



NARRATIVE PLAY

WARHAMMER WORLD

WARHAMMER  
THE HORUS HERESY

LEGIONS  
IMPERIALIS™



SECTOR ABLAZE CAMPAIGN PACK



## ENVIRONMENTAL DEVASTATION

Before the recent battles the Selenic Rift was an abundant and profitable industrial centre producing vital resources that helped fuel the Imperial war machine. After months of constant bombardment the atmosphere of the planet became a murky hellscape of dense, dangerous pollution. These multi-hued clouds drifted in great storms across the devastated surface, a deadly amalgam of liquified fuels intermixed with the toxic metallic elements. As the Traitor invaders and remaining Loyalist defenders ventured from their shelters to decide the fate of Selenic Rift, they found vision distances dramatically reduced, with scanning equipment unable to accurately map locations of enemy forces. The start of many battles were heralded by the emergence of enemy tanks and heavy infantry from the thick mists, their weapons blazing. For every armoured vehicle, any cracked armour plate or breached seal was a potential death sentence for the vehicle crew that huddled inside.

## FOG OF WAR

### HIDDEN SET-UP

Before deployment players set up a barrier blocking the visibility of each player to their opponent's deployment zone before setting up any Formations. Once players have set up their Armies, the barrier is removed, and their deployment revealed before the first round begins.

### REDUCED VISIBILITY

When using Fog of War rules, visibility across the battlefield is dramatically lowered. As such, when a Detachment is firing:

- Each weapon's maximum range is limited to 18", unless it is already lower. This does not apply to weapons with the Barrage or Heavy Barrage traits.
- If the target is more than 6" away from a firing model, an additional -1 modifier is applied when rolling To Hit.
- If the target is more than 12" away from a firing model, it gains a 5+ Cover Save.

### DEADLY FOG OF WAR

In some environments, aside from concealing hidden foes, the environmental effects also posed a very real danger. Some, like those found on Selenic Rift, were highly corrosive and toxic. Only the most heavily armoured troops or vehicles could survive for more than a few moments in these war zones.

During each End Phase:

- Each player makes a Save roll for each Infantry or Cavalry model from their Army on the battlefield, with a +1 modifier. If that model is Garrisoning a Structure, that player can re-roll the result. If that Save roll is failed, that model suffers a Wound.
- Each player makes a Save roll for each model from their Army (excluding Infantry or Cavalry) on the battlefield that has lost any Wounds. If that Save roll is failed, that model suffers a Wound.



# SECTOR ABLAZE BATTLES

## BATTLEFIELD TERRAIN

This will be pre-set by the events team.

## SELECTING A MISSION

The mission details will be announced at the start of each round.

However your commanding officers have been able to pass on the required points level required for each mission:

MISSION NUMBER	POINTS SIZE	FOG OF WAR
1	1500	Hidden Deployment
2	1500	Hidden Deployment
3	3000	None
4	2000	Reduced Visibility
5	2000	Deadly Fog of War





# THE BATTLEFIELD

## DEPLOYMENT MAP

Once a Mission has been revealed players will be informed whether they are the Attacker or Defender during the faction briefings.

Once deployment zones have been set, players deploy any Objective markers, as detailed in the Mission's deployment map.

## OBJECTIVE MARKERS

In Legions Imperialis, places of vital importance are represented by Objective markers. Objective markers can take many different forms, from simple coloured tokens or bases to custom terrain pieces built to match a player's Army.

Unless otherwise stated, an Objective marker in Legions Imperialis should be represented by a token or base 32mm in diameter. A model can end its move in base contact with an Objective marker and can move through it without issue but cannot end its move overlapping one. Regardless of their appearance, Objective markers do not block line of sight.

When deploying Objective markers, the centre of the base is used when measuring – if an Objective marker needs to be placed 18" from a battlefield edge, the centre of the base must be 18" away. During a battle, any measurement to an Objective marker is measured from the edge of the marker. Objective markers cannot be deployed within an area of Impassable terrain, nor can they be deployed overlapping a Structure.

When deployed, some Objective markers will be deployed outside of either player's deployment zone. Objective markers outside either player's deployment zone are referred to as neutral objectives. Neutral objectives often give different Victory Points when captured, depending on the Mission being played

## FORWARD OPERATING BASE

For this event, we require all players to bring along two extra Objective Markers. These will represent your Forward Operating Bases. These should be on 40mm bases and modelled appropriately. They must look unique and stand out from your standard Objective Markers.

