each Wound a model has, 1" of space is required, but clearly there are models with exceptional agility, bulk or free Wounds that don't fit that rule. Be generous, and use common sense!

## Advanced Advancing

When making an Advance move, you may choose to roll a d6 as normal (following any special rules allowing the roll to be modified or ignored) or to simply advance 3". If you choose to roll, you must accept the final result of the roll, even if it is less than 3".

## Moving through terrain

If a model's movement takes it even partially through terrain that would usually confer a cover bonus to their Save, it must subtract 2" from its total move, to a minimum of 3". This applies to all models, even those that FLY: they must

keep low and fly carefully in such dense and hostile locations.

Note that, even if the model only moves through 1" of terrain during its move, the 2" is still subtracted from the overall move. This represents the model taking extra care when emerging from cover into the danger of open ground, or entering a potentially hostile area.

## Climbing

Climbing on very steep or vertical surfaces slows models down in the same way as moving through harsh terrain, to a minimum of 3".

Where the surface has a ladder, rocky handholds, tough vines or similar, climbing does not slow movement. Only infantry and beast models may climb in this manner, with or without the assistance of ladders etc.

Any model of any type may freely traverse obstacles that are 1" high or less.

You and your opponent should agree which surfaces can be climbed, and how easily, before the game.

## Jumping

A model can attempt to jump across gaps, but this can be dangerous! As part of its Move, a model may jump across a gap. The distance jumped, whether horizontal or diagonal, must be equal to or shorter than half the model's Move characteristic. If the model is Advancing, add 3" to the distance it may attempt to jump.

To attempt to jump, roll a D6 for the model. On a 2+ the model safely lands on the other side of the gap. On a 1 however, the model falls through the gap and takes damage: see Falling, below!

## Falling

If a model falls from a height, place it on the next surface on which it can stand, directly beneath the point it fell off. It then suffers an automatic hit with Strength equal to the distance fallen in inches, and AP equal to half that distance, rounding down. Damage is 1 for a fall of 6" or less, and D3 for a fall of more than 6". For example, falling 5" results in a Strength 5 hit with AP-2 and Damage 1.

*(Designer's Note: If there are obstacles beneath a gap on which a model cannot stand but might bounce off, like girders or tree branches, you may wish to split the falling hit into two or more weaker hits, using the rules above for each obstacle the model smashes into on its way to the ground. Agree with your opponent first!)*

## Hiding

Sometimes it may be in a model's best interest to hide. Concealing yourself can be the best way to survive, but you won't be able to do much to help your comrades...

You may declare that an Infantry or Beast model will Hide immediately after it moves in the Movement phase. In order to do so:

- The model must be 6" or more from any enemy models.
- The model must be 50% or more obscured from the point of view of any enemy models.

If, during the enemy player's turn, either of these conditions are broken, the hiding model is immediately revealed. Otherwise, it stops Hiding at the beginning of its next Movement phase.

A model that Hides cannot be targeted by enemy or friendly shooting attacks or psychic powers, or charged, until it is revealed.

A model that Hides cannot take any voluntary action until the start of its next Movement phase, even if it becomes revealed during its own turn.

To avoid attracting attention, all Aura abilities a model has are deactivated while it is Hiding, including Inspiring Presence.



# PSYCHIC PHASE

*Psykers are powerful forces to be reckoned with on the battlefields of the dark future, able to lay low swathes of enemies without firing a shot. Their impact in Heralds of Ruin is purposefully limited. After all, you don't want to draw the attention of the Dark Gods or the Black Ships while on a mission this important!*

## Choosing a Power

Before the game, each of your Psykers may choose a power from the table in the relevant codex/index, or the universal Smite power. Not all powers can be chosen in HoR; any exceptions will be listed in the unit entry.

The same power cannot be manifested multiple times in a turn by the same player.

## Primary Targets

When manifesting a Psychic Power on a friendly unit, choose any eligible target that is visible to the Psyker and in range of the power. This is the Primary Target.

Similarly, when targeting an enemy unit, you may choose any eligible, visible model as the Primary Target. However, for every enemy model which is closer to the psyker than the Primary Target, you must subtract 1 from the result of the Psychic Test. You may not choose an enemy Character as the Primary Target unless they are the closest enemy model to the psyker.

## Area of effect

Powers described as affecting a "unit" instead affect all models on the same team within 3" of the Primary target, as well as the Primary target itself, as though they were a single unit.

While we cannot cover all current and future powers in this book, the following

should guide you through using psychic powers and their Area of Effect properly. Any further amendments to individual powers will be clearly presented in the relevant Opus. Where a power has a distinct effect such as *Gift of Contagion's* -1 to a random characteristic, apply that effect to all affected models as though they were a squad in WH40K.

Where a power causes a number of wounds, like *Smite*, apply that number of wounds to the collection of affected models. For instance, the D3 Mortal Wounds from casting *Smite* on a 6 would be spread between all the targets of the power - it does not result in D3 Mortal Wounds to each affected model! Start with the Primary Target and apply wounds until no wounds are left to allocate or it is dead, at which point you will start allocating remaining Wounds to the closest enemy within 3", and so on. Powers that are described as affecting a single model work exactly as in WH40K.

## Perils of the Warp

On a double 1 or double 6, the psyker suffers Perils as usual, but takes D3-1 Mortal Wounds. This may result in the Psyker escaping their ordeal unharmed. In the event of the psyker being slain by Perils, do not assign D3 mortal wounds to every unit within 6". Instead, assign D6 mortal wounds amongst units within 6", starting with the closest and working outwards from the psyker. In the case of multi-wound models, you should allocate mortal wounds to the closest model until it dies, then the next closest.

## Smite

**Smite limitation:** On a roll of 5+ the target takes 1 mortal wound. On a 11+ the target(s) takes D3 mortal wounds.



# SHOOTING PHASE

*On the vast battlefields of the Dark Millennium, battalions unleash staggering amount of firepower every ground-shaking moment. Just aim over there, and you're bound to hit something. In Heralds of Ruin, things are a little more subtle.*

## Single model units

As we've learned, all units in Heralds of Ruin are made up of single models. But don't fear, your multi-shot weapons still have a use here. First, choose your model and the weapons it will attempt to fire, as usual. A model must fire all the weapons it is allowed to before you move onto the next model - any weapons not fired do not get another chance.

## Primary Target

After choosing a unit to shoot with, pick your Primary Target, who must be visible to the shooter and in range of the weapon.

A model may only be the Primary Target of a shooting attack if it has no teammate within 6" which is closer to the shooter.

If you like, you can leave it there, and simply resolve all shots against the Primary Target. Or...

## Secondary Targets

You may choose to fire at more than one unit with the same weapon, providing it has enough shots. You may not choose more targets than the weapon being fired has shots!

Secondary targets may be up to 6" from the Primary target, and must be visible to the shooter and in range of the weapon.

- To add Secondary targets, start with the

enemy model closest to the Primary target, and continue outward until you have chosen all the Secondary targets you want. You may choose Characters as secondary targets, even where you would not be allowed to choose them as Primary targets.

## Cover

A model gains the benefit of cover, not for simply standing in an area of terrain, but for being obscured by it! If the main bulk of a model is 25% or more obscured, from the points of view of the model firing at it, it receives a +1 bonus to its Save. The easiest way to check is to get down to table level and literally look over your model's shoulder.

The object obscuring the model must be within 3" of it, or part of the building, ruin, forest etc piece it is standing in, to confer this bonus. Models on both sides also confer this bonus to cover, with the same conditions. All types of models can benefit from cover, not just Infantry.

*(Author's note: We recognise that not all players have access to "realistic" terrain or the resources and space needed to have their own. It's perfectly OK to use the Warhammer 40,000 version of cover in these situations - we recommend that most improvised terrain counts as Ruins.)*

## Snipers

All teams fear the sniper, and the more important or powerful you are, the more you have to worry about! Models with a rule allowing them to target characters freely, or similar, may select any visible model in range as their Primary target, but may not choose secondary targets if they do so.

Such models may elect to choose Primary and Secondary targets in the usual way, instead.

## Grenades

Teams must travel light, being cut off from supply lines or needing to avoid detection by enemy scouts. In Heralds of Ruin this manifests in two ways:

- All kinds of Grenades may only be used once per model per game.
- Each type of grenade may only be used once per team per phase. The exception to this second rule is your Team Leader, who may throw a grenade they are equipped with even if another model on your team used the same type of grenade this phase. In a campaign, grenades replenish for free between games.

