

CONFLICTS IN THE AGE OF DARKNESS

# The Fall of Castellum Prime



*"A kingdom that has once been destroyed can never come again into being;  
nor can their dead ever be brought back to life."*

The Principia Belicosa

# EVENT INFORMATION

**WHAT:** Games of Warhammer: The Horus Heresy

**WHEN:** 22.-23.3.2025

**WHERE:** Vaaranlammen koulu, Kairatie 75,  
Rovaniemi

## EVENT FORMAT

This event is a weekend of games of Horus Heresy, following a narrative campaign where the wins and losses of the players affect how the story of the campaign plays out.

The weekend is about playing fun games, getting thematic armies on the table and showcasing the hobby. The outcome of games only contributes to the success of the Traitor and Loyalist factions as a whole in the campaign and no scores are kept for the individual players.

Missions played during the weekend are scenarios representing the events of the narrative campaign.

## SCHEDULE

The games are played over two days, of which the first day consists of three and the second day of two games.

### Saturday 22.3.2025

8.30	Doors opened
9.00 – 12.30	Game 1
12.30 – 13.15	Lunch break and best painted vote
13.15 – 16.45	Game 2
17.15 – 20.45	Game 3

### Sunday 23.3.2025

8.30	Doors opened
9.00 – 12.30	Game 4
12.30 – 13.00	Lunch break
13.00 – 16.30	Game 5 and closing ceremony

# — THE CORONIS DEEPS, 6384009.M31 —

*When the dark compliance of Horus spread through the Coronis Deeps in 009.M31, the Castellum system had initially been bypassed for more strategically important targets such as the Port Maw anchorage. However, as the largest loyalist strongholds had each fallen one by one, the traitor fleet finally sent forces also to Castellum.*

*The Castellum system had contained a human colony since at least the Age of Strife. The system now had a minor Mechanicum-aligned forge world, three terraformed agri-worlds and a hive city plus an Imperial military base on Castellum Prime. The base had been reinforced by the Loyalist forces fleeing the carnage elsewhere in the sector and was now armed to the teeth and waiting for the inevitable attack to come.*

*When the blow finally landed, it came from an unexpected source. On the same nanosecond, all*

*Mechanicum units on Castellum Prime opened fire on their allies. The Triumverate of Magos governing the local forge world had struck a pact with emissaries of the Warmaster and amidst the ensuing chaos, cruisers of the traitor fleet began transitioning to the system from the empyrean.*

*When the ships bearing the sigil of the Warmaster had completed their slow burn in realspace to the orbit of Castellum Prime, a full scale war was already in progress on the surface. Loyalist Legion units and the Castellum militia were engulfed in a desperate struggle against the swarms of treacherous automata and could only watch as the sky started to be criss-crossed by the telltale signs of drop pods burning their way through the atmosphere.*

*The age of darkness had come to Castellum.*



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# RULES ADDENDUM

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Missions in the event are played with the following rules additions.

## REACTIONS

AoD page 159. Add the following paragraph: *"All Shooting reactions in all phases suffer a -1BS modifier. This applies both to Core and Advanced reactions."*

## PERFORMING A DEEP STRIKE ASSAULT

AoD page 311, first paragraph describing how to place models after the first one when a unit arrives from Deep Strike. Replace *"the remainder of the unit may be deployed anywhere that is within unit coherency"* with *"the units remaining models are arranged around the first one. Models must be placed in base contact with the first model and begin to form a circle around it. When the first circle is complete, a further concentric circle must be placed with each model touching the circle inside it. Each circle must include as many models as will fit. After all models have been placed, the unit may make a 2" move."*

## ARTIFICER ARMOUR

Liber Astartes page 140 and the same wargear in other publications. Add the following paragraph: *"Artificer Armour that is purchased specifically as an upgrade for a character (e.g., a Tactical Marine Sergeant) or characters with Artificer Armour that join a unit, can only be used for saving throws for the unit up to the characters initiative value, unless the unit consists of only that model remaining. Note this does not apply to units that come with Artificer Armour as standard (such as Sword Brethren) who can use their Artificer Armour saves as normal."*



# MISSION I: GROUND ZERO

The traitor host began their attack on Castellum Prime with a concentrated drop pod assault to the plains north of Hive Hegemon. Having easily overwhelmed the first line of defence, the traitors start to spread out and seek to take control of strategic positions.

