

SETUP

Welcome to your first game of Horus Heresy! Before we start, both players need to shuffle their deck. Now the battle is ready to begin!

Players reveal the top card of their deck. The player who reveals the card with the lowest die can choose to be either the attacker or defender for the game. In case of a tie, flip a coin, and the winner may choose. The defender chooses a planet to fight over, and sets up those sectors between the players. Put the revealed cards back on top of your deck face down.



DIE EXAMPLE



PLANET EXAMPLE

DEPLOYMENT

The deployment phase is broken down into 2 steps: First Wave deployment and Regular deployment.

For First Wave deployment, starting with the defender, each player places the top card of their deck, face-up to one of the sectors. Repeat this until each player has deployed one card to each sector. Once you have placed a First Wave deployment at a sector, you cannot place another First Wave deployment to that sector this turn.

Once the First Wave deployment is finished, move on to the Regular deployment step. Each player draws 6 cards. Starting with the defender, each player alternates deploying one card facedown to any sector. Once both players are out of cards, the Deployment phase ends. Unlike first waves, you can deploy any number of cards to the same sector if you wish.

BATTLE

The next and final phase of each turn is the Battle Phase. Each battle phase consists of 2 battles: the attacker's battle and the defender's battle. First, the attacker chooses a sector to battle over. He or she must choose a sector that they have cards at. For this first battle, choose a sector that both players have a few cards at, just so things will be interesting.

Once the sector is chosen, both players reveal their cards at that sector. Now each player draws a hand of 6 cards. This is called your Command Hand. While cards are in your command hand, the only part of the card you read is the upside-down portion at the bottom of each card.



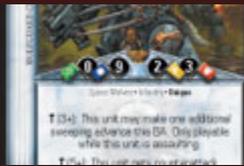
COMMAND LINE EXAMPLE

Most players find it convenient to flip their hand over to read these more easily.

Here's how the battles work: Each player takes a turn playing one Battle Action at a time, back and forth, until both players pass in succession. Since the attacker chose the sector, the attacker gets the first battle action. We call battle actions BAs for short.

When it is your turn to play a BA, you have 4 options available to you. The first option is Shooting. To shoot, you need to know a little bit more about the cards.

Look at a unit card. A unit card is a card with 4 numbers in the middle. The first number is Firepower. This is how much damage the unit will deal when it shoots. The second number is Assault. This tells you how much damage the unit can deal by assaulting. The third number is Speed, which tells you how fast the unit is. The last number is Armor. This is how much damage it takes to destroy the unit.



UNIT EXAMPLE

To shoot with a unit, the first thing you do is Lock it. To lock it, you turn it sideways to show that you've used it. You then target one of your enemy's units.

Before anything else happens, your enemy has one opportunity to Block your shot, and this is where speed comes in to play. If your enemy has a unit that is faster than your shooting unit (i.e. a unit with higher speed) they can block it. To block, lock the blocking unit. That unit becomes the new target of the shooting. Basically, it has jumped in front of the targeted unit and took the bullet for it.

Once the target of the shooting has been determined, players can play Tactics. Tactics are usually cards in your command hand that say "T:" and they generally modify a card's abilities, like "T (4+): Any unit gets +1 firepower." The "(4+)" means you have to roll to see if the ability works. If you roll a 4 or higher, the unit gets the +1 firepower bonus. Otherwise, nothing happens.

Some units have their own tactics printed on them. You can play as many tactics as you want to. Bonuses granted by tactics only last for that battle action.

Once both players are done playing tactics, the shooting unit deals an amount of damage equal to its firepower to the targeted unit. If the damage equals or exceeds the target's armor, the target is destroyed and placed in its owner's discard pile. If the damage is less than the target's armor, the damage is erased and has no further effect. Damage never carries over.

That's how shooting works. The next option you have when it is your turn to play a BA is to charge a ready unit.

Before you can assault with a unit, you must Charge it. To charge a unit, turn it upside-down, so it faces your enemy. This takes your whole BA, so after you do this it becomes your enemy's turn. This basically gives them a chance to deal with your charging unit before it hits.

You can spend your next BA to assault with the charging unit (assuming your enemy didn't shoot it to bits, of course). Assault works a lot like shooting. First you lock your charging unit, then you choose your target.

The second number on a unit card is Assault. Some units have special Assault abilities. They are usually printed with an ability after it, like "A: Draw 3 cards." And are known as Special Assaults.

Your enemy now has the chance to block your assault. Unlike shooting, they can only block with a charging unit. If they choose to block, then you are now assaulting the blocking unit. After both players finish playing tactics, you deal your Assault damage to the defending unit. If you have damage left over after destroying a unit in an assault, you may immediately assault another unit with the remaining damage. This is called a "sweeping advance." Your unit has crashed through the first unit, and is ready for more! This counts as an assault, and players may play more tactics before the damage is dealt. You may only do one sweeping advance per BA. If your assaulting unit was somehow destroyed in the first assault, then it cannot make a sweeping advance. You may not make a sweeping advance after destroying an asset. Assaults can be highly effective, but it takes 2 turns to use them.

You can also Assault using a special assault ability. The enemy has the option to block the assault with a ready unit. If they choose to, then instead of your special assault ability, you deal your Assault damage to the defending unit. If you would get to make a sweeping advance, you may instead choose to perform your special assault ability.

Your third option is to play a card from your hand that says "**BA:**". Simply do what the card says, then discard it.

Some cards require a roll to see if they work. They are usually worded like this: "**BA** (4+): draw 2 cards." Whenever you see the number in parenthesis, you know you have to roll. Remember, to roll, discard the top card of your deck and use the die number of the discarded card for the roll.

Your fourth and final option is to pass. If you have nothing left to do, this is your only option. Once both players pass in succession, the battle is over and we check to see if anybody won the sector.

Once the battle is over, both players discard their command hand and then each side adds up its flag total.



Most cards have a flag icon in the upper left corner of the card. Your flag total is the number of these icons printed on the cards you have left after the battle.

A player wins the sector if he or she has more flags than their enemy, and at least as many flags as the sector.

If a player wins the sector, it is placed next to that player's fleet area and all cards that were at that sector are discarded. If no player won the sector, return all cards there to the ready position. They live to fight on!

Once the first battle is over, the defender gets to choose a sector to battle at. The defender cannot choose the sector that was just battled over, and he or she must choose a sector at which they have cards. This battle is fought just like the first battle, except the defender takes the first BA.

After the second battle, the turn ends and a new one begins, with another deployment phase and two more battles. The game ends if one player takes two sectors, or at the end of the 4th turn, whichever happens first.

At the end of the 4th turn, if neither player has taken 2 sectors, the player with the highest flag total on the sector they have taken wins. If the 4th turn ends and neither player has taken any sectors, play a 5th turn, and continue to play extra turns until one player ends the turn with a sector.