Now you'll resolve the shots against all targets as though they were one unit, and you were playing WH40K - you may manage to kill more enemies, but your opponent can pick which models are removed as casualties.

## Mixed Targets

If the targets of a shooting attack have different characteristics such as Toughness or Save that affect their survivability, the player on the receiving end should allocate successful hits to the models of their choice before continuing to roll to Wound etc.

If all the units being shot at have the same characteristics, you can skip this step and simply chose casualties once the attack has been resolved.

**When allocating hits, you cannot allocate two hits to any target until all targets have been hit once, and so on for third hits etc.**

## Variable shots and Secondary targets

For weapons with a variable number of shots, (D6, D3, etc) pick your targets before rolling to see how many shots you get. Your opponent may allocate hits/casualties to any of the targets you declared.

## Multiple Targets and Mortal Wounds

If the weapon you are firing has the chance to cause Mortal Wounds, such as the Baleblast's ability to cause an additional Mortal Wound on a 6, you should resolve the shots one at a time, to determine which model takes the Mortal Wound.

If a weapon causes multiple Mortal Wounds with one shot, the same model takes all the Mortal Wounds from that shot - they do not carry over to other models in the same way as WH40K.



# CHARGE PHASE

*Very little has changed for the Charge Phase in Heralds of Ruin, with the exception that your tightly-knit band of warriors are a little more likely to come to one another's aid.*

1. Select charging model.
2. Select supporters.
3. Resolve Overwatch.
4. Make Charge move.
5. Move supporters in.

## Select charging model and target

You must pick one of your own models who will make a charge, and the model they will attempt to charge. This enemy model is the Primary Target.

## Select supporters

Friendly models within 3" may charge at the same time as the model selected to charge. If they do not, they lose their chance to charge this phase: you cannot hang back to see who succeeds! The charging group of models as a whole may only charge the Primary Target and enemy models within 3" of it.

## Resolve Overwatch

All targets of the charge may now fire Overwatch as normal. Friendly models within 3" of the Primary Target may fire Overwatch in support of their comrades, but any that do so must attempt to Pile In and Fight in the Fight phase, should any of the charges be successful.

Units can fire overwatch multiple times per charge phase, provided they are not within 1" of an enemy model.

## Make Charge move

You must roll separate charge distances for each charging model, rather than rolling for them as a unit. The order of charges is up to the charging player.

Charging through or into the kind of terrain that would normally grant a benefit from Cover slows the charger by 2".

Jumping and climbing is possible as part of a Charge move: follow the instructions in exactly the same way as for the Movement phase.

## Repeat

Now pick a new Primary charge target and repeat!

## Heroic Intervention

Once all charges are complete, both players, starting with the player whose turn it is, may have any characters who are able make a Heroic Intervention. This works exactly as in WH40K. Characters who fired Supporting Overwatch may wait until this step to make their Heroic Intervention, rather than moving in with other Supporting models.

## Diving charge

A model who successfully charges from an elevated position, - between 1" and 6" higher than the model it is charging - may add +1 to its Strength characteristic for the next Fight phase. However, if you choose to do this, roll a d6. On a 1, the model has been overtaken by its own momentum, stumbles, and it does not count as Charging for this phase. It may fight as a normal, non-charging model, and does not receive the +1S bonus.

If the distance between the models is empty space or a vertical surface, i.e. not a slope or stairs etc, the charge **must** be a diving charge - you have no choice! This also applies to Leaps of Faith, opposite. Models with the Fly keyword may make such charges freely; the owning player decides if the charge is Diving or not.

## **Leap of Faith**

A model that makes a diving charge from more than 6" above its target is asking for trouble. To attempt such a risky maneuver, the model must first pass a Leadership test.

Then, on successfully completing the charge, you must allocate Falling damage to that model before it makes any of its attacks. If it survives to fight, its attacks are each resolved at +2S, -1AP and +1D.

For example, a chainsword attack from a model lucky enough to execute a Leap of Faith would be resolved at S: +2, AP: -1 and D: 2.



# HOR

## FIGHT PHASE

*Swirling, chaotic melees are the same no matter the setting or scale of the fight. Almost. While repeatedly swinging at enemies and trying to stay on your feet, consider these simple changes to the Fight phase...*

The "Choose unit to fight" and "Pile in" stages work exactly as in WH40K.

When choosing a target for a model that charged, you must allocate at least one attack to the model that it charged, if possible. If the charging model has any remaining attacks, you may allocate them to any available targets, declaring how many attacks each target will receive.

Models may attack enemies within 1" of themselves, and/or enemies that are within 1" of a friendly model that is within 1" of themselves.

After that, choose your weapon, roll to hit, resolve damage and consolidate exactly as normal!

Oh, and one more thing...

### **Shove**

Sometimes the weapons in your hands simply aren't capable of dealing the same damage as, for example, a three-storey drop. Instead of attacking normally, a model may attempt to sacrifice a model on Newton's Altar.

When it is a model's turn to attack, the player controlling it may nominate a single enemy model that is within 3" of the edge of a drop or very steep surface. This enemy model must be an eligible target for attacking. Do not make attacks for the attacking model: instead, both

players roll off, adding the Strength characteristic of their model to the result. If either model charged or made a Heroic Intervention in the preceding Charge phase, add 1 to that model's die roll.

Do not include Strength modifiers from weapons when adding Strength to your roll: - these models are not fencing but desperately grappling, attempting to lift and push each other - but do include modifiers from other sources: effects of psychic powers, combat drugs and even other wargear such as armour all make a difference here!

Look Out! tests may be taken against this kind of attack. Make the Look Out! test before the roll off, and use the new model's Strength value.

If the model being attacked wins the roll off, nothing happens. If the model making the attack wins, the enemy model Falls and takes damage exactly as described in the Movement phase.

*Long live the king.*

# HOR

## MORALE PHASE

*"How can my units take a Morale Check when they're each all alone?!"*

*The WH40K approach to the morale phase, with models fleeing the battlefield after a failed test, doesn't quite work in Heralds of Ruin. For a more individual experience, and one that better represents the hardened attitude of a Team and the do-or-die nature of their missions, we have devised two tests to replace the Morale phase in its entirety: Rout test and Nerve test.*

### **The Rout Test**

Teams typically have a vital mission to accomplish, and most recognise that dying horribly in the face of overwhelming odds is tactically unwise. After taking a certain number of casualties, teams will have to pass Rout tests, or risk fleeing the battle!

At the end of the Battle Round, if either team is one or more Rout Thresholds above their opponent, they must take a Rout test. Note that this means there is no situation where both players must take a Rout test!

Threshold 0 - More than 50% of the team's starting models are still alive.

Threshold 1 - Between 50% and 25% of the team's starting models are still alive.

Threshold 2 - Less than 25% of the team's starting models are still alive.

Units that are part of your team but which are not currently on the table do not count as alive for Rout purposes. Round up to the nearest whole unit when working out how many models a team needs to survive for each threshold - it can be useful to work this out for your own team before the game.

To take a Rout test, simply take a Leadership test for your Team Leader. If your leader is dead, use the best Leadership of any surviving models.

A Rout test taken by a Team Leader ignores negative modifiers to Leadership unless they are specifically described as applicable to Rout tests. A Rout test taken by any other model is susceptible to all the usual modifiers to Leadership.

If the test is passed, the team rallies behind their figurehead and the game continues. If it is failed, the game ends immediately. Note that this does not automatically mean that the team who failed the test are the losers! You will go on to add up Victory Points: this is described in more detail in the Missions section.

### **Voluntary Rout**

At any time that a team would be required to take a Rout test, it may choose to fail and quit the battlefield. A team that does so subtracts 1 from their Victory Point total at the end of the game.



## The Nerve Test

When a model is removed as a casualty in the enemy Shooting phase, any friendly models within 3" of the place where it died must take a Nerve test.

A Nerve test is a Leadership test, modifiable in all the usual ways. No model can take more than one Nerve test in a single Phase; either they pass and will hold their water for the near future, or they fail!

A model that fails a Nerve test is shaken, disoriented and generally not feeling 100%. If they are still alive at the start of their Movement phase, they must attempt to Hide.

If they cannot satisfy the conditions for Hiding, they still act as though they are Hidden i.e. they may not take actions, but they may be targeted as usual.

The model returns to normal at the beginning of the turn after it tries to Hide.