## OBJECTIVES

The players roll off and starting with the winner, alternate placing a total of six Objective markers. The Objective markers must be placed outside of both players Deployment zones, at least 12" from each other and not within 6" of a table edge.

## DEPLOYMENT

The players roll off and the winner may choose to deploy first or second. The player who deploys first chooses their Deployment zone and deploys their army. The other player then deploys to the opposite Deployment zone.

## FIRST TURN

The player who deploys first also has the first turn, unless their opponent can Seize the initiative.

## GAME LENGTH

The game lasts for five turns.

## PRIMARY OBJECTIVE

Starting from the second Game turn, at the **start** of each Player turn the Active player scores 1 Victory point for each Objective marker they control.

In Game turn five, the player who went second scores Victory points for controlling the Objective markers at the **end** of their Player turn instead of at the start.

## SECONDARY OBJECTIVES

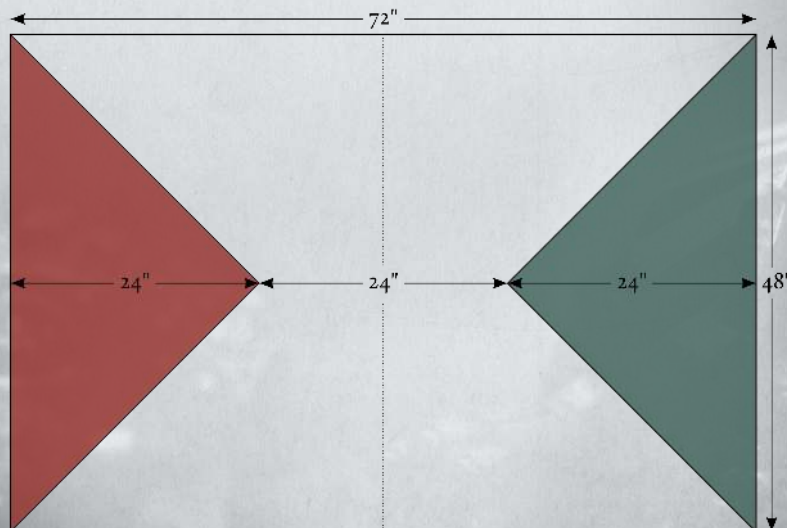
**First Strike:** Destroying at least one enemy unit during the first Game turn scores 1 Victory point.

**Slay the Warlord:** Destroying the enemy Warlord scores 1 Victory point.

++REDACTED++: ++REDACTED++.

## MISSION SPECIAL RULES

*Reserves, Night Fighting, ++REDACTED++.*



## MISSION II-A:

# ASSAULT ON HOYT RIDGE

*Having identified a weak point in the enemy lines at the ridge formation at Hoyt, forces are gathered for a spearhead assault to accomplish a breakthrough under the cover of an artillery barrage.*

### DEPLOYMENT

The Attacker chooses their Deployment zone and deploys their army. The Defender then deploys to the opposite Deployment zone.

### FIRST TURN

The Attacker has the first turn, unless their opponent can Seize the initiative.

### GAME LENGTH

The game lasts for five turns.

### PRIMARY OBJECTIVE

**Attacker:** At the end of the game, the Attacker scores Victory points for their units wholly within the enemy Deployment zone. Each Scoring unit is worth 3 Victory points and each Denial unit 1 Victory point.

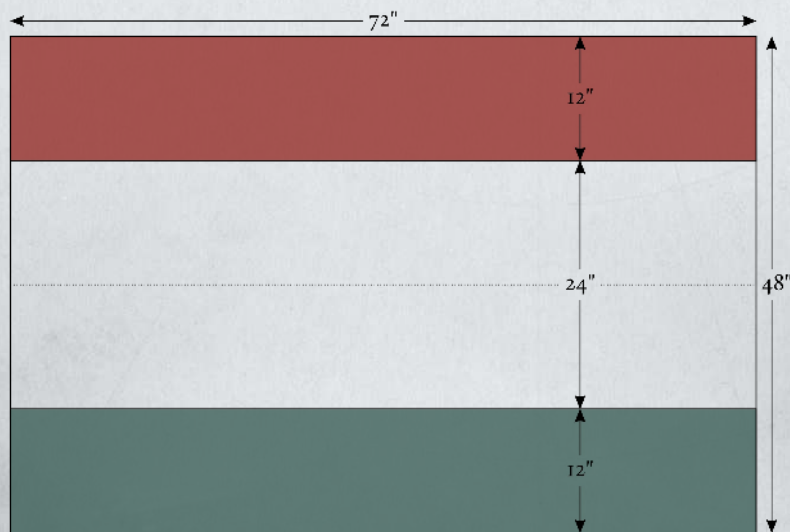
**Defender:** At the end of the game, the Defender scores 1 Victory point of each enemy unit destroyed. Units falling back at the end of the game count as destroyed.

