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Game: **HORUS HERESY**
Pub: **Games Workshop (1993)**

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For best results, print on card, laminate and trim to size.

HORUS HERESY

Setup

Place the turn counter on space 1 on the turn track.

Imperial player places his **Set Up Counters** first, face down, according to his set up instructions.

The Traitor player then sets up his counters. Imperial player then replaces his Set Up Counters with his actual playing counters.

Both players shuffle their **Special Cards** and deal themselves 2 as a starting hand.

Counters



Stacking

Players may stack up to 3 normal counters and any number of the following counters (*i.e.* these do not count for stacking): Characters, Sky Fortress, and Laser Defenses (no more than one Laser Defence counter in an area).

Stacking limits do not apply to counters **In Orbit**.

Sequence of Play

Strategy Cards are chosen from the player's hand of 4 and placed face down and revealed in order. Phases are carried out in the order shown on the card.

Only one **Special Card** can be played per Action Segment; it is then discarded. Players can have any number of Special Cards in their hand.

1 Strategy Segment Players secretly choose 2 Strategy Cards. Roll for **Initiative**. Both players then draw a new Special Card.

2 First Action Segment Winner of the initiative reveals first Strategy Card and carries out phases.

3 Second Action Segment Loser of the initiative reveals first Strategy Card and carries out phases.

4 Third Action Segment Winner of the initiative reveals first Strategy Card and carries out phases.

5 Fourth Action Segment Loser of the initiative reveals first Strategy Card and carries out phases.

6 Victory Segment Check the victory conditions.

Invasion (First Turn Special Conditions)

1 Strategy Cards The Imperial player can choose only one Strategy Card.

The Traitor player takes 2 but the first *must* be an Assault Card.

2 Initiative The Traitor player gets Initiative.

3 Invasion Force The counters on the **Invasion Force Template** land before the first strategy card is revealed and may be set up in *any* area, even areas occupied by Imperial troops.

4 Defense Lasers Imperial counters are revealed after the Traitor player has set up his invasion force.

Any counters stacked with or adjacent to Defense Lasers may be attacked by them (hit on a 6+).

5 Turning to Chaos Traitor player rolls a d6+3 for the number of Imperial Guard units that turn to Chaos.

Players take turns (Traitor player first) randomly drawing a Traitor Guard or Traitor Tank counter and replacing loyal Imperial Guard army or tank counters of the same combat value.

6 Subsequent Combat Units stacked with enemy units must fight in the following combat part of the Chaos Assault Phase, treating AC results as AR.

Traitor counters may be supported by other counters attacking from an adjacent area.

If either side uses a card or ability to avoid retreat, immediately fight another round using surviving counters.

Movement Phase

Move any or all counters one at a time a number of areas up to their **Movement** value.

Flip or turn counters to indicate which have moved.

Counters cannot enter a mountain area or an area occupied by an enemy counter of any type.

Moving a Traitor counter from the **In Orbit** box on the off-map template to a Space Port or vice versa costs 1 movement point.

The maximum number of counters that can use a Port each move phase is limited to the number shown on the board.

Combat Phase

Who can attack

Each stack may make one attack against an adjacent area, alone or combined with other units adjacent to the target. The whole stack must attack the same target and must attack the whole stack, not individual units. The same enemy-held area may not be attacked more than once per combat phase.

How to attack

Add up **attack** and **defense** values and compare the ratio (round fractions down) on the **Combat Results Table** with a d6 rolled by the attacker.

If all of the attackers are coming across a *wall*, shift odds 3 columns to the left. If a *canyon*, 1 column.

Most counters are destroyed when hit. When Space Marine counters or the Imperial Adeptus Custodes counter are first hit, flip them to their reduced strength side. They are eliminated by a further hit.

Retreating

The controlling player retreats units one area to any area within stacking limits and terrain restrictions. If counters cannot retreat for any reason (or the counters have a Move of 0) they are eliminated.

Units that have already retreated in a phase don't count for combat if the area they retreated to is attacked in the same phase. They don't defend, can't be used to absorb losses, and are destroyed if forced to retreat again.

Advancing after combat

When an area is cleared of defenders, up to 3 attacking units with a Move value of 2 or more can advance into the area. If the attack occurs during an Assault Phase, any 3 attacking units can advance.

Build Phase (Imperial forces only)

The Imperial player may *rebuild* up to 3 units (any type except Space Marines, Titans or Palace Guard) in each Adeptus Mechanicus factory still under control.

You may overstack in the Build Phase, but counters must be stacked correctly at the end of the subsequent Movement Phase.

Titans and War Engines may attempt to *breach* a wall section on a roll of 6+ if they are adjacent. Breached walls have no effect on combat.

The **Fabricator General** counter can *fortify* the area it occupies in a Build Phase.

Assault Phase (Traitor forces only)

These actions must be performed in order:

1 Summon Daemonic Hordes Roll d6 for each Horde in the Warp. On a 4+ it appears in any area on Earth occupied or adjacent to a units that worship the same god. They must stay in the Warp if there are none.