## Designers' Notes on choosing a Morale rule

Heralds of Ruin works perfectly well without using either of these rules, albeit under certain conditions. The Morale phase is based on Leadership, and your models have all had their Leadership factored into their points costs. Clearly, taking away the Morale phase entirely makes factions with typically low Leadership better value for points! If you were playing Necrons vs Orks, for example, we recommend using at least one of these rules in your game to redress the balance. On the other hand, Space Marines and Chaos Space Marines have the same average Leadership, so it doesn't matter as much in a game between these ancient enemies.

Generally, the Nerve test slows the game down and the Rout test is liable to speed it up, so take that into account when deciding which, if either, to use. Tournaments might be better served using Rout rules, whereas a long-awaited match with a cast of favoured heroes might prefer the tension and strategic challenge of the Nerve rules, without the sudden ceasefire of a failed Rout test.

We do recommend that both are always used in Campaign play, to make Voluntary Rout available to players who take heavy casualties, as well as allowing you to build teams with as many different approaches to victory as possible.

Using both rules also allows you to take advantage of the full range of Battle Honours in the Campaigns supplement.

Ultimately, it's up to you and your opponents to decide what's the most fun for you!

# HOR

# TACTICAL POINTS

## Tactical Points

All teams operate differently. Some are bound by common philosophy or experience. Others are anarchic rabbles, difficult to command. To represent this, Heralds of Ruin uses a version of Command Points called Tactical Points.

In the absence of Force Organization charts, Tactical Points are awarded by the following criteria:

Name	Description
Destined For Greatness	+3 for including a Team Leader. This is usually compulsory, so all teams will have at least 1 Tactical Point in ordinary gameplay. In Campaign play, increase this number by 1 for each game this Team Leader has taken part in before the current one
Strength In Numbers	+1 for taking the maximum number of Core models according to your Model Allowance.*
Cream Of The Crop	+1 for taking the maximum number of Special models according to your Model Allowance."
Mind The Boat	+1 for each section of your Opus, other than Leaders, from which you have selected the minimum number of models.
Herohammer	+1 for each model in your team which cost 100 points or more
Bound By Experience	+1 if all models in your team share at least one non-faction keyword. Increase this to +3 if all models in your team share all their keywords. Ignore the Character keyword.
Death And Diversity	+1 if your team contains 8 or more different Keywords, including Faction and Unit-specific keywords like AELDARI and INCEPTOR SQUAD
Boots Before Loot	+1 if your team does not contain any items from your Opus' Armoury
Shiny Fingz	+1 if your team contains 5 or more Armoury items
Motley Crew	-1 if not all models in your team were taken from the same Opus. Note this is not usually possible except in certain circumstances outlined in some Opuses



## Philosophies

Some Leaders have personal agendas, command idiosyncrasies or are simply set in their ways. You can attribute one of these philosophies - or one found in your Opus - to your Team Leader before the game. You may only ever give your Team Leader one Philosophy at a time. In campaign play, you do not have to choose a Philosophy at the very beginning, but if you choose one at any point, you may only change it after suffering two consecutive defeats. These lessons are learned the hard way.

Philosophy	Description
One Track Mind	+1 Tactical Point if, before the game, you choose a single Tactical Action available to you. You must tell your opponent your choice before the game begins, and you may only use that Tactical Action in the game. If you choose this Philosophy in a campaign, you may choose different Tactical Actions for each game
Keep Them Guessing	+2 Tactical Points. You may not use any Tactical Action more than once per game
Bloodthirsty	Immediately after the first casualty of the game is removed, immediately gain 1 Tactical Point if a model from your team caused the casualty, or 2 Tactical Points if your leader did
Raider	The first time the enemy deployment zone is entered by one of your models, immediately gain 1 Tactical Point

## Using Tactical Points

Tactical Points are spent in-game in much the same way as Command Points in WH40K. You may not use the same tactical action more than once per phase. Missions, Opuses, campaign settings, and more may all list different tactical actions.

Name	Cost	Description
Tactical Re-Roll	1	Re-Roll any single die
Speed Is Of The Essence	1	At the start of one of your phases, choose up to two friendly units. They are not slowed by terrain for that phase
Counter-Attack	1	Declare you will use this action at the beginning of the Fight phase. Immediately after an enemy unit that charged has fought, choose one of your own units and fight with it next
Immovable Object	1	At the start of a battle round, choose an Objective marker. When working out who controls that objective, your team counts as having one extra model within 3" of it, as long as there is at least one. The effect lasts until the end of the game. You may take this action multiple times on the same objective, but only once per battle round
Unstoppable Force	2	At the beginning of the Fight phase, choose a friendly unit that did not charge. It counts as having charged for all purposes for this phase
At Any Cost	3	Use this Action when you would be required to take a Rout Test, but before you roll the dice. Automatically pass that test
One Step Ahead	X	Use this Action immediately before the roll-off for first turn. You may choose to add X to your own roll. Both players have the chance to use this Action before the roll is made



# HOR

# MISSIONS

Here we present a collection of missions designed especially for Heralds of Ruin, written by its creators and members of its community. In this section we will take you through the Heralds of Ruin mission rules that govern how you set up and play your games. Note that these rules are just an example of how to play a Heralds of Ruin Game – we encourage players to create their own missions, scenarios and rules!

## Getting Started

Unless specified otherwise, a Heralds of Ruin Game follows the same rules for setting up and deploying as the Warhammer 40,000 rulebook, except those regarding deployment maps: each Heralds of Ruin mission has its own deployment map. Do not generate Warlord Traits.

## The Battlefield

Heralds of Ruin Games are usually played on a 4'x 4' battlefield, with a heavy concentration of terrain; the more terrain the better the game! When placing terrain, strive for a visually appealing and tactically challenging battlefield. A lot of different types and heights of terrain also helps make the game interesting. Try adding some emplaced weapons, tanglewire, fuel dumps and other small obstacles as well as the normal buildings and ruins.

## First Turn

Unless the mission specifies otherwise, players roll-off for the right to choose first or second turn. The player who finishes deploying first adds 1 to their roll. The player chosen to go second may attempt to seize the first turn by rolling a D6: on a 6, the attempt is successful.

## Game Length

All Heralds of Ruin Missions use the Variable Game Length rules, but some missions may have ways of ending the

game early. A failed Rout test always ends the game immediately.

## Objectives

Many missions feature Objectives, which are represented by markers. You can use almost anything you like as an objective marker, from coins or bits of paper to specially made models, but none should be bigger than a 40mm (Dreadnought) base, and this upper limit is best reserved for missions with very few objectives in play.

## Holding Objectives

Some missions require your team to hold and defend objectives. In order to control an objective, a model must be no more than 3" away from it in any direction, and have line of sight to it. Only one side may control an objective at a time - the side with the most models in control of it! In the case of a tie, the side with the model closest to the objective is in control of it. If, in such a case, the two closest models are equidistant and on opposing sides, neither side counts as controlling the objective until the tie is broken.

## Carrying Objectives

Some missions require you to pick up and move objectives. To do so, a model must move its base into contact with the objective. It is then considered to be carrying the objective, which must stay as close as possible to that model. Keep it in base contact with its carrier, but move

it aside if it would interfere with eg. a charging enemy. Carried objectives can fit through any gap their carrier can fit through. A model can only carry one objective at a time, and only the model carrying the objective is considered to be controlling it for any relevant purpose.

Objectives may be moved in any phase in which the carrying model can move, but may not be moved more than 12" in total in any player turn, or they are Dropped (see below) at the point where they exceeded 12" of movement.

## Dropping Objectives

An objective is dropped when it moves more than 12" in a single turn, or when a model carrying it loses their last Wound. Place the object in the position where the 12" mark was exceeded or where the model stood. If one side has models within 1" of this point, that player may choose to have one of them to pick up the objective. If both players are able to, roll off. The winner chooses a model within 1" of the objective to gain control of it.

## Passing Objectives

Once per player turn, in any phase, an objective may be passed between friendly models within 2" of one another. This does not allow the objective to move further than 12" in a single turn.

## Routed!

If a team fails their Rout test, there is a chance that they still managed to accomplish their mission! If the mission in question was dependent on holding objectives, buildings, ground or similar, the team that Routed loses any that they held. Neither player scores points for the objectives the Routed team held.

If the objective was to destroy things, such as enemy units or battlefield features, anything destroyed by the Routed team still counts as destroyed and scores points accordingly.

