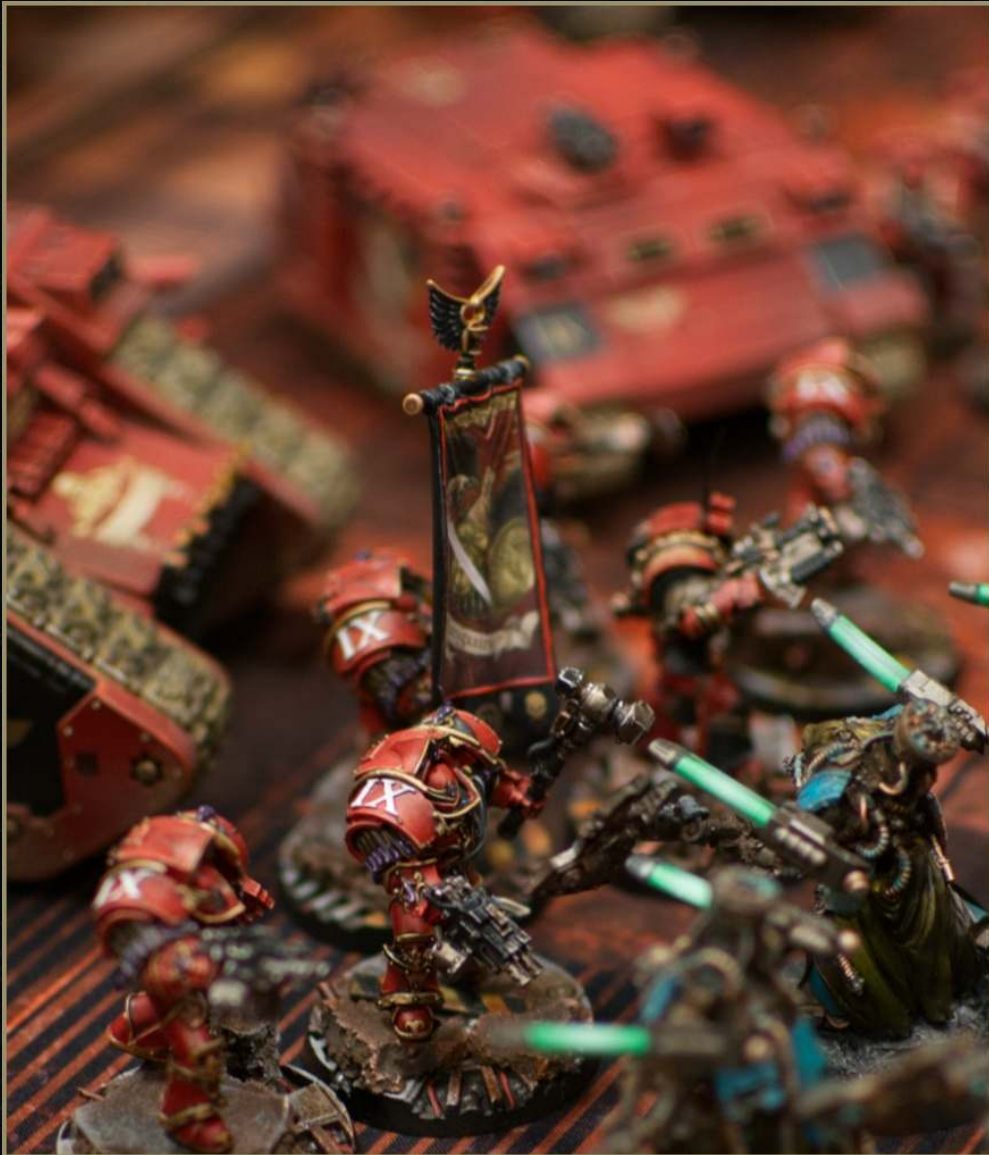


CONFLICTS IN THE AGE OF DARKNESS

# The Fall of Castellum Prime: Part 2



*"War. War never changes."*

Unknown poet, Pre-Unity Terra

# EVENT INFORMATION

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

**WHEN:** 23.-24.5.2026

**WHERE:** Kairatie 75, building B (entrance from Juurakkotie), Rovaniemi. Free parking spaces are available.

## 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.

## SCHEDULE

The games are played over two days, of which the first day consists of one 1500 point game plus two 3000 point games and the second day of two 3000 point games.