2 Bombard A single Battlecruiser may be placed on *any* area occupied by one or more Imperial counters. Roll for any Laser Defenses. Surviving Battlecruisers can roll a d6 for each enemy unit in the same area, hitting if the roll is equal to or less than the battlecruiser's Attack value.

3 Breach Walls Titans and War Engines can breach an adjacent wall section on a 6+.

4 Assault Attack as normal, except *all* units may advance after combat, and Horus can double the attack factors of one stack even when In Orbit.

Special Units

Characters

Character counters are affected by combat, bombardment and special attacks just like any other counter.

They are captured (and removed from the game) if all counters with them are eliminated, or if they are attacked while alone.

Defense lasers

Defence Lasers may attack the targets listed below if in their area or an adjacent area. Battlecruisers are fired at before they can bombard.

Roll a d6 for each target counter:

- 6+ to hit Traitor Battlecruisers
- 6+ to hit Drop Pods (ie. the invasion force)
- 4+ to hit units landing at Space Stations

Sky Fortress

May move though *any* area including those occupied by enemy counters (may not end move stacked with an enemy). May carry one unit if both counters start and end the move together, it does not leave the Sky Fortress in the same phase it was transported, and the Fortress does not *end* a move in the mountains.

May bombard one adjacent area each Combat Phase before normal attacks are resolved. Roll a d6 for each unit in the area, hitting each target counter on a 2 or less.

Victory Conditions

An area is captured/controlled if it is occupied by one or more of a side's counters in the victory segment.

Traitor player

Wins by killing the Emperor or capturing the Inner Palace and all four Space Ports.

Imperial player

Wins by killing Horus or controlling the Inner Palace and all four Space Ports.

If neither player has fulfilled their victory conditions by the end of the fifth turn the Imperial player wins.

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

HORUS HERESY

COMBAT RESULTS TABLE

d6 roll	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1
1	AA	AA	AR	AR	AC	AC	BS	BS	DR	DR
2	AA	AR	AR	AC	AC	BS	BS	DR	DR	DA
3	AR	AR	AC	AC	BS	BS	DR	DR	DA	DA
4	AR	AC	AC	BS	BS	DR	DR	DA	DA	DA
5	AC	AC	BS	BS	DR	DR	DA	DA	DA	DA
6	AC	BS	BS	DR	DR	DA	DA	DA	DA	DA

- AA** **Attacker Annihilated** All attacking counters take 1 hit; survivors must retreat.
- AR** **Attacker Routed** Each attacking counter takes a hit on a 5+; survivors must retreat.
- AC** **Attacker Crushed** Each attacking counter takes a hit on a 5+.
- BS** **Bloody Stalemate** Each attacking and defending counter takes a hit on a 5+; survivors must retreat. Attackers may advance.
- DR** **Defender Routed** Each defending counter takes a hit on a 5+; survivors must retreat. Attackers may advance.
- DA** **Defender Annihilated** All defending counters take 1 hit; survivors must retreat. Attackers may advance.

How to Attack

Add up **Attack & Defense** values and compare the ratio with a d6 roll (round fractions down).

Terrain Effects

Canyon If attackers are coming across a canyon, shift the odds one column to the left.

Walls If attackers are coming across a wall, shift the odds three columns to the left.

Defense Lasers

- 6+** to hit Traitor Battlecruisers
- 6+** to hit Drop Pods (invasion force)
- 4+** to hit units landing at Space Stations

SPECIAL CHARACTERS

The Emperor All counters stacked with the Emperor have attack and defense doubled.

Rogal Dorn Reroll a result on the CRT. Must be stacked with Imperial Fists.

Jaghatai Khan May hit and run instead of normal attack.

- 1 Ambushed** Each attacker takes a hit on 5+.
- 2-3 Firefight** Each attacking and defending counter takes a hit on 5+.
- 4-6 Ambushed** One defender takes a hit (Imperial player chooses which).

Sanguinus Must be stacked with the Blood Angels. Can lead them in attack with 3x Combat value, but they take an additional hit after the battle on a 5+.

Fabricator General Kane Can fortify areas in a Build Phase (place fortification counter).

Horus All counters stacked with Horus have attack and defense doubled, and Titans and War Engines add +1 to breach rolls. If in orbit can double attack value of a single stack during an Assault Phase (loses the +1 to breach rolls).

Angron Reroll a result on the CRT. Must be stacked with World Eaters.

Fulgrim On a 5+ an adjacent counter in a Combat or Assault phase is replaced with a Traitor Guard counter of the same values (if there are none attack has no effect). Must be stacked with Emperor's Children.

Magnus the Red 6+ hits one adjacent counter. Must be stacked with Thousand Sons.

Mortarion Counters, including himself, get a 4+ save against each hit. Must be stacked with Death Guards.