## To Victory!

Unless otherwise stated, all missions use Victory Points and have the following extra objectives, which are worth 1 Victory Point each:

- **First Blood:** If the first casualty of the game was inflicted by your team on the enemy team, you have achieved the First Blood objective.
- **Linebreaker:** If, at the end of the game, at least one of your models is entirely within the enemy Deployment Zone, you have achieved the Linebreaker objective.
- **Assassin:** If one of your models causes the enemy Team Leader to be removed as a casualty, you have achieved the Assassin objective.

## Battlezones

To add even more depth to your games, check out the HoR Battlezones supplement, and lead your team through the myriad environments of the 41st millenium, including deadly jungles, reality-bending warp storms, high-G worlds and even underwater!



## WHICH MISSION?

There are two methods of picking a mission to play, narrative or random:

### Narrative

The best way to play Heralds of Ruin is to decide between you and your opponent which of the missions in this chapter you want to play. If you choose in advance, you can create a short story to explain why the two teams are fighting. Some players go to great lengths to create an engaging narrative, or recreate a story found in the Warhammer 40,000 fiction.

Players can build their team around this story, maybe even creating some new terrain or objectives to add to the depth of the narrative. In some cases, you also need to choose which player will be the Attacker and Defender; go with whatever suits your story best!

### Random

Sometimes you just want to gather your miniatures and play a game, without the need to prepare a story beforehand. In this case, if a scenario calls for an Attacker and Defender, randomise which player is which before you begin. In order to decide the scenario you will be playing, roll a D3 to choose your mission set from the table below, and then a D6 to determine which mission from that set you'll be playing.

D3	Mission
1	Futile War
2	Heralds of Ruin
3	Antaeus

*Futile War missions adapted with kind permission from Chris Nihilus. Antaeus missions adapted with kind permission from Rhett Bricker/Master Antaeus. Many thanks!*

## The Mission Sets

The sets of missions have been put together to provide loose "levels" of play. We think they're all brilliant, but if you have an idea of the kind of game you feel like playing, dispense with the D3 roll and just roll in your preferred set.

The **Futile War** missions are all based on static objectives, and feature very few special rules. They're ideal for a quick game with very little additional setup or extra rolling in-game. Don't let their simplicity fool you: the lack of bizarre situations to take advantage of will test your pure tactical acumen to the limit.

The Classic **Heralds of Ruin** missions make for a variety of great intermediate-level games, based on controlling the battlefield, outmaneuvering your enemy or even destroying their base. We

recommend new Heralds of Ruin players start here.

The **Antaeus** missions require still deeper tactical decision-making, feature some specific terrain setups and bizarre scenarios, and will test your team's ability to react to new situations in a heartbeat. Not for the faint-hearted commander!

## Inscrutable Objectives

You may wish to add even more depth to your games with an element of mystery. Why not have your Objectives represent strange alien artefacts or ancient technology? The first time each Objective falls under either player's control, roll on the following table to find out what it is. We encourage you to come up with your own Inscrutable Objective rules to use alongside or instead of these - have fun with it!

Some missions work better with Inscrutable Objectives than others, depending on what you want out of the game. Doomsday Device, for instance, gains an extra level of tension when the device you're fighting over has a powerful in-game effect, so you might wish to re-roll a result of Mundane when the device is finally discovered!

On the other hand, a mission like Possession can descend into utter mayhem, with everyone running around carrying a potent Artefact. Passing the Artefacts then becomes very important, allowing each one to be carried by the model that can get the most out of it. As always, find what suits you best, and then do it!

The Inscrutable Objectives table is presented below, for easier "flicking-back-and-forth."

D6	Objectives
1	Mundane: This objective has no additional effects
2	Fury Siphon: A Leader model in control of this objective may, at the beginning of their turn, choose to swap their Attacks and Leadership characteristics. The change lasts for the duration of the game, unless reserved by another Fury Siphon!
3	Corrupted Waystone: Any model in control of this objective may Deny one Psychic Power per turn as though they were a psyker. Psykers within 3" of this objective suffer Perils of the Warp on any double
4	Decaying Containment Field: Models in control of this objective have an Invulnerable Save with a value equal to one higher than the current Battle Round number. I.e. in Round 2, controlling models have a 3+ Invulnerable save
5	Infra-Targeter: Models in control of this objective may shoot at Hidden models (this does not cause them to become Revealed)
6	Temporal Disruption Node: Models in control of this objective may choose to attack twice in either their Shooting phase or Fight phase. Roll a D6 for any models that choose to do so - on a 1 that model suffers a Mortal Wound before making any attacks



# HOR

## FUTILE WAR 1

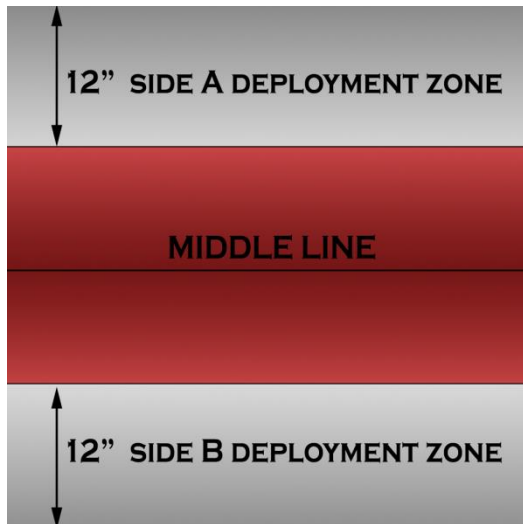
# BORDER MASSACRE

The border was, until recently, the scene of a ferocious battle, during which neither side was able to make the decisive move.

The time has come for survivors, reserves and special forces to succeed where mighty armies and war machines could not. You must cross the line and open a way into enemy territory!

### Deployment Map

The deployment zones are 12" in depth along opposite table edges:



Before choosing table edges, in the centre of the board place a single objective marker.

Then, players place one objective marker each, one on the right and one on the left of the centre, but always on the Middle Line, for a total of 3 objective markers.

Objective markers must be at least 6" apart.

### Mission Rules

At the end of every player's turn, the player whose turn just ended scores 1 point for every objective they control.

Players score 1 victory point for First Blood and 1+D3 victory points for Linebreaker. Players score 1 victory point for Assassin.

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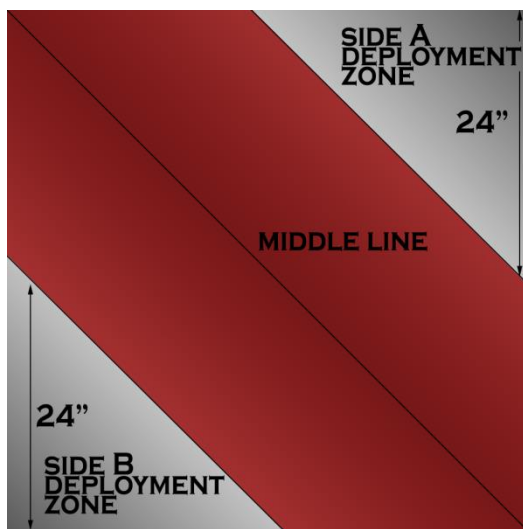
## FUTILE WAR 2

### DIATRIBE

Bombs and artillery have made of this place a desert of fire and death. Still, supplies are needed on both sides, and the armies send the best they have to take them in such a damned warzone.

#### Deployment Map

The deployment zones are opposite each other, in diagonally marked corners:



Before choosing table edges, in the centre of the board place a single objective marker.

Then, players place one objective marker each, one on the right and one on the left of the centre, but always on the Middle Line, for a total of 3 objective markers. These objective markers must be at least 12" from the centre. Number them, from 1 to 3.

#### Mission Rules

At the beginning of the first turn of each player, roll 3 D3 dice.

The numbers generated indicate the objective markers the player needs to capture, and are referred to as Directives.

At the end of every turn, you score one victory point for each of your Directives whose number matches that of an objective marker you control, then remove those Directives.

At the start of every player's turn, if they have fewer than 3 Directives, they must generate new Directives until they have 3.

Players score 1 Victory Point for First Blood, Linebreaker and Assassin.



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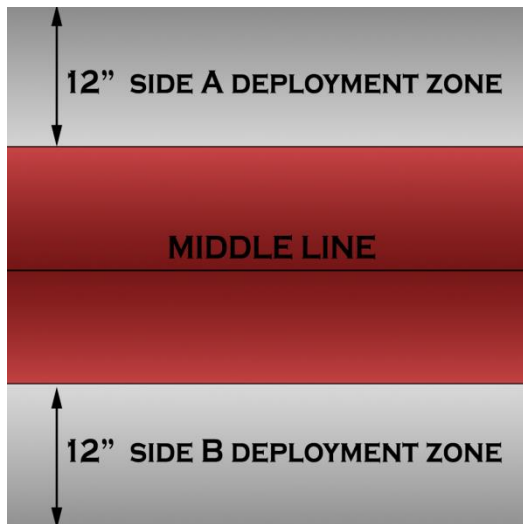
## FUTILE WAR 3

### CRESCENDO

The misunderstanding turns into hate.  
The hate turns into a skirmish.  
The skirmish turns into a bloodbath.