### Saturday 23.5.2026

8.30	Doors opened
9.00 – 11.30	Game 1 (1500 points)
11.30 – 12.15	Lunch break and best painted vote
12.15 – 15.45	Game 2
16.15 – 19.45	Game 3

### Sunday 24.5.2026

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.

## **DEEP STRIKE**

Rulebook, p. 328. Replace "No more than one Unit may attempt to Deep Strike in a given Player Turn" with the following:

*"If a player's unit has already arrived via Deep Strike in the same turn, the second unit attempting Deep Strike will succeed in a Reserves Test only on the result of a 5+ and after a successful Deep Strike each model and embarked model will suffer a S8 AP- D1 wound (or a Penetrating Hit for Vehicles) on a 4+.*

*If two units have already arrived via Deep Strike in the same Player turn, the third unit will succeed in a Reserves Test only on the result of a 6+ and after a successful Deep Strike each model and embarked model will suffer a S8 AP- D1 wound (or a Penetrating Hit for Vehicles) on a 3+.*

*The Strato-vox wargear option or any similar ability does not grant the option to automatically pass the Reserve Test after the first one.*

*No more than three units may attempt to Deep Strike in a given Player Turn. "*

## **MORTIFICATOR DREADNOUGHT TALON**

Legacies of the Age of Darkness, p. 57. Replace "War-Engine Slots in this Detachment may only be used to select Contemptor Dreadnought Units" with "War-Engine Slots in this Detachment may be used to select Castra Ferrum, Contemptor, Deredeo, Leviathan and Saturnine Dreadnought Units".



# MISSION I: FIRST CONTACT

*This mission is played with 1500 point armies.*

## OBJECTIVES

Three Objective Markers with a value of 3 must be placed for this Mission.

The players roll off and starting with the winner, alternate placing a total of three 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 MISSION OBJECTIVE

**Capture Objective Markers:** Starting from turn 2, in the Victory Sub-Phase of each player's turn, the Active Player scores Victory Points for controlling Objective Markers.

## SECONDARY OBJECTIVES

**Slay the Warlord (3):** Scored if at least one enemy High Command unit is removed as a casualty.

**First Strike (3):** Scored if at least one enemy unit is removed as a casualty in a player's first Player Turn.

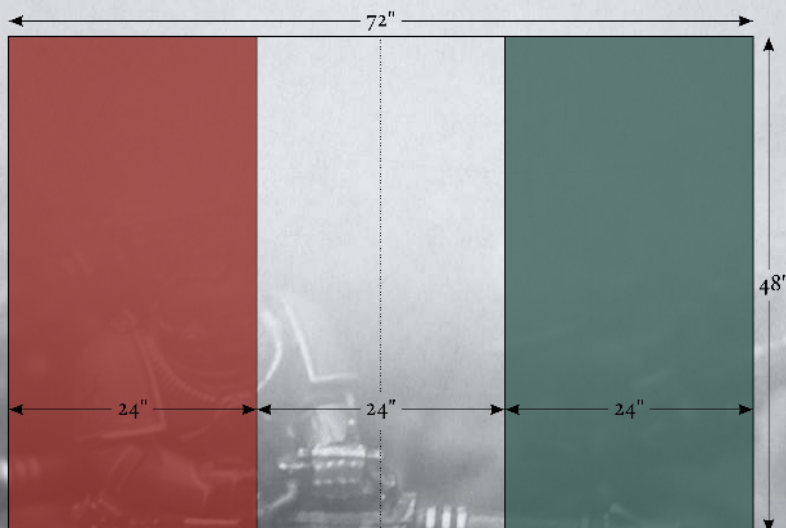
**Shatter the Armour:** At the end of the game, players score 2 Victory points for each destroyed enemy Vehicle.

## MISSION SPECIAL RULES

Reserves, Seize the Initiative, Big Guns Never Tire, Minefields.

**Big Guns Never Tire:** Units with the Vehicle type are eligible to control Objective Markers. A Vehicle has the Tactical Strength equal to its current number of Hull Points.

**Minefields:** After both players have deployed, starting with the player who deployed first, each player must select a single piece of Terrain to be mined. The selected pieces of Terrain count as Dangerous Terrain for both Players. Use the markers provided by the event organizers to represent Dangerous Terrain.



