

Horus Heresy

Random Mission Generator Cards



CARD SET UP AND GETTING STARTED

Step 1: Divide the cards into their four types, DEPLOYMENT, PRIMARY MISSION, SECONDARY MISSIONS and FUN STUFF.

Step 2: After shuffling the piles, draw the top 3 cards of each type and place them face up in rows.



Step 3: Roll off with your opponent.

Step 4: Starting with the winner, begin choosing a single card you do not like and remove it from the available selection. Continue this until there are only 1 of each type of card left. This is your game scenario. Read the cards carefully, it will tell you when to place OBJECTIVES if required.

Step 5: Using markers/counters or any acceptable method, setup the deployment zones on the table.

Step 6: Once the zones are in place and identifiable - roll off. The winner gets to choose to use Player A or Player B deployments zones.

Step 7: Roll a D6. On a result of 1 to 3, use the STANDARD setup option. On a result of 4 to 6, use the ALTERNATE method.

OBJECTIVES: If your scenario has objectives, they may be placed any where on the table that is 6" from a table edge and 12" from another objective. If the card has a specific caveats regarding placement ensure to follow its directions as well.

NIGHT FIGHT: On a 4 or 5 there is Night Fighting on Turn 1. On the roll of a 6, it is Night Fight from Turn 5 onwards.

STANDARD GAME SETUP

Step 1: Roll for NIGHT FIGHT, WARLORD TRAITS and PSYCHIC POWERS.

Step 2: Roll off with your opponent. The winner gets to choose to go first or second.

Step 3: The First player deploys their whole army, including declaring any RESERVES and their method of entry.

Step 4: The Second player deploy their whole army and declares RESERVES as required as well.

Step 5: Starting with the player who deployed first, setup any INFILTRATE units as required.

Step 6: The player going second may attempt to seize the initiative. Commence Turn 1.

ALTERNATE GAME SETUP

Step 1: Roll for NIGHT FIGHT, WARLORD TRAITS and PSYCHIC POWERS.

Step 2: Roll off with your opponent. The winner gets to choose to go first or second.

Step 3: Starting with the First player, players alternate deploying a single unit at a time onto the battlefield until only INFILTRATORS remain. Do not forget to declare any units that are staying in RESERVE and their method of arrival as it becomes their turn to be deployed. (DETICATED TRANSPORTS are to be deployed at the same time as their unit).

Step 4: Once all units from both sides are down, roll off and deploy INFILTRATORS starting with the dice winner.

Step 5: Once both armies are fully deployed and/or nominated as reserves. Roll off to see who gets first turn.

RESERVES: As units are declared to be in RESERVE, you must nominate how they are entering the battlefield (DEEP STRIKE, OUTFLANK, STANDARD EDGE or POD ASSAULT).

INFILTRATORS: Can be deployed anywhere on the board that is at least 18" away from the opponent. If the infiltrating unit is NOT in LOS to any enemy, it may deploy within 12"

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