#### Deployment Map

The deployment zones are opposite each other, spanning the width of the board up to 12" in depth:



Before choosing table edges, in the center of the board place a single objective marker.

Then, players place one objective marker each, one on the right and one on the left of the center, but always on the Middle Line, for a total of 3 objective markers. Objective markers must be at least 6" apart. Number them 1-3.

#### Mission Rules

At the beginning of the first turn of each player, roll a D3.

The number generated indicates the objective marker the player needs to capture, and is referred to as the Directive.

At the end of every turn, you score one victory point for each of your Directives whose number matches that of an objective marker you control, then remove those Directives.

At the start of every player's turn, they must generate new directives until they have a number of directives equal to the turn number.

Players score 1 Victory Point for First Blood, Linebreaker and Assassin.

# HOR

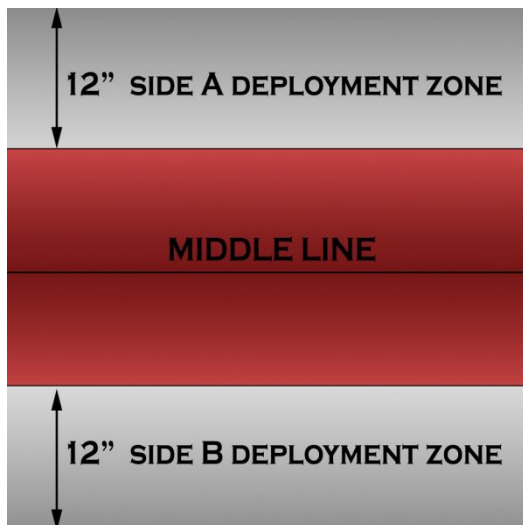
# FUTILE WAR 4

# CLASH

There is no retreat, you can only go forward.

## Deployment Map

The deployment zones are opposite each other, spanning the width of the board up to 12" in depth:



## Mission Rules

At the end of every player's turn, the player counts the objective markers he or she controls.

They earn 1 victory point for each marker they control in the closest Middle Field to their own Deployment Zone;  
2 points for each marker they control in the furthest Middle Field from their own Deployment Zone;

3 points if they control the objective marker in the enemy Deployment Zone.

Players score 1 victory point for Assassin, 1 victory point for First Blood and D3 points for Linebreaker.

Before choosing table edges, place an objective marker in the centre of each deployment zone.

Then each player, in turn, places an objective marker, one in middle field A and one in middle field B, not less than 6" from any of the table edges.

These objective markers must not be less than 12" apart.

There should be 6 objective markers:

1 in Side A, 1 in Side B, 2 in Middle Field A and 2 in Middle Field B.



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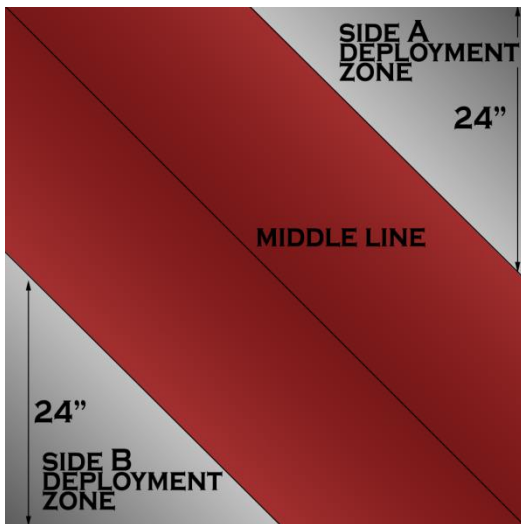
## FUTILE WAR 5 LAST CHANCE

The war is over... almost.

While all around lies dust, wrecked tanks and echoes of bravery that will go unremembered, the last warriors alive fight for the last hill, the last safe place, the last weapon of destruction.

### Deployment Map

The deployment zones are opposite each other, in diagonally marked corners:



In the center of the board place a single objective marker, ideally in a building, on a hill or other strategically important location. Try to ensure that the objective commands a good view of the battlefield, but is in a relatively open location: a well-fortified objective will simply result in a race to reach it first, rather than a tactically challenging game.

### Mission Rules

At the end of each player turn, if they control the objective marker, they gain a number of points equal to the Turn Number.

Players score 1 Victory Point for First Blood, Linebreaker and D3 Victory Points for Assassin.

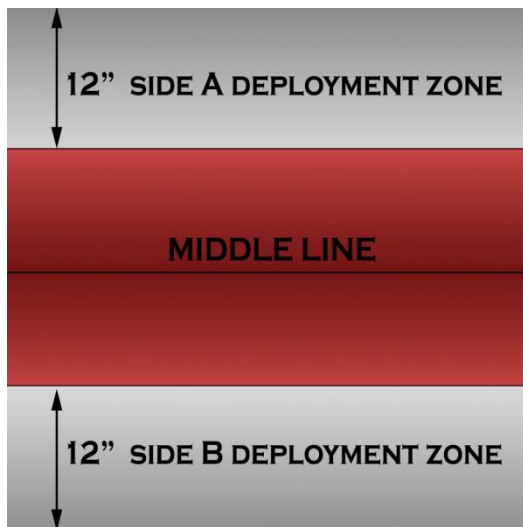
# FUTILE WAR 6

## MACHINERY OF RISK

War is not waged on the battlefield alone, but also in the mind.

### Deployment Map

The deployment zones are opposite each other, spanning the width of the board up to 12" in depth:



Before choosing table edges, in the centre of the board place a single objective marker.

Then, players place one objective marker each, one on the right and one on the left of the centre, but always on the Middle Line, for a total of 3 objective markers. Objective markers must be at least 9" apart. Number them 1-3.

### Mission Rules

At the beginning of the first turn of each player, the player rolls a number of D3 dice of their choice, between 0 and 3.

The numbers generated indicate the objective markers both players need to capture, and are referred to as Directives. The total number (between 0 and 6) of Directives are shared between both players.

At the end of every turn, you score one victory point for each of the Directives whose number matches that of an objective marker you control, then remove those Directives.

Players score 1 Victory Point for First Blood, Linebreaker, and Assassin.



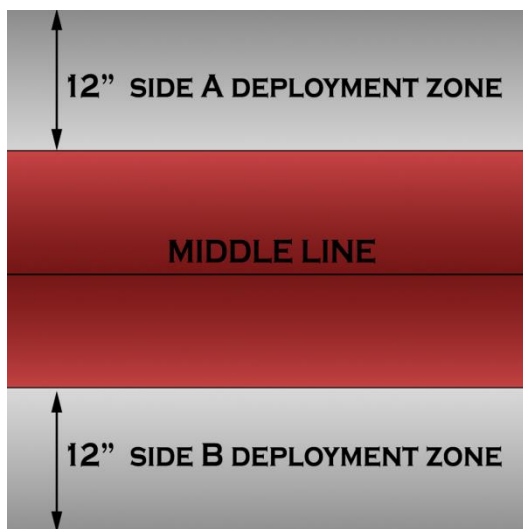
# HERALDS OF RUIN 1

## ESCALATING SKIRMISH

Two small teams have met by chance and neither is prepared to turn back and let the enemy get away without a fight. The skirmish soon escalates as reinforcements arrive.

### Deployment Map

The deployment zones are opposite each other, spanning the width of the board up to 12" in depth:



### Mission Rules

Before deployment, both players must split their teams into two sub-teams as evenly as possible (for example a team of 11 models would be split into two sub-teams of 6 and 5 units). The players then decide which of their sub-teams start the game on the table (the 'starting' sub-team), and which will come on later (the 'reinforcements').

Follow the standard deployment method as normal, but the players must only place models from their starting sub-team. All models in a player's reinforcements sub-team are held in Reserve and arrive as per Narrative Play Reserve rules, with the exception that they may treat any board edge except the enemy's as their own.

### Victory Conditions

At the end of the game total up the points values of each model that has been removed as a Casualty. The player that has the least points worth of removed models has won the game. If the points difference between players is less than 50 points then the game ends in a draw.

