

## LEGENDARY MISSION

# THE FIRST WAVE

*The vanguard of the Loyalist host makes first contact with the Traitor force.  
The Loyalists cannot allow their advance to be slowed, while the Traitors must hold back the onslaught.*

In order to claim victory in The First Wave, the Attacker must capture Objective Markers, while the Defender must destroy enemy Units to accumulate Victory Points.

### PLAYING THIS LEGENDARY MISSION

When playing this Legendary Mission, Players must use the Core Mission Sequence from the *Warhammer: The Horus Heresy – Age of Darkness Rulebook* with the following changes:

- During Step 1, this Mission is selected instead of the Core Missions listed. The Players must then determine who will take the role of the Attacker, and who will take the role of the Defender. The Attacker's Army must have the Loyalist Allegiance. The Defender's Army must have the Traitor Allegiance.
- The Rules for Battlefield Assets are in use (see page 40).
- Do not select a Deployment Map during Step 5. Instead Players must use the Deployment Map below. The Attacker and Defender must use the Deployment Zones marked for them on that map.
- During Step 7, the Defender automatically wins the roll-off.

### VICTORY CONDITIONS: VITAL GROUND


The following Mission Objectives are used in this Mission:

#### Primary Objectives

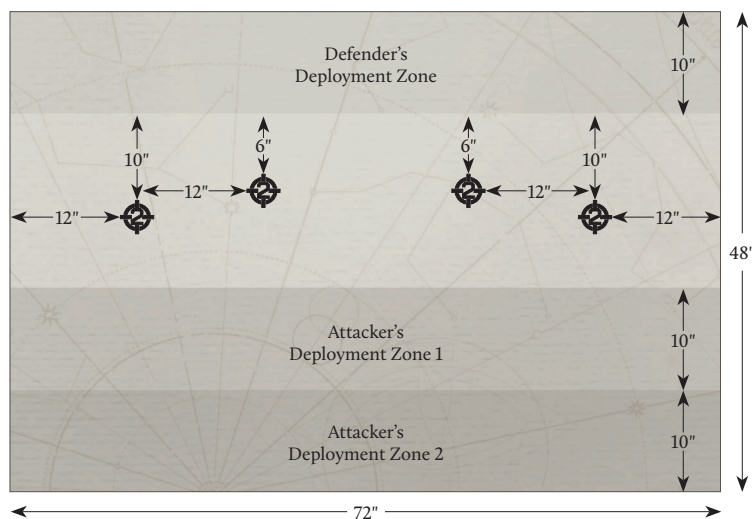
- Attacker: Capture Objective Markers
- Defender: Slaughter the Foe

#### Secondary Objectives

- Slay the Warlord (4)
- Giant Killer (2)
- Last Man Standing (4)
- First Strike (3)

This Legendary Mission uses four Objective Markers with a value of '2', placed in the locations marked with a  on the Deployment Map below, representing the first beachhead positions the Loyalists sought to secure. In the Attacker's Victory Sub-Phase that Player may score Victory Points if they Control any Objective Markers.

### DEPLOYMENT MAP



### **SLAUGHTER THE FOE**

*Some forces have no tactical consideration for capturing ground or strategic positions. Instead, all they desire is to destroy their enemy.*

**A Player with this Primary Objective gains Victory Points by destroying enemy Units.**

A Player with this Primary Objective scores 2 Victory Points when an enemy Unit has its last Model Removed as a Casualty.

At the end of Battle Turn Four, the Player with the highest total of Victory Points is the winner.

### **MISSION SPECIAL RULES**

This Mission uses the **Battlefield Assets**, **Reserves**, **Seize the Initiative** and **Waves of Attackers** Mission Special Rules.

#### **WAVES OF ATTACKERS**

*Many assaults are preceded with waves of infantry arriving in lighter landers, clearing a drop zone to allow larger landers to deploy heavier units.*

**This Special Rule requires Models of specific Types to deploy in specific Deployment Zones.**

When a Mission uses this Mission Special Rule, the Attacker must deploy any Units that include Models with the Vehicle Type in the Attacker's Deployment Zone 2 during the Deploy Armies Step.