## MISSION II:

# WAR OF OPPORTUNITY

### OBJECTIVES

Four Objective Markers with a value of 1 must be placed for this Mission.

The players roll off and starting with the winner, alternate placing a total of four 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 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 MISSION OBJECTIVE

**Capture Objective Markers:** Starting from turn 2, in the Victory Sub-Phase of each player's turn, the Active Player scores Victory Points for controlling Objective Markers.

### SECONDARY OBJECTIVES

**Last Man Standing (3):** Scored at the end of the game by the player with the most units on the table without the Routed status.

**Break the Chain of Command:** If an enemy Command choice is removed as a casualty, the opposing player scores 2 Victory Points. If the Command choice was a prime slot, an additional 2 Victory Points are scored.

### MISSION SPECIAL RULES

Reserves, Seize the Initiative, War of Opportunity.

**War of Opportunity:** After a unit has scored Victory Points for controlling an Objective marker, the Active Player must roll a D6. If the controlling unit has the Line(X) special rule, the value of X must be subtracted from the result of the roll. Additional Victory Points are scored if the result is greater than zero with a result of 1-2 granting 1 Victory Point, a result of 3-4 granting 2 Victory Points and a result of 5-6 granting 3 Victory Points.



# MISSION III: SEIZE GROUND

## OBJECTIVES

Two Objective Markers must be placed for this Mission.

After Deployment Zones have been selected, both players place an Objective Marker in the center of the table quarter their Deployment Zone is in.

## 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 deployed first also has the first turn, unless their opponent can Seize the Initiative.

## GAME LENGTH

The game lasts for five turns.

## PRIMARY MISSION OBJECTIVES

**Lance Strike:** The Objective Marker in the enemy Deployment Zone has the Victory Point value of 6 and Victory Points for controlling that Objective Marker can be scored by the Active Player at the Victory Sub-Phase of each turn. Controlling the Objective Marker in a player's own Deployment never grants any Victory Points.

**Seize Ground:** At the end of the game, both players score Victory Points based on the number of table quarters they control.

To control a table quarter, a player must have more units eligible to control an Objective Marker in that quarter than their opponent. A unit can only occupy one table quarter - if it's spread over more than one quarter, roll randomly to see which it is in.

The table quarter containing the players own Deployment Zone is worth 3 Victory Points, the adjacent quarters are worth 5 Victory Points and the quarter containing the enemy Deployment Zone is worth 10 Victory Points.

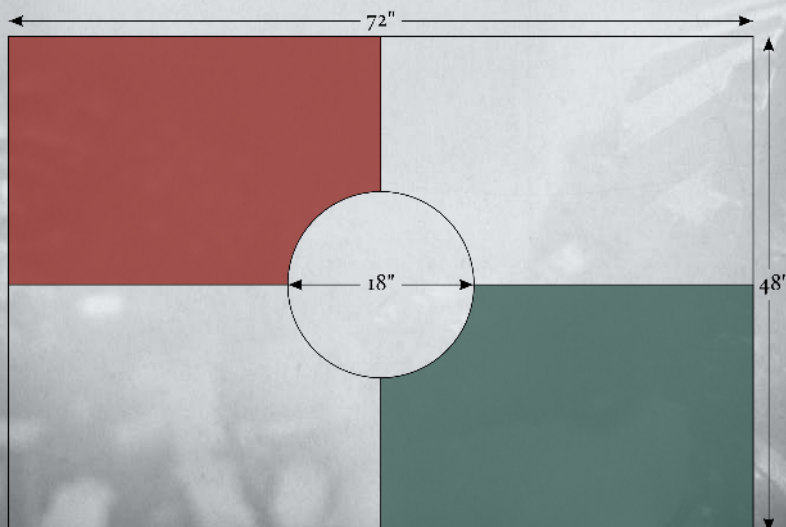
## SECONDARY OBJECTIVES

**Slay the Warlord (3):** Scored if at least one enemy High Command unit is removed as a casualty.

**Giant Killer (3):** Scored if at least one enemy Lord of War or Warlord unit is removed as a casualty.

## MISSION SPECIAL RULES

Reserves, Seize the Initiative



# MISSION IV: TIDES OF WAR

## OBJECTIVES

One Objective Marker with the value of **6** must be placed in the center of the table. Use the token provided by the event organizers to represent this Objective Marker.

Four Objective Markers with a value of **1** must then be placed by the players. The players roll off and starting with the winner, alternate placing a total of four Objective markers. The Objective markers must be placed outside of both players' Deployment zones, at least 12" from any other Objective Marker 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 deployed first also has the first turn, unless their opponent can Seize the Initiative.

## GAME LENGTH

The game lasts for five turns.

## PRIMARY MISSION OBJECTIVE

**Capture Objective Markers:** Starting from turn 2, in the Victory Sub-Phase of each player's turn, the Active Player scores Victory Points for controlling Objective Markers.

## SECONDARY OBJECTIVES

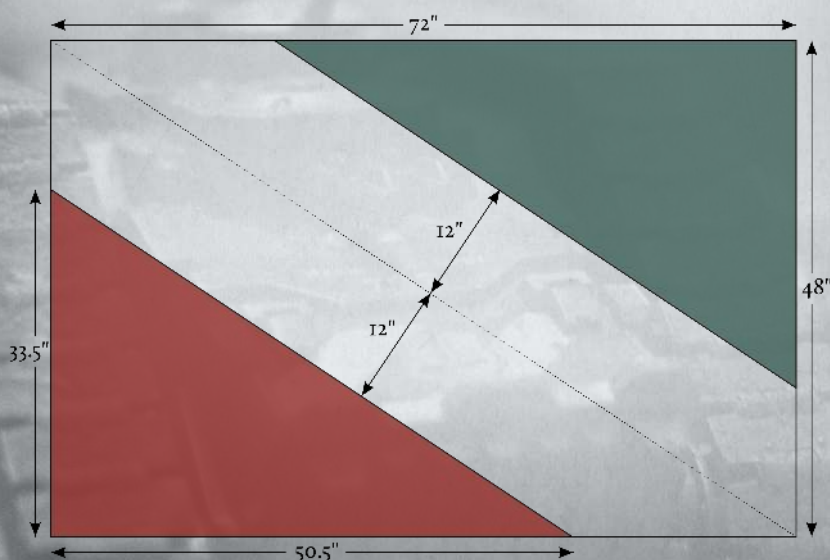
**Slay the Warlord (3):** Scored if at least one enemy High Command unit is removed as a casualty.

**First Strike (3):** Scored if at least one enemy unit is removed as a casualty in a player's first Player Turn.

## MISSION SPECIAL RULES

Reserves, Seize the Initiative, Tides of War.

**Tides of War:** For the center Objective marker with a value of 6, no more than 6 Victory Points can be scored for controlling the Objective Marker per player in one turn. After scoring Victory Points for controlling the center Objective Marker, the controlling unit suffers D6 AP<sub>3</sub> D1 wounds with the Phage (T) special rule. The Objective Marker is then immediately scattered D6+4", rerolling Hits until an Arrow result is rolled.



# MISSION V: LAST STAND

## OBJECTIVES

Four Objective Markers with a value of **2** must be placed for this mission.

Starting with the Defender, players alternate placing a total of four Objective markers. The Objective markers must be placed at least 6" from a Deployment Zone and at least 12" from each other and the table edges.

## DEPLOYMENT

The Defender deploys their army to the Defender Deployment Zone. The Attacker then deploys to the Attacker Deployment Zones with the restriction that no units with the Vehicle type may be deployed to Attacker Deployment Zone 1.

## FIRST TURN

The Defender has the first turn, unless the Attacker can Seize the Initiative.

## GAME LENGTH

The game lasts for five turns.

## PRIMARY MISSION OBJECTIVE

**Defender: Capture Objective Markers:** Starting from turn 2, in the Victory Sub-Phase of each player's turn, the Active Player scores Victory Points for controlling Objective Markers.

**Attacker: Slaughter the Foe:** The Attacker scores 2 Victory Points for each destroyed enemy unit

## SECONDARY OBJECTIVES

**Slay the Warlord (3):** Scored if at least one enemy High Command unit is removed as a casualty.

**Giant Killer (3):** Scored if at least one enemy Lord of War or Warlord unit is removed as a casualty.

## MISSION SPECIAL RULES

Reserves, Seize the Initiative, Defender Minefields.

**Defender Minefields:** After both players have deployed, the Defender may select two pieces of Terrain to be mined. The selected pieces of Terrain count as Dangerous Terrain only for the Attacker. Use the markers provided by the event organizers to represent Dangerous Terrain.