### Campaign Bonus

The requisition reward for the Assassin achievement is doubled. Also, a player gains 5 Requisition for every enemy Special model one of his models removes as a casualty.

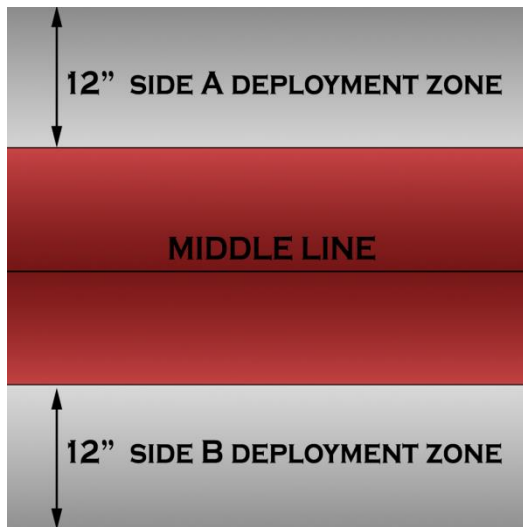
# HERLADS OF RUIN 2

## DOOMSDAY DEVICE

Rumours abound of a device of untold destruction, but it could be within any one of multiple hiding places. Assemble your team, you need to find the doomsday device and destroy it (or capture it for your own ends) before time runs out!

### Deployment Map

The deployment zones are opposite each other, spanning the width of the board up to 12" in depth:



### Mission Rules

After setting up the terrain, both players must roll-off. Players take it in turns to place a total of 6 Hiding Place Markers, starting with the player who won the roll-off. These Hiding Place Markers can be anything from coins, glass gems or specially created models – as long as it's clear what they are. The markers themselves do not interfere with the game in any way (move, shoot, etc. as if they were not there). Markers cannot be moved by any means once they are placed.

The Hiding Place Markers may not be placed within either deployment zone, or closer than 6" to each other or the table edges. Remember you do this before deployment zones are chosen, so try to be fair when you place them. Only one of the Hiding Place Markers will be the Doomsday Device that your team so

desperately needs to find. Each time a model ends its turn in control of a Hiding Place Marker, roll a D6. On a roll of a 1-5, remove the marker from the table – this hiding place is empty. On a roll of a 6, that model has found the Doomsday Device. As soon as the Doomsday Device is found, all other Hiding Place Markers are immediately removed from the table. If five Hiding Place Markers have been searched unsuccessfully, the sixth Hiding Place Marker automatically becomes the Doomsday Device.

In addition to the normal means of ending the game, if a single player has controlled the Doomsday Device for a full battle round, and is still in control of it at the beginning of their turn, roll a D6: On a 6+ the game immediately ends as the device is defused/stolen. This die cannot be re-rolled for any reason.

### Victory Conditions

At the end of the game, if a single player has control of the Doomsday Device, they win the game. If neither player has control of the Device, then the game is a draw.

### Campaign Bonus

The player that 'finds' the Doomsday Device gains 10 Requisition. If there are any opposing models present (within 6" and with Line of Sight) when the device is found, the opposing player gets 5 Requisition as well. A player gains 5 Requisition if at least one of their models ends the game within 3" of the Doomsday Device (this can be awarded to both players).



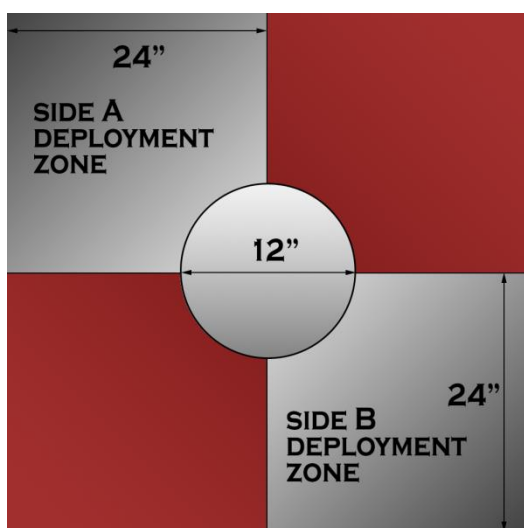
# HERALDS OF RUIN 3

## TAKE AND HOLD

Sometimes territory is the most valuable asset you can claim, and your team needs it.  
It's time to move your front line forward, capture those buildings!

### Deployment Map

The deployment zones are in opposite corners, up to 24" square. No models may deploy within 6" of the centre of the table:



### Mission Rules

Before setting up the terrain, both players must roll-off. Players take it in turns to place a total of five Objective Buildings, starting with the player who won the roll-off. These Objective Buildings can be anywhere from 6" to 12" in length and width (they can be as high as you want). Once these have been placed, set up the rest of your terrain around them.

The Objective Buildings can be placed anywhere on the table at least 6" away from each other or the table edge. Remember you do this before deployment zones are chosen so try to be fair when you place them. If you have additional buildings on the table, mark the Objective Buildings so

they stand out.

As soon as any model enters an objective building, roll a D6 on the following chart to find out what type of building it is. The building gains the rules listed for that building type for the rest of the game. You may not re-roll this dice for any reason.

D6	BUILDING TYPE
1-2	Unremarkable: the building has no additional rules.
3	Munitions factory: if a model inside the building passes a save against a shooting attack on a 6+, roll a D6. On a 2-6, everything is fine. On a 1, the ammo detonates! Every model in the building takes an automatic S3 hit. Saves are taken as normal, without adding a bonus for cover, and do not cause further detonations.
4	Weapons Cache: models inside the building re-roll failed To Hit rolls of 1 when shooting.
5	Med Centre: models within this building may roll a D6 when they suffer a Wound - on a 6 that wound is ignored. If the model already has a this rule, or a better version of it, from a different source - tough!
6	Armoured Bunker: models in this building receive a +2 modifier to their save rolls for being in cover, rather than the usual +1.

## **Victory Conditions**

At the end of the game take note of which models are within which Objective Building. If a building contains only models from a single player's team then that building is 'controlled' by that player. The player that controls the most Objective Buildings wins the game. If both players control the same amount of Objective Buildings the game is a draw.

## **Campaign Bonus**

A player receives 5 Requisition for every Objective Building his models control at the end of the game.



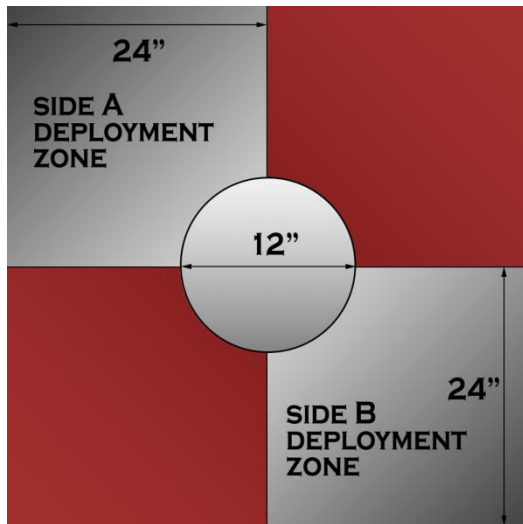
# HERALDS OF RUIN 4

## POSSESSION

Something of value is spread across the battlefield. Perhaps a shower of meteorites containing Adamantium ore fell to earth, or xenos archeotech fell from a crash-landed ship. Whatever these things are, your team wants them.

### Deployment Map

The deployment zones are in opposite corners, up to 24" square. No models may deploy within 6" of the centre of the table:



### Rules

After setting up the terrain, both players must roll-off. Players take it in turns to place a total of 5 Artefacts, starting with the player who won the roll-off. These Artefacts can be anything from coins, glass gems or specially created models – as long as it's clear what they are. The markers themselves do not interfere with the game in any way (move, shoot, etc. as if they were not there).

The Artefacts can be placed anywhere on the table at least 6" away from each other or the table edge, and not within either deployment zone. Remember you do this before deployment zones are chosen so try to be fair when you place them. Artefacts use the same rules for seizing, moving and dropping as described at the beginning of this section.

### Victory Conditions

At the end of the game the player that has the most models carrying an Artefact wins the game. If both players have the same number of Artefacts the game is a draw.

### Campaign Bonus RP

For every Artefact one of their models is carrying at the end of the game, that player receives 5 Requisition.

