The Horus Heresy
Tactical Strike Plus
v2.06

For rules support and feedback:
tacticalstrike.powerfisted.com

Contents

Introduction

Welcome to Tactical Strike, a tabletop game for two or more players that recreates the minor engagements and special operations conducted during the Horus Heresy. Tactical Strike is based on the rules found within The Horus Heresy: Age of Darkness Rulebook, but with modifications befitting a smaller scale. Tactical Strike Plus combines these with the Victory is Vengeance campaign system, further expanding the rules with changes that emphasize balance and replayability. What you are reading is the culmination of several years of ongoing development and playtesting from hobbyists around the world.

Playing Tactical Strike

At its most basic, a game of Tactical Strike is a single mission played by two players. At its most advanced, multiple games of Tactical Strike are played by groups of players where each mission impacts the next. This rulebook provides the framework for playing both. Everything you need to get started is organized into the following four sections.

Strike Forces

At the heart of Tactical Strike are the small bands of soldiers that are called Strike Forces. This section outlines the fundamental rules for using Strike Forces in games of Tactical Strike and provides details on how to create and customize your own.

Tactical Strike Missions

When you play Tactical Strike, you play one of several mission types. In this section you will find the steps needed to get ready to play missions, the different ways Strike Forces can be deployed, and the rules for each of the different mission types.

Tactical Strike Campaigns

Missions played in succession that impact one another are called campaigns. The Tactical Strike Campaigns section explains the different ways you can structure campaigns and also introduces the ways Strike Forces can change based on mission outcomes.

Appendix

The final section includes helpful reference tables for playing games of Tactical Strike along with optional points adjustments to better balance play.

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Greetings reader [human animal]. I am Boneley [self]. My omnipresent consciousness will accompany you throughout this document [unwillingly]. It it is my duty [programming] to provide tactical insights [tips] and breakdowns [simplifications] where appropriate.

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Strike Forces

Each Strike Force in Tactical Strike Plus is represented using the rules defined in this section. These are different to, and take precedence over, the normal way games are played and armies built in games of The Horus Heresy: Age of Darkness. Strike Forces range from desperate bands of survivors to specialized kill teams and the rules for their creation give you the flexibility to create your unique warband.

Core Rules

Strike Forces consist of four unit categories: Heroes, Leaders, Lead Elements, and Rank & File. Heroes and Leaders are permanent additions to a Strike Force and must be created before games are played. Lead Elements and Rank & File are purchased after a mission is determined and can be changed after each mission.

Heroes

Heroes are the charismatic heads of Strike Forces, able to accomplish special feats by spending Command Points — a pool of resources that only they can generate.

Leaders

Leaders are soldiers, second in command, who have taken it upon themselves to help lead. They increase the number of available Command Points and how they can be used.

Lead Elements

These are the cornerstones Strike Forces are built around. Only one Lead Element can be taken, but its power can greatly influence missions and how they are played.

Rank & File

All other units in Tactical Strike are known as Rank & File. These are the basic units that comprise the core of all Strike Forces.

All models are purchased on an individual basis and are considered a separate unit with a starting unit size of one, unless organized into an Ad-Hoc Unit. Such units consist of between 2-10 models and gain a number of special abilities unique to Ad-Hoc Units.

Ad-Hoc Units

Before the start of a mission, up to 10 models may be formed into an Ad-Hoc Unit. Once designated, the Ad-Hoc Unit must stay in unit coherency and models may not leave or join this unit unless they are Heroes or Leaders. Ad-Hoc Units can contain models from different unit entries, army lists, or unit subtypes (Infantry, Jump Pack Infantry, Jet Pack Infantry, etc.), but may not contain models from entirely different unit types (Bike, Monstrous Creature, etc.) or from multiple factions of the same army list (Iron Hands Legion and Imperial Fists Legion, Taghmata Omnissiah and Ordo Reductor, etc.). Each model in an Ad-Hoc Unit can fire at different targets during the Shooting Phase and can overwatch against multiple targets in an Assault Phase. Ad-Hoc Units containing models of different subtypes may only use the base rules of the subtype (Bike, Infantry, etc.).

Conferring Special Rules

If at least half an Ad-Hoc Unit is comprised of models from a single unit entry, all the special rules in that entry confer to the entire unit, including any attached Leaders and Heroes. This applies to all special rules, only excluding faction specific rules such as Legion Traits or Provenances. All other models with special rules within the unit may only apply them to themselves, even if they would normally confer to the unit. The exception are Leaders and Heroes, who confer special rules to Ad-Hoc Units as per the standard rules for Independent Characters. Once created, an Ad-Hoc Unit retains its rules regardless of casualties sustained. If split or merged, all rules previously conferred are lost, and the unit may only gain additional rules through the inclusion of a Hero or Leader.

Splitting, Merging Units

When a Leader or Hero leaves an Ad-Hoc Unit, the controlling player may choose to split the unit into any number of new Ad-Hoc Units or independent models. Heroes and Leaders may also merge individual units together to form new Ad-hoc Units, provided they do not exceed a unit size of 10 models. Merging units is treated as though all models in the unit are Independent Characters joining a second unit. A Leader or Hero may split or merge an Ad-Hoc unit during the movement phase, but are limited to performing single merge or split each turn.

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Brian forms an Ad-Hoc Unit out of 5 grey slayers, 2 assault marines, and 2 veletaris storm troopers. He also attaches his Hero, a Space Wolves Speaker of the Dead. All models are treated as Infantry [the base unit subtype] with the Warriors Mettle and Zealot special rules.
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Scoring Units

Models that normally belong to the Troops category of an army list count as both scoring and denial units. If an Ad-Hoc unit is comprised of a majority of such units, the Ad-Hoc unit count as scoring. All other models or units, including Heroes, Leaders, and Lead Elements, may only act as denial units.

Transports

Any transport vehicle may transport models from any combination of friendly Ad-Hoc Units or individual models, from any army list, provided the total does not exceed its transport capacity. Dedicated transports lose this designation and are treated as independent units. If any part of an Ad-Hoc unit embarks or disembarks from a transport, the entire unit must also embark or disembark from the transport.

Before or after a transport has moved, any number of units may embark or disembark from the transport. It is permissible for some units to disembark or embark before a transport moves and for some to embark and disembark after a transport moves. Transports may not Tank Shock or Ram on turns in which a unit has disembarked and units may not disembark or embark if a transport has moved more than 6" in the movement phase.

Close Combat and Challenges

A model engaged in close combat may only attack other models in base contact during an initiative step in which it would normally make attacks. All wounds caused by close combat attacks are allocated to models in base contact and may not carry over to other models. In the small engagements of Tactical Strike there is also little need for drawn out duels. Challenges may not be issued or accepted during close combat. If a Hero or Leader is in base contact with at least one other Hero or Leader, then any special rules normally activated by challenges may be used.

Psychic Powers

Only models designated as Heroes or Leaders may have the Psyker rule. Instead of using the rules for warp charges, Heroes and Leaders must activate their powers by expending a number of command points equal to the warp charge of the power. Units with the Brotherhood of Psykers/Sorcerers special rule may only activate psychic powers if they are in an Ad-Hoc unit that includes a Leader or Hero.

Warlord Traits, Rites of War

The small scale of Tactical Strike is not the theatre for grand strategy or logistics. As such, no Strike Force may select or benefit from Warlord Traits or Rites of War.

Ammo

All weapons that are not melee weapons and have a range value may run out of ammo. When making a shooting attack, if a roll to hit includes at least one natural '1' the unit must pass an Ammo Test for that weapon type. Units that fail this test are subject to the Out of Ammo special rule. Units make only a single test, regardless of how many 1s have been rolled, but are required to take tests for each weapon type that rolled a natural '1' (i.e.: Bolter, Heavy Bolter, Plasma Gun). Vehicles, Dreadnaughts, and Monstrous Creatures must take ammo tests in the same way.

Ammo Test

After all attacks have been resolved, roll a D6. If the result is higher than the unit's base ballistic skill value, it passes. If it fails, the unit is affected by the Out of Ammo special rule for the weapon type that failed the test.

Out of Ammo

When a weapon type is Out of Ammo, a unit may only make snapshots with this weapon type and may not reaction fire with any weapon. This effect lasts until the end of the controlling player's next shooting phase. A unit which is Out of Ammo does not have to make additional Out of Ammo checks for this weapon type as the result of snapshots performed while Out of Ammo.

Reaction Fire

Instead of an overwatch attack, a unit not engaged in close combat may attempt a Reaction Fire attack. Reaction Fire attacks are conducted exactly like overwatch attacks, except units must roll equal to or under their majority initiative value. This counts as a single characteristic check for the unit. If successful, the unit may fire its weapons at full ballistic skill. If unsuccessful, the unit may still make a normal overwatch attack. Units incapable of making reaction fire attacks may make overwatch attacks instead. Reaction Fire attacks are subject to the following restrictions:

- Only pistol, assault, salvo, and rapid fire weapons may be used for Reaction Fire attacks. Heavy weapons may only be used if the firing model has the Relentless special rule
- Blast weapons may not be used to make Reaction Fire attacks
- Instead of using a template, template weapons inflict D3 hits when used during Reaction Fire attacks
- A unit may not use the counter-attack special rule if it has used Reaction Fire in the same player turn

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Dalton declares a charge against Nick's Ad-Hoc unit of Solar Auxilia Veletaris with accompanying Strategos. Nick declares a reaction fire attack and passes his initiative test. He may now fire at Dalton's units with the Veletaris' volkite chargers at full ballistic skill. Much to Nick's chagrin [anger], the Strategos may not fire his orbital bombardment because it is a blast weapon [cheating].

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Leadership

Strike Forces use the following modifications to the rules for leadership related checks.

Pinning Tests

During the shooting phase, units must take a Pinning Test when they are:
- Hit with weapons that have the Pinning special rule
- Wounded with any weapon, regardless of whether or not the wound is saved

Units may only cause a single Pinning Test, no matter the number of relevant hits or wounds. If additional units fire at the same target, only one Pinning Test is taken, but each unit beyond the first that would otherwise cause a Pinning Test applies a cumulative -1 modifier to the Leadership of the enemy unit for the purposes of this test. If a unit fails this test, it is Pinned and must immediately Go to Ground. Doing so does not protect it against the fire of the weapons causing the test. Units that can never be Pinned automatically pass such tests automatically.

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*Keith fires at Tyler's unit using two Ad-Hoc units and a single model. His first Ad-Hoc Unit hits with a pinning weapon **[triggers pinning]**, but causes no wounds. His second Ad-Hoc Unit causes three wounds **[-1 ld]**. His solo model uses a pinning weapon that causes two hits and a wound **[-1 ld]**. Tyler's unit now take a pinning test at -2 leadership.*

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Morale Checks

During the Shooting Phase, units inflict Morale Checks on enemy units by causing one or more unsaved wounds. A unit may only cause a single Morale Test no matter the number of wounds caused. If additional units fire at the same target, only one Morale Test is taken, but each unit beyond the first that causes one or more unsaved wounds applies a cumulative -1 modifier to the Leadership of the enemy unit for the purposes of this test. At the end of any Assault phase in which a unit has lost a close combat, it must also pass a Morale Check. Units taking Morale Checks in combat suffer a -1 leadership modifier for each unsaved wound their side lost combat by. Should they fail, they must attempt to Fall Back.

Panic Check

During the Shooting Phase, if a single model unit is within 3" of a friendly unit that is destroyed, fails a Morale Check, or is Falling Back, it must immediately take a Morale Check or begin to Fall Back.

Fear Tests

At the start of each fight sub-phase, a unit in base contact with an enemy model with the Fear special rule must take a leadership test before any blows are struck. If failed, all models in the unit have their WS reduced to 1 for the rest of that fight sub-phase. Units may only cause a single test per sub-phase, but each model in base to base contact with the Fear special rule beyond the first applies a -1 modifier to the leadership of the enemy unit for the purposes of this test.

Heroes & Leaders

An Ad-Hoc Unit with an attached Hero or Leader may always attempt to regroup regardless of casualties. Any friendly model within 12" of a Hero may use the Hero's leadership value for morale or pinning tests outside of assault. In addition, Heros may target friendly units within 12" when spending Command Points.

Command Points

When a Strike Force is created or begins a Mission, it is granted 3 Command Points. Command Points (CP) are special resources unique to Heroes and Leaders that can be spent to influence rolls or gain bonuses. Heros generate CP as defined by their Hero Role- a unique trait assigned to them when they are created. Leaders do not generate CP, but contribute 2 Command Points at the start of any mission they participate in. There is no limit to the amount of Command Points that can be accumulated by a Strike Force, but no more than 7 can be used during a mission. Unspent points are always carried over into the next Mission.

Spending Command Points

At any point during a mission you may spend Command Points. Spending a point removes it from your total number of Command Points. For each Command Point you spend you may:

- **Re-Roll** any dice roll, check, or test for a Hero, Leader, transport, or single model in a unit with an attached Hero or Leader. For tests and checks that require multiple dice re-roll all dice involved. Any modifiers applied to the initial roll are retained for the reroll. A Command Point can be spent to re-roll a dice only once, but may be used to re-roll a dice that had been previously re-rolled due to another rule or ability.
- **Apply a special rule** to a Leader, Hero, or unit they are attached to (including transports or themselves) from the following list: Adamantium Will, Eternal Warrior, Stubborn, Furious Charge, Counter Attack, Move Through Cover, or Fleet. Special rules granted by Command Points stay in effect until the controlling player's next turn. Only a single special rule may be applied to a unit in this manner at any given time.
- **Use a Warp Charge** to activate a power or effect. Instead of spending warp charges, a controlling player must instead spend a number of Command Points equal to the total cost in warp charges.
- **Seize the initiative** with greater odds. Strike Forces may spend up to 3 Command Points to increase their chances to seize the initiative. For each point spent in this way, add 1 to the result of the seize the initiative roll.

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Anton's Iron Havoc fires a frag missile at Nick's Ad-Hoc unit of Solar Auxilia. The missile misses. He spends a Command Point to re-roll the scatter dice and the dice measuring the deviation distance [you must always re-roll all dice involved]. Nick misses two armor saves and chooses to spend two Command Points to re-roll each save. One passes and the other fails. He must accept the final result.

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Creating a Strike Force

Before playing a game of Tactical Strike, you must first create your Strike Force. Strike Forces consists of a single Hero, up to two optional Leaders, an optional Lead Element, and any number of Rank & File. Heroes and Leaders must be created before determining your mission. After determining the mission, you may purchase Rank & File or Lead Elements to complete your Strike Force.

Points and Composition

The recommended points range for games of Tactical Strike is between 350 and 550 points. Unless playing as part of a Tactical Strike Campaign, use the table below to determine the points available for the composition of your Strike Force. Total points are divided into two pools: a number used for the creation of Heroes and Leaders and a number used only for Rank & File or Lead Elements.

Strike Force Composition

Strike Forces consist of at least a single Hero and two units of Rank & File. These may be selected from the Legiones Astartes, Black Shields, Solar Auxilia, Cults & Militia, and Mechanicum army lists.

Point Total	Heroes & Leaders	Rank & File	Maximum per unit
550 (150 + 400)	150	400	200
500 (150 + 350)	150	350	175
450 (150 + 300)	150	300	150
400 (150 + 250)	150	250	125
350 (150 + 200)	150	200	100

Purchasing Units

Strike Forces are created by purchasing individual units instead of squads. Units can be purchased from different army lists, but only when the Strike Force includes a Hero or Leader from the same army list and same faction. When spending points to purchase a unit, always use the cost for adding additional models from that unit entry. If a unit does not have this option, divide the total points cost by the maximum unit size after upgrades. Units can only be purchased from a single faction within an army list. Once picked, other faction specific options are made unavailable.

After a unit has been purchased, all subsequent purchases from this unit are counted as being from the same entry. This is used to determine the wargear options that are restricted until a certain number of models are reached. After the total number of models purchased from an entry are equal to the maximum unit size, no additional models may be purchased from that entry.

Unit Restrictions

Unless otherwise noted, all units must follow these restrictions in order to be part of a Strike Force:

- Must be Sworn Brothers or Fellow Warriors on the Age of Darkness allies chart
- All units from an entry may not cost more than half the points allotted to the Strike Force
- No model may have an unmodified toughness of more than T5
- No model may have a starting wounds characteristic higher than W3
- No model may have an invulnerable save greater than 4+
- No vehicle may have an armor value higher than AV11
- No vehicle may be a flyer
- No model may take relics

Lead Element Exceptions

Lead Elements are granted the following exceptions to the above unit restrictions:

- May be a vehicle with an armor value of up to AV12
- May have an unmodified toughness of up to T7
- May have a wounds characteristic up to W4

Creating Heroes and Leaders

Heroes and Leaders are created by purchasing individual, non-unique, characters or independent characters. They are permanent additions to a Strike Force and may not be changed between missions. Heroes and Leaders may take wargear listed in their unit entry for the listed amount. When they are created, the combined points value of all Leaders, Heroes, and their wargear options may not be greater than 150. Characters purchased from unit entries must add an additional number of points depending on their Army List:

- +5 points for characters from the Solar Auxilia or Cults & Militia army lists
- +10 points for characters from the Legiones Astartes or Blackshield army lists
- +15 points for characters from the Ordo Reductor, Legio Cybernetica, or Taghmata army lists

Rank & File

Rank & File are purchased as individual models from unit entries, including dedicated transports, but may not be characters or independent characters. Rank & File may take wargear as listed in their entry, but upgrade restrictions based on squad size must still be respected by purchasing the required number of models from the unit entry to unlock the upgrade options. Rank & File purchased from a single unit entry may not exceed half the points allotted to the Strike Force. Some wargear options may be listed as a single upgrade cost for an entire unit entry. In these situations, divide the cost of the wargear by the maximum upgraded unit size to determine the per model cost. If a fractional point value is found, roundup after adding the total cost of all wargear. If a unit entry is comprised of different non-character models, you may choose the order in which they are purchased.

Lead Elements

A Strike Force may include an optional Lead Element. Lead Elements are restricted to a single infantry, artillery, monstrous creature, or vehicle unit and may not cost more than half the points allotted to a Strike Force.

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Tyler purchases three Veteran Space Marines. To give all three veterans melta Bombs, Tyler pays 8pts **[the flat upgrade cost divided by the maximum unit size]**. *If he wanted to upgrade a Veteran to include a special weapon, he needs to purchase two more Veteran Space Marines from this unit entry* **[special weapon options are restricted to 1 in 5 models]**.

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Hero Roles

When created, Heroes must be assigned one of the following Hero Roles:

PARAGON

This Hero is a shining example of honour and duty. Their actions on the battlefield instill awe and determination, spurring others to great feats of strength and valour.

- Gain 1 CP at the end of the controlling player's movement phase for each enemy unit this Hero is the closest model to.
- Gain an additional 2 CPs if this model is at least 6" away from any friendly model.

SLAYER

A Slayer is a blood-soaked engine of destruction. Their techniques and motivations vary, but the result is the same: bodies stacked high.

- Gain 1 CP at the end of the Fight Sub-Phase for each hit caused in Close Combat by this Hero.
- Gain an additional 2 CPs for each enemy model removed as a casualty in close combat by this Hero.