### SECONDARY OBJECTIVES

**Slay the Warlord:** Destroying the enemy Warlord scores 1 Victory point.

### MISSION SPECIAL RULES

*Reserves, ++REDACTED++.*



## MISSION II-B:

# COUNTERATTACK ALPHA

While the main body of the defenders are digging in at Hoyt and preparing to repel the enemy, a small elite force is sent to destroy the enemy artillery support. The units sent understand that this is a mission they will likely not return from.

### OBJECTIVES

A single organizer-provided Fortification is already placed in the Attacker Deployment zone.

### DEPLOYMENT

The Attacker deploys their army to the Deployment zone where the Fortification is placed. The Defender then deploys to the opposite Deployment zone.

### FIRST TURN

The Attacker has the first turn, unless their opponent can Seize the initiative.

### GAME LENGTH

The game lasts for five turns.

### PRIMARY OBJECTIVE

**Attacker:** At the end of the game, the Attacker scores 1 Victory point of each enemy unit destroyed. Units falling back at the end of the game count as destroyed.

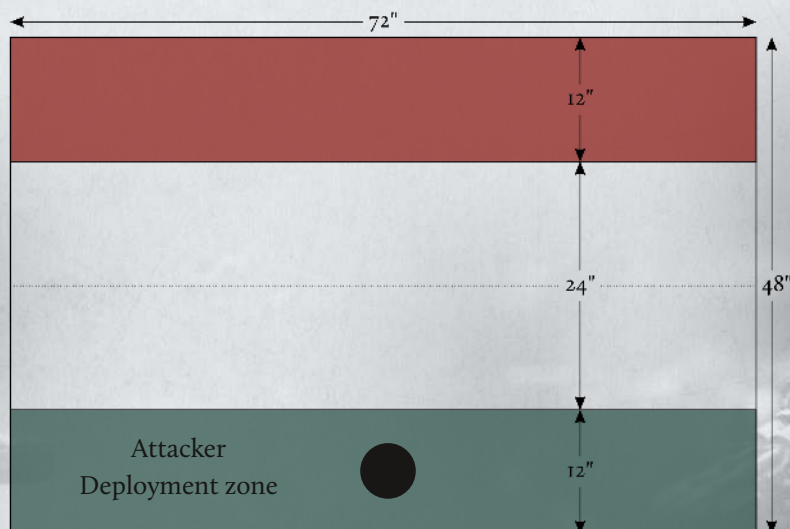
**Defender:** At the end of the game, the Defender scores 8 Victory points if the Fortification has been destroyed.

### SECONDARY OBJECTIVES

**Slay the Warlord:** Destroying the enemy Warlord scores 1 Victory point.

### MISSION SPECIAL RULES

Reserves, ++REDACTED++.



## MISSION III:

# BATTLE OF HEGEMON GATE

When both sides committed all reserves they had available, one of the biggest battles of the Castellum conflict took place in the outskirts of the hive city of Hegemon as the traitors tried to gain entry to the hive.

### OBJECTIVES

A single Objective marker is placed in the center of the table.

### DEPLOYMENT

The players roll off and the winner may choose to deploy first or second. The player who deploys first chooses their Deployment zone and deploys their army. The other player then deploys to the opposite Deployment zone.

### FIRST TURN

The player who deploys first also has the first turn, unless their opponent can Seize the initiative.

### GAME LENGTH

The game lasts for five turns.

### PRIMARY OBJECTIVE

At the end of the game, players score 2 Victory points for each of their Scoring units that is within 6" of the Objective marker.

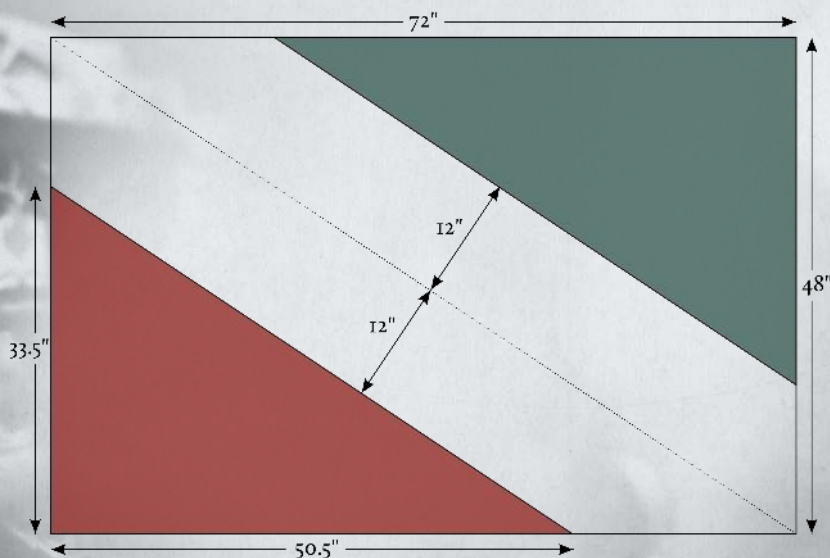
### SECONDARY OBJECTIVES

**First Strike:** Destroying at least one enemy unit during the first Game Turn scores 1 Victory point.

++REDACTED++: ++REDACTED++

### MISSION SPECIAL RULES

Reserves, ++REDACTED++.



## MISSION IV:

# THE KASSAD WASTES

The remnants of the forces beaten at Hegemon Gate make a desperate run to the Ash Wastes of Kassad in the hope of gaining time to regroup and rearm. Something that their opponent will not give them a chance for.

### DEPLOYMENT

The players roll off and the winner may choose to deploy first or second. The player who deploys first chooses their Deployment zone and deploys their army. The other player then deploys to the opposite Deployment zone.

### FIRST TURN

The player who deploys first also has the first turn, unless their opponent can Seize the initiative.

### GAME LENGTH

The game lasts for five turns.

### PRIMARY OBJECTIVE

- **Game turns two and three:** At the start of a Player turn, the active player scores 1 Victory point for each of their Scoring units wholly in no-mans land. Maximum of three Victory points per player per turn.
- **Game turn four:** At the start of a Player turn, the active player scores 2 Victory points for each of their Scoring units wholly in the enemy Deployment zone. Maximum of four Victory points per player.

- **Game turn five:** The active player scores 2 Victory points for each of their Scoring units wholly in the enemy Deployment zone. The player that went first scores this at the start of their Player turn but the other player scores at the end of their Player turn. Maximum of six Victory points per player.

### SECONDARY OBJECTIVES

**Attrition:** The player which has destroyed the highest number of enemy units at the end of the game scores 1 Victory point.

**Slay the Warlord:** Destroying the enemy Warlord scores 1 Victory point.

++REDACTED++: ++REDACTED++

### MISSION SPECIAL RULES

*Reserves, Night Fighting, ++REDACTED++.*



## MISSION V:

# SCORCHED EARTH

*The war having turned against them, the beaten survivors have only one course of action left to them. To cause as much destruction as possible so that instead of valuable assets the victor at Castellum is left with only ashes.*

### OBJECTIVES

The players roll off and starting with the winner, alternate placing a total of six Objective markers. The Objective markers must be placed outside of both players Deployment zones, at least 12" from each other and not within 6" of a table edge.

### DEPLOYMENT

The players roll off and the winner may choose to deploy first or second. The player who deploys first chooses their Deployment zone and deploys their army. The other player then deploys to the opposite Deployment zone.

### FIRST TURN

The player who deploys first also has the first turn, unless their opponent can Seize the initiative.

### GAME LENGTH

The game lasts for five turns.

### PRIMARY OBJECTIVE

**Attacker:** Starting from the second Game turn, at the start of their Player turn the Attacker can destroy any Objective markers they control. The Objective markers are then removed from the table and each scores the Attacker 1 Victory point.

**Defender:** At the end of the game, the Defender scores 2 Victory points for each Objective marker that has not been destroyed, regardless of who controls the Objective marker.

### SECONDARY OBJECTIVES

**First Strike:** Destroying at least one enemy unit during the first Game Turn scores 1 Victory point.

++REDACTED++: ++REDACTED++

### MISSION SPECIAL RULES

Reserves, ++REDACTED++.