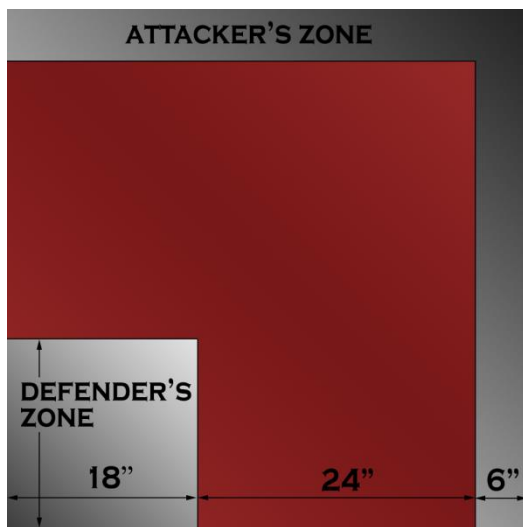
# HERALDS OF RUIN 5

## LAST STAND

This is it, your team's final stand against your enemies. Or is it?! Reinforcements are on their way, you just need to hold out until they get here, and crush them between the hammer and the anvil!

### Deployment Map

The defender's deployment zone is an 18" square in one corner of the board. The attacker's deployment zone spans the length of the two table edges opposite the defender, up to 6" in depth:



### Mission Rules

In this mission one team is a defender waiting for reinforcements, whilst the other is the attacker (see Which Mission? to determine which player is which).

During this mission, ignore all special rules that dictate deployment - all. Although it may not be totally accurate for some armies background to do so, it is vital for this mission to work as intended – a nail biting last stand!

When setting up your terrain, to give the defenders a fighting chance in this scenario, you must place a fair amount of cover in one corner of the board for them to hide behind. This can either be a building or ruin, or a number of

barricades such as a defence line or sandbags.

Before deployment, the defender must split his team into two sub-teams as evenly as possible (for example a team of 11 units would be split into two sub-teams of 6 and 5 units). They then decide which of their sub-teams start the game on the table (the 'defending' sub-team), and which will come on later (the 'reinforcements').

The defender starts deployment of their defending sub-team, placing one unit and then alternating as per the Standard Deployment Method. The attacker will always get the first turn in this mission - the defender may not attempt to steal the turn. The defending player's reinforcement models are placed in Reserves when the game begins, and when they arrive they may enter from any table edge of the defender's choice.

### Victory Conditions

At the end of the game look at how many defending models are left on the table. If there are half or more of the Defender's starting models left then the defender has won. If there are less than half left then the attacker has won. However, if the attacker also has less than half of their entire team left on the table the game is a draw.

### Campaign Bonus

Players on either side who end the game with 5 or more models in the Defender's deployment zone gain 15 Requisition.



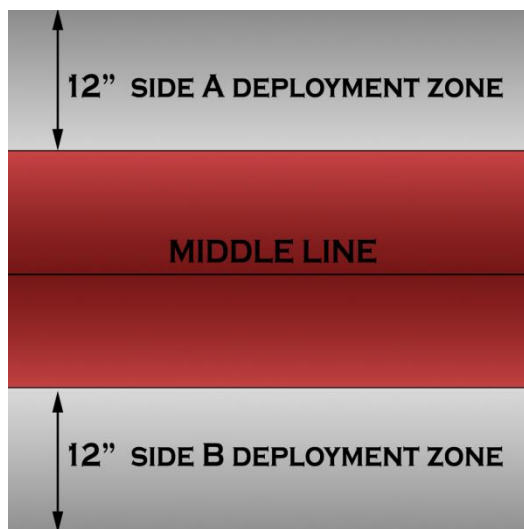
# HERALDS OF RUIN 6

## RAID

The enemy base has been found and this could be the one and only chance to destroy it. Your team has been sent in to bring the base down on top of their heads.

### Deployment Map

The deployment zones are opposite each other, spanning the width of the board up to 12" in depth:



### Mission Rules

In the Raid mission one team is a defender, whilst the other is the attacker (see Which Mission? to determine which player is which). The defender always deploys first in this mission.

After setting up the terrain and determining which player has which Deployment Zone, the defender must place three Base Supports completely within their Deployment Zone (this can be inside a building). The Base Supports must be placed at least 6" away from each other or the table edge..

These Base Supports can be anything from coins, glass gems or specially created models – as long as it's clear what they are. In reality the 'support' could be anything from a literal support pillar, to a generator or a control panel. The Base Supports block movement and line of sight, and may not be moved once they are placed. Deployment continues as normal once the Base Supports have been placed. A Base Support has a Toughness of 6, a Save of 3+ and three Wounds. It may only be destroyed in the Assault phase or by an Explosive Charge (see below)

Any defending model within 3" of a Base Support ignores negative modifiers to its Leadership, and may not Hide.

The Base Support is charged/attacked in combat in the same way as any other unit. In addition, after deployment the attacking player may nominate up to three of his models to carry 'explosive charges'. These work exactly as a Melta Bomb, and may not be used against anything other than a Base Support.

Write these charges on your roster or place a coin/counter next to the model carrying them (remember to cross them off when they are used).

In addition to the normal means of ending the game, if all three Base Supports have been destroyed the game ends immediately.

## **Victory Conditions**

At the end of the game if all three Base Supports have been destroyed then the attacker wins. If one or none of the Base Supports have been destroyed the defender wins. If two Base Supports have been destroyed the game is a draw.

## **Campaign Bonus**

Each Base Support destroyed gives the attacking player 10 Requisition, even if they lose.

The defending player gains 10 Requisition for every Base Support left undestroyed at the end of the game, even if they lose by Rout or tabling.

Assume that the attacker didn't manage to destroy the base in time!



# ANTAEUS MISSION 1

## FRAGMENTARY ORDER

Solar storms have killed all of your comms. It's been 6 standard cycles since you've heard anything from leadership. To complicate matters, you have now encountered an enemy element, though they look just as bewildered as your crew. You consider to what degree you wish to bloody their noses before leaving the area when every vox in the area bursts into frantic activity! A celestial fluctuation has rendered all vox channels one and even drifts the signal into the warp. Every element in the area converges on your location, intent on gaining an advantage or even just breaking up the monotony.

### Placing Objectives

This scenario uses 5 objectives with the 1st objective placed in the center of the table. Players should take it in turn to place objectives one by one. Each should be placed in a different table quarter at least 12" from the center objective and at least 6" from another objective. These non-center objectives are referred to as satellite objectives.

### Starting the Game

Players should roll off to choose table edges. The player with the high die roll must start deploying first, up to 12" from the table edge. The other player will deploy in the opposite table edge. The player who finished deploying first will go first unless the player who deployed second can seize the turn.

### Victory Points

The first time an objective falls under either player's control, that player gains +1 Victory Point and rolls on the Inscrutable Objectives table to determine what the objective is. This roll may not be re-rolled for any reason.

After the end of turn 2, but before any player's turn 3, roll a d6 and consult the following instructions as the vox-net bursts into activity.

### Fragmentary Order

**1. Distress Signal** - the center objective is worth 3 Victory Points, while the satellite objectives are worth 1 VP each, to whichever side holds them at the end of the game.

**2. Area Denial** - Each objective becomes a Toughness 5 infantry model with 3 wounds and a 3+ armor save. Destroying one yields 1 VP. They are hit automatically in the Fight phase, and models that Fall Back from them suffer no penalties (may shoot and charge subsequently). In a close combat involving both players and an objective, either player can allocate attacks to the objective as though it was an enemy.

**3. Kill Order** - Comms traffic reveals the objectives are tactically irrelevant and that inflicting losses on the enemy is the first priority. Players earn 1 VP for every 50 points (or fraction thereof) of the enemy that does not survive the battle.

**4. Evac!** - Comms traffic reveals that the whole area has been earmarked for a "comprehensive and vigorous" orbital bombardment. Players must move their teams off the table as quickly as possible. At the end of the battle round in which this result was rolled, and every battle round thereafter, each model on the

table takes a Mortal Wound (vehicles take 3 Mortal Wounds instead) on the following D6 roll:

A unit is considered to have escaped if it can reach the table edge in any phase (even as a result of eg. consolidation in an opponent's turn). Models locked in combat are, sadly, locked in combat unless both players decide to abandon it before blows have been struck. After the game is over, compare Victory points from the first two turns. In war, sometimes everyone loses.

**5. Recovery** - All objectives become movable and must be moved off the table. Gain 1 VP for each objective moved off the table in this way. A model that moves an objective off the table may re-enter play from the same point it left at the beginning of the controlling player's next turn.