MARKSMAN

Sometimes, the most effective leader is the one who never misses their mark.

- Gain 1 CP during the Shooting Phase if this hero has made a successful To Hit roll.
- Gain an additional 2 CPs at the end of the Shooting Phase if this Hero has removed any enemy models as a casualty.

DUELIST

Whether through vanity, honor, or personal challenge, a duelist seeks battle to challenge and overcome worthy adversaries.

- Gain 1 CP for each Precision Shot and Strike caused by the Hero or their unit.
- Gain an additional 3 CPs whenever this hero removes an enemy Leader or Hero as a casualty through Close Combat or Shooting.

STRATEGIST

A Strategist is a brilliant tactician, capable of planning masterful maneuvers and motivating his forces through the use of sound strategy.

- Gain 1 CP whenever a model in the Hero's unit passes a Strength, Morale, Initiative, Leadership, Pinning Test, or successfully regroups.
- Gain an additional 3 CPs at the end of the controlling player's turn if the Hero or the Hero's unit holds or contests an objective.

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Always consider how you'll use your Hero during missions. Not all roles are appropriate for all Heroes.

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MARTYR

Some Heroes are born to endure. A Martyr may be a warrior who has contempt for the weakness of the flesh, indomitable will, or pleasure from pain.

- Gain 1 CP for each armor save made by this Hero at the end of the phase in which it was inflicted.
- Gain an additional 2 CPs at the end of any phase in which this Hero is removed as a casualty.

GLADIATOR

Driven into the maelstrom of battle, a gladiator seeks the thickest fighting to demonstrate his indomitable courage, skill, or love for combat.

- Gain 1 CP for each enemy model in Close Combat with this character at the end of any initiative step in which the character fights.
- Gain an additional 2 CPs if the Hero is locked in combat at the end of their assault phase

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Hero roles are balanced towards risk and reward. Some are reliable ways to gain additional points. Others are less likely to gain points each turn, but yield higher volume when they do.

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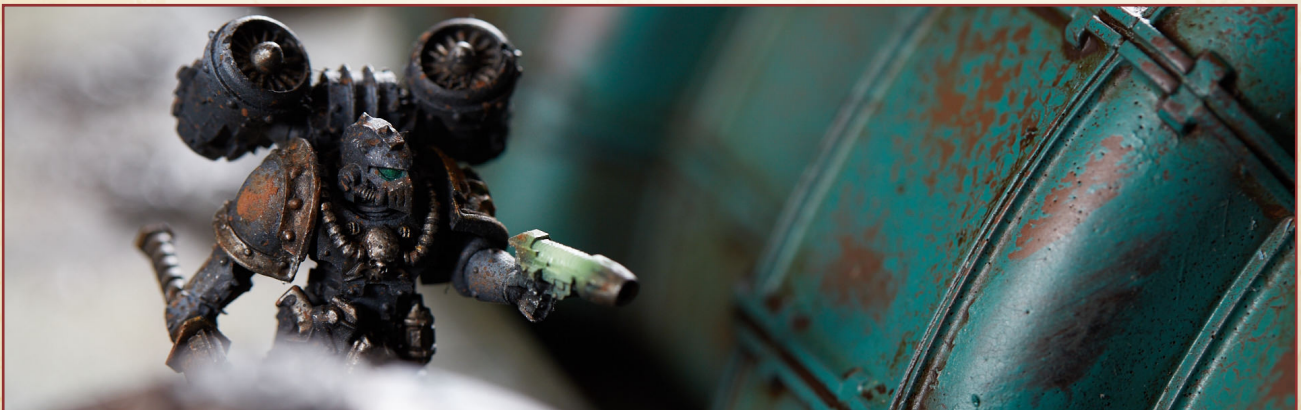
SAVIOR

Motivated by courage, circumstance, or fear of failure, a saviour is a hero willing to put everything aside to save his fellow warriors.

- Gain 1