**Deployment of the Forward Operating Base:** Your forward operating base follows all the normal rules for objective placement along with the following restrictions:

- A forward operating base must be deployed outside your deployment zone
- A forward operating base must be deployed closer to your opponents deployment zone than to your deployment zone.

Note: As these Markers are an integral part of the narrative, these Objectives may be "stolen" during games. They will, of course, be returned to the owning players at the end of the event, but please bear that in mind while constructing them.

## DETERMINE SECONDARY OBJECTIVE

Each player must determine their secondary objective for the battle. For this event players have 6 secondary objectives they can pick from. However, each secondary objective can only be used once during the event. These should be picked in secret.

Once both players have chosen their Secondary Objective, they reveal their own to their opponent simultaneously.

Players can choose from the following secondary objectives. These are explained in detail later in this pack.



## SECONDARY OBJECTIVE

- Armoured Dominance
- Rescue
- Dominate the Battlefield
- Tip of the Spear
- Glory Kill
- Inviolable

## DEPLOYMENT

Players take it in turns, starting with the player who has control of the battlefield, to deploy all Detachments within a single Formation – if a player runs out of Formations to deploy and the other has not fully deployed, then they deploy all of their remaining Formations.

Once both players have deployed their armies, the battle begins.

## RESERVES

Some special rules state that a Detachment can be deployed in Reserve. This means the Detachment in question does not start on the battlefield and instead is placed to one side – the Detachment is referred to as being in Reserve. To do this, the controlling player simply states that a Detachment that can be deployed in Reserve is doing so, which is done whenever that Detachment would normally be deployed upon the battlefield. Detachments in Reserve can arrive on the battlefield during the course of the game. How they arrive depends on the special rule that placed them in Reserve; Detachments with the Flyer or Drop Pod special rule can arrive in the first round, while Detachments with the Deep Strike special rule can arrive in the second round onwards. In general, the rule in question will state how and where the Detachment can arrive from. If it does not, then the Detachment can move onto the battlefield from the second round onwards – place the Detachment's models in base contact with the battlefield edge, after which the

Detachment can complete its activation as normal (i.e., move if its Order allows, etc.).

Detachments in Reserve do not count as destroyed and are counted for the purposes of determining a Formation's Break Point (i.e., the total number of models in the Formation during Army creation is used, not the total that were deployed on the battlefield). If a Formation becomes Broken while one or more Detachments within it are in Reserve then those Detachments do not have to take a Morale check but are classified as Broken when they arrive on the battlefield.

Detachments in Reserve must be issued an Order as normal and activate when their Detachment does. When activated, Detachments in Reserve can do nothing and thus stay in Reserve, or arrive on the battlefield if their rules allow. As previously stated, Detachments that are in Reserve must be activated after all Detachments on the battlefield, unless they are arriving on the battlefield.

Unless instructed otherwise, if a Detachment in Reserve has not arrived on the battlefield by the end of the fourth round, it counts as destroyed, can no longer arrive and can take no further part in the battle. The sole exception to this are models with the Flyer special rule – as Flyers move into and out of Reserves during the course of the battle, they are not destroyed as described previously. Any Detachments Embarked upon a Flyer Transport, however, must have arrived on the battlefield by the end of the fourth round.



## BATTLE BEGINS

When the battle begins, any effects or special rules which happen at the start of the battle take place. If a player has more than one effect which takes place at this time, they can choose the order in which these effects happen. If both players have effects that take place at the start of the battle, the player with control of the battlefield resolves their effects first. The first round then begins.

## GAME LENGTH

Unless instructed otherwise, Sector Ablaze battles last five rounds.

## DETERMINE VICTOR

Once the battle ends, both players determine the total number of Victory Points (VPs) they have earned over the battle. The player with the most VPs is victorious. If both players have the same number of VPs, the battle is a draw.

## SCORING VICTORY POINTS

In Sector Ablaze battles, VPs are earned both during the battle and at the end. VPs are detailed on the Mission Cards with the exception of Communication Disruption, which can be scored in every game:

### COMMUNICATION DISRUPTION:

At the end of the battle each player scores 5 VP's if they control their opponents Forward Operating Base.

## SECONDARY OBJECTIVES

Each of the Secondary Objectives are described over the following pages. If a Secondary Objective requires the placement of an Objective marker, then the marker must be clearly indicated as different from

the Mission Objective markers. Any time a Secondary Objective marker is placed, either while setting up the battlefield or during the course of a game, it cannot be placed within an area of Impassable Terrain, overlapping a Structure or overlapping the base of any model. If the marker must be placed but does not meet these rules, move the marker the shortest possible distance to allow it to be placed.

Objective markers placed as part of a Secondary Objective do not score VPs due to the Mission rules – they are used solely for the Secondary Objective. However, players should still determine who is in control of each marker during the End phase of each round.

## ARMoured DOMINANCE

At the end of the battle, calculate the total points value of enemy Detachments with a Scale of 2 or higher that have been destroyed. Detachments that have lost half or more of their starting models count as half their total points value (rounding down to the nearest whole number).

The player with this Secondary Objective scores VPs depending on the percentage of enemy Detachments with a Scale of 2 or higher that have been destroyed relative to the total points cost of Detachments with a Scale of 2 or higher in the enemy Army, as follows:

- If at least 35% has been destroyed, the controlling player scores 5 VPs.
- If at least 65% has been destroyed, the controlling player scores 10 VPs instead.
- If at least 80% has been destroyed, the controlling player scores 15 VPs instead.



## RESCUE

At the start of the first round, before any Order tokens are placed, the opponent of the player with this Secondary Objective deploys an Objective marker as close as possible to the centre of the battlefield. This represents the personnel that must be rescued. The marker cannot be deployed within an area of Impassable terrain or overlapping a Structure.

If a Detachment with a Scale of 2 or 3 controlled by the player with this Secondary Objective ends its activation in the Movement phase within 1" of the Objective marker and more than 1" from any enemy models, it may rescue the personnel – remove the marker from the battlefield. That Detachment is considered to be carrying the personnel. Models with the Flyer, Skimmer and Hover special rules cannot rescue the personnel, though models from the Detachment carrying it can subsequently Embark upon a Transport with these special rules.

If the Detachment carrying the marker is destroyed, the opposing player places the Objective marker back on the battlefield in the centre of where the final model from that Detachment was. If the Detachment carrying the marker is destroyed due to an Overwatch being called, the opposing player places the marker within 3" of the destroyed model's starting position (i.e., before it began moving).

During the Calculating Victory Points stage of the End phase of any round, a Detachment carrying the marker, or a Transport the Detachment is Embarked upon, that is within 1" of their battlefield edge can deliver the personnel to safety – remove that Detachment from the battlefield. This can only be done if the Detachment is in Coherency. The removed

Detachment, and any Transports it was Embarked upon, does not count as destroyed but plays no further part in the battle.

If a model carrying the marker leaves the battlefield for any other reason (e.g., due to fleeing), place the marker touching the battlefield edge at the point where the Detachment left the battlefield. If a model carrying the marker is Embarked upon a Transport with the Flyer special rule and that Transport leaves the battlefield, it also counts as having delivered the personnel to safety; both the Detachment carrying the marker and the Transport play no further part in the battle.

**Scoring:** At the end of the battle, the player with this Secondary Objective scores 15 VPs if the personnel have been delivered to safety, 10 VPs if the personnel have not been delivered to safety but are being carried by a friendly Detachment or 5 VPs if the personnel marker is on the battlefield and no enemy models are within 8" of it.

## DOMINATE THE BATTLEFIELD

At the end of the battle, divide the battlefield into equal quarters and calculate the total Tactical Strength (see page 103 of the Legions Imperialis Rulebook) of each player's models with a Scale of 2 or more that are wholly within each quarter. The player with the greatest total Tactical Strength in each quarter is said to be in control of it – if the total Tactical Strength is the same, no player controls it.

**Scoring:** At the end of the battle, the player with this Secondary Objective scores 5 VPs if they control at least one battlefield quarter, 10 VPs if they control at least two battlefield quarters and 15 VPs if they control three or more battlefield quarters.



### TIP OF THE SPEAR

At the start of the first round, before any Order tokens are placed, the player with this Secondary Objective secretly notes down up to five Detachments from their Army with a Scale of 2 or 3 to be Spearhead Detachments. Models with the Flyer special rule cannot be chosen, nor can models Embarked upon a Transport with the Flyer special rule, and a Spearhead Detachment cannot Embark upon a Transport at any point during the battle. The first time a Spearhead Detachment destroys an enemy Detachment, that Spearhead Detachment becomes eligible to break through.

During the Calculating Victory Points stage of the End phase of any round, any Spearhead Detachment from your Army that is within 1" of the enemy battlefield edge, is not Engaged and Pinned, and is eligible to break through can be removed from the battlefield. The removed Detachment does not count as destroyed but plays no further part in the battle, and is said to have Broken Through.

**Scoring:** At the end of the battle, the player with this Secondary Objective scores 5 VPs if one friendly Spearhead Detachment has Broken Through, 10 VPs if two friendly Spearhead Detachments have Broken Through and 15 VPs if three or more friendly Spearhead Detachments have Broken Through.

### GLORY KILL

At the start of the first round, before any Order tokens are placed, the player with this Secondary Objective determines the five Detachments on the battlefield from their opponent's Army with the highest Scale to be Prime Targets. If several Detachments have the same Scale, the Detachments with the highest number of models are Prime Targets. If there is a tie for

the number of models between one or more eligible Detachments, the player with this Secondary Objective can select which are Prime Targets.

**Example:** Ben's opponent has a Warlord Battle Titan, which has the highest Scale in their Army. They do not have any other Detachments of Scale 5 or 4, but have six Detachments with a Scale of 3. Two of these have three models and the others have two models. As such, the Warlord Titan and the two Detachments which include three models are automatically Prime Targets. Ben can then select two of the units that include two models to also be Prime Targets.

**Scoring:** At the end of the battle, the player with this Secondary Objective scores 3 VPs for each Prime Target Detachment that has been destroyed.

### INVIOABLE

The player with this Secondary Objective must prevent enemy Detachments from getting close to their battlefield edge.

**Scoring:** At the end of the battle, the player with this Secondary Objective scores 5 VPs for each of the following that applies:

- There are no enemy models with a Scale of 2 or more within 6" of their battlefield edge.
- There are no enemy models with a Scale of 2 or more within 12" of their battlefield edge.
- There are no enemy models with a Scale of 2 or more within 18" of their battlefield edge.



# BATTLE HONOURS

The battles of the Horus Heresy consumed the galaxy, thrusting the armies of Mankind into internecine conflict. In this crucible of war, even the most untested warriors swiftly became veterans, learning the skills required to survive and destroy their foes or be consumed by the fires of the Age of Darkness.

## GAINING BATTLE HONOURS

During missions players will have the opportunity to perform Heroic Deeds. By performing heroic deeds players can access battle honours for their army. Note that you can only gain a maximum of three Battle Honours per game:

Heroic Deed	Completion instructions
Slay the warlord	Kill the oppositions general
Bring it down	Destroy the highest pointed detachment
Hold at all costs	Hold an objective in your opponents deployment zone for two turns
Forward advance	End the game with at least two detachments touching the furthest edge of the battlefield
Engage on all fronts	Have at least three units in melee combat in the same turn and none of them die
Barrage of fire	Destroy your opponents highest pointed titan or super heavy
Died with honour	Lose your highest pointed detachment
Forward operating base disrupted	Control both your forward operating base and your opponents forward operating base



## BATTLE HONOURS

Battle Honours are upgrades which can be given to Detachments to provide personalisation and additional abilities or improvements to their characteristics. In this section you will find a series of Battle Honours that can be selected for each Detachment Type.

### INFANTRY BATTLE HONOURS

#### MASTERS OF COVER

*Whether exceptionally stealthy, or experts at making use of fortifications, once in position, these warriors are difficult to displace.*

Improve the Cover Save granted to models in this Detachment by 1, to a maximum of 3+ (e.g., if a model in this Detachment would gain a 5+ Cover Save, it instead gains a 4+ Cover Save).

#### STALWART DEFENDERS

*These warriors hold their position, even in the face of the most formidable foes.*

During any round in which this Detachment was issued a First Fire Order, the controlling player can re-roll Morale checks made for this Detachment.

#### ADAPTABLE TACTICS

*These warriors are able to react with remarkable speed to changing circumstances, catching their foes unawares.*

At the end of the Orders phase, the controlling player of this Detachment may discard its Order token and replace it with a different Order they are eligible to be issued. A Detachment issued with a Fall Back Order cannot have its Order discarded via this rule, however a Broken Detachment can, and thus can be issued an Order other than Advance or Charge.

### WALKERS BATTLE HONOURS

#### WALKING ICONS

*Striding forth in the face of even the heaviest firepower, these resilient warriors inspire their allies with their courage.*

Improve the Morale characteristic of models in this Detachment by 1 to a maximum of 2+ (e.g., a Morale characteristic of 3+ improves to 2+). In addition, this Detachment has the Inspire (6") special rule.

#### PATHFINDERS

*Whether through expert control or brute force, these warriors are able to traverse even the most treacherous terrain with minimal risk.*

When this Detachment moves through Dangerous Terrain, it suffers a Hit for each full 4" it moved through the area of Dangerous terrain instead of for each full 1".

#### HAMMER OF WRATH

*These warriors utilise their armoured bulk to crush their foes.*

While this Detachment is Engaged with a Detachment with a Scale of 1, add 1 to the result of Fight rolls made for models in this Detachment.



## CAVALRY BATTLE HONOURS

### EXPERT OUTRIDERS

*These riders have a trained eye, often employed to alert armoured columns to potential ambushers and protect them from attack.*

While this Detachment is within 6" of a friendly Vehicle Detachment, that Vehicle Detachment has the Jink (6+) special rule.

### FORWARD OBSERVERS

*Providing swift-moving visibility over the battlefield, these riders relay precise targeting data back to their artillery.*

Each time a friendly Detachment fires with a weapon with the Barrage trait, if a model from this Detachment can draw line of sight to the target Detachment, the target Detachment is treated as being visible to the firing Detachment.

### SWIFT RAIDERS

*These warriors are experts at hit-and-run tactics, able to strike and then move away before retribution can be brought to bear.*

If this Detachment is Engaged & Pinned, treat it as being Engaged instead.

## VEHICLE AND SUPER-HEAVY VEHICLE BATTLE HONOURS

### STEEL PHALANX

*The crews of these vehicles are adept at maintaining defensive formations even as they push deep into enemy territory.*

When the opposing player selects this Detachment as the target of a Detachment under their control, firing models do not receive the bonus to a weapon's AP characteristic for being in the Rear Arc of models in this Detachment.

### MASTERS OF DEFENCE

*The gunners of these vehicles are experts at driving back enemy assaults with defensive weapons, allowing their main weapons to focus on key targets.*

Each time a model in this Detachment fires, the controlling player can re-roll Hit rolls of 1 made for weapons with the Point Defence weapon trait.

### SPITEFUL DEMISE

*Even as their vehicle is disabled, this crew is able to coax one final volley from its weapons.*

Each time a model in this Detachment is destroyed, before removing that model, the controlling player can roll a D6. On a 4+, the closest enemy Detachment within 12" of that model suffers 1 Hit with an AP of -1 and the Light AT weapon trait.



## KNIGHT BATTLE HONOURS

### BATTLESTRIDERS

*The pilots of these knights cross the battlefield with an elegance that belies the size of their war machines.*

Add 1" to the Movement characteristic of models in this Detachment.

### FAVoured BY THE MECHANICUM

*These knights have been upgraded with self-repair systems of unknown origin, able to reknit broken armour and severed power relays.*

During the Resolve End Phase Effects stage of the End phase, the controlling player can roll a D6 for each Wound that has been lost by a model from this Detachment (excluding destroyed models). On a 5+, the model regains a Wound.

### BIG GAME HUNTERS

*Experts in slaying macro-fauna, these warriors lay low the largest foes with ease.*

Each time a model in this Detachment wins a Fight against a model of an equal or greater Scale, the winning model is treated as having a weapon with the Engine Killer (1) trait when the losing model suffers a Wound. If that model already has a weapon with the Engine Killer (X) trait, improve the value of that trait by 1 (e.g., Engine Killer (1) would become Engine Killer (2)).

## TITAN BATTLE HONOURS

### EXPERT ENGINEERS

*The engineers of this legio have adapted novel, if unconventional, methods of redirecting energy through their titan, ensuring its protective shields are maintained at optimal levels.*

When attempting to reignite Void Shields for models in this Detachment, the controlling player can re-roll one of the D6s.

### DISDAIN FOR INFERIORS

*This titan has walked across battlefields innumerable, its crew revelling in their superiority over other combatants, even those they are allied to.*

When firing with this Detachment, the controlling player can select enemy Detachments which are Engaged and Pinned as the target(s). If the Hit roll for an attack made against such a Detachment is a 1, that dice is resolved as a successful Hit against a randomly determined friendly Detachment that is Engaged with the target Detachment.

### PRAETORIUS CLADE

*This titan maintains a dedicated close-support detail, protecting the god-engine from being boarded by enemy infantry.*

This Battle Honour can only be selected for Detachments with a Wounds characteristic of 6 or more. All models in a Detachment with this Battle Honour gain the following weapon. This weapon may only be used in Fights where the enemy model is Scale 1.

Weapon	Range	Dice	To Hit	AP	Trait
Praetorius Clade	-	-	-	-	Rend



## ROLL OF HONOUR

During missions players will have the opportunity to perform Heroic Deeds. By performing heroic deeds players can access battle honours for their army. Note that you can only gain a maximum of three Battle Honours per game:

Success!	Name of Heroic Deed Completed
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Battle Honour Earned:	
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