**6. Strategic Meltdown** - Roll twice on the Fragmentary Order table. If a 6 is rolled for one of these, roll 2 more objectives until all 5 possibilities are in play or you stop rolling 6's. You are now responsible for all of these objectives (and, possibly evacuating your own team).



# ANTAEUS MISSION 2

## DEATH BY MOONLIGHT

High command is preparing a salient into the nightside and wants to place autonomous flare launchers that troops can use to call for light as needed. You are in the middle of setting up the array when an enemy team enters the area determined to keep your forces in the dark. You must defend the array at all costs, fortunately, you have a large supply of illum flares to keep the battle lively.

**Special note** - *Re-arrange the table so that the piece of terrain with the highest point on the table is in the center. Place the objective here.*

This mission has an attacker and defender. The defender's deployment zone is anywhere 6" or less from the centre of the table, and the attacker must simply choose a table edge. The defender deploys first and the attacker will have the first turn. The attacker may not deploy anything, but instead, will arrive on as if from reserves, except that the attacker rolls for reserves from turn 1.

For each unit arriving from reserves, roll a further d6. On 2-6 the owning player may choose which table edge the unit arrives from. On a 1, the unit got lost or diverted, and their opponent chooses their entry point instead.

This mission takes place on the nightside of a tidally-locked moon, during a smog-choked blackout, or other environment of reduced visibility. The Terrible Visibility rule applies throughout the entire battle:

### Terrible Visibility

Reduce all rolls to hit in the shooting phase by 1, in addition to any other modifiers. The modifier to Save rolls from cover is increased by +2 rather than the usual +1.

The center objective is worth 3 VPs. Whomever holds the objective may, at the start of their shooting phase, dictate that the Terrible Visibility rule is suspended for the remainder of his or her turn and the entirety of their opponent's turn. Each time a player loses control of the objective, 1 VP is awarded to his opponent (this wording applies because it is totally possible that a model might fall, kill themselves with a plasma weapon, be executed by a commissar, etc).

# ANTAEUS MISSION 3

## AMPHIBIOUS OPS

A transport carrying has crashed nearby and left unsecured intel all over the area. The only problem is that this area is a spillover causeway for a dam with several dozen large holes blown in it. The city's automated flood prevention system means that the area is occasionally savaged by raging torrents of water, making retrieval tricky. To further complicate matters, an enemy team is in the area - likely part of the same element that shot the transport down in the first place. How they know about the intel is irrelevant; you cannot let them have it!

### Deployment

Players should roll off to determine starting table corners. The deployment zone for this mission is up to 8" from the table edge. The player who chooses his or her deployment zone first will deploy and go first unless his or her opponent steals the initiative.

### Flood

At the beginning of every game turn after the first, roll a d6. On a 1 or a 2, the water begins rising. Every model on the surface of the table must make a strength check to keep their footing. At the beginning of the next game turn after the flood starts, the surface of the table is considered impassable terrain. Models that are still on the surface of the table can make a strength check on 2d6 to remain or be swept away (removed from game, but automatically survive). Models that cannot normally climb may climb to the first level of terrain above the table surface, but will have to find ramps or jump to get around after that.

After the flood has started, in each subsequent game turn, roll a D6. On a 1-2, the flood immediately recedes and the surface of the table will become passable. At the beginning of the next player, turn start rolling for the flood again. You get the idea!

**A note on terrain:** This mission assumes you have an excellent selection of complex terrain on hand with multiple levels and removable ramps for your terrain. If not, this mission could turn into a slog and that's completely okay! War sucks and so does flooding, when you put them together, you get a sucktastic suckpocalypse of sucktacular suckportions!

### Objectives

There are 5 objective markers and 5 loot markers on the table. Players will take it in turn to place them, making sure to mark the difference between objective markers and loot markers. Loot markers can be moved in the usual way, save that they can be moved off the table to be permanently captured. Any models that move off the table in this way may not return. They always survive the battle, but do count toward routing. Standard objectives are too heavy or delicate to move and must be held until the game ends to yield victory points. Each of the 10 objectives is worth 1 VP to whomever controls it at the end of the game.



# ANTAEUS MISSION 4

## THE RESISTANCE

Your team has been assigned to capture a high value asset and get them to an exfiltration point. Between you and mission success is an enemy team and an extremely mean-spirited and well-armed populace who are tired of being pushed around.

Deployment zones span the width of the table up to 12" in depth.

**Special note** - Re-arrange the table so that the piece of ruins with the highest point on the table is in the center. This is the extraction point.

### Placing Objectives

Players should take it in turn to place objectives. Objectives must be farther than 12" from the center of the table, 6" from any table edge and 6" from any other objective. All objectives must be placed in separate ruins.

### Hostile Populace

At the end of a phase that a unit moves into a ruin containing an objective, roll a d6 and consult the following table:

**1 - Structure Trap!:** The ruin is built to collapse. Roll a D6 for each model inside. On a 1, that model suffers a Mortal Wound. The ruin is then removed, leaving the any surviving models exposed on the table surface.

**2 - Held by militia:** Each model takes a S3, AP- hits each Shooting Phase they spend in the building.

**3 - Angry Mob:** Each model takes a S3, AP- hit each Fight Phase they spend in the building.

**4 - Hive Gang:** Each model takes d3 S3 AP-2 hits each Fight Phase they spend in the building.

**5 - Cartel Guard:** The unit takes a S7 AP-3 hit each Shooting Phase they spend in the building.

**6 - High Value Target:** This is the person you were looking for. The objective is now revealed.

If 4 Objectives have been identified, then the 5th is automatically the high value target. This objective must be seized and moved to the highest point at the center of the table for extraction.

### Winning the Game

**Sudden Death:** The team that holds the High Value Target in the pick-up zone uncontested for the entirety of his or her opponent's turn wins the game at the beginning of his or her next turn.

The High Value Target is worth d3 Victory Points to the team that controls it at the end of the game.

# ANTAEUS MISSION 5

## CYCLONIC TECTONIC

It figures. High command made a mistake and now you and your team have to go clean it up for them. It seems they missed a hardened surface-to-space gun battery in their initial recon. The cyclonic and tectonic bombardment has already begun and wouldn't you like to know who they tapped to go take care of that battery?

**A World In Torment:** After the first full battle round, roll a d6 and consult the following table. Its effects apply for that full game turn (both players' turns) and then will be rolled again before the next battle round.

### D6

**1-2 Eye of the Storm** - A rare moment of calm settles over the battlefield. No effect this turn.

**3-4 Storm Wracked** - A moment of hard vacuum catches you off-guard, but reduces friction and decompression dangers for ranged weapons. All ranged attacks are made with a -1 to hit, but with a -1 to AP. All close combat attacks have a -1 to AP. (ap-2 becomes -3, etc.)

**5-6 Tectonic Upheaval** - The ground shakes and cracks. Any model in Area Terrain takes a S5 AP-2 D1 hit on a dice roll of 1, taken at the beginning of the battle round.

Otherwise, this mission is identical to the Raid mission (Heralds of Ruin Classics no. 6)



# ANTAEUS MISSION 6

## MONSTER HUNT

High command has earmarked an isolated monster that someone or other wants captured and dissected. It looks like a popular beast, considering the strength of forces converging on it.

### Objectives

Incapacitate and secure the monster for dropship pickup.

### Deployment & First Turn

Players should roll off to choose table edges. The player that chooses first should start the deployment and then go first with the second player deploying opposite him or her. The player that finished deploying first will, by default, go first unless the second player can seize the initiative. Players can deploy anywhere along their table edge up to 12" in. Just bear in mind that the monster has a maximum move distance of 21 inches...

### The Monster

M	WS	BS	S	T	W	A	Ld
9"	4+	-	10	6	10	5	10

### Abilities:

- **It Will Not Die.** At the beginning of each battle round, the Monster heals a Wound lost earlier in the game.

### Placing & Moving the Monster

At the beginning of the game, place the Monster in the center of the table. At the end of the first full game turn, roll the scatter dice +2d6. The monster will move the rolled distance in the direction indicated. In subsequent game turns, before either player goes, the monster moves 9" per turn (and is not slowed by terrain) toward the closest model and then attempts to charge, rolling 2d6. If this is sufficient to bring it into base contact, it will make its attacks against the model or unit that it charged. If it wins or otherwise ends up consolidating, it will do so directly toward the closest model.

The player who causes the monster to lose its last wound gains 3 Victory Points.

When the beast is dead, it becomes an objective worth d3+1 Victory Points to whomever holds it at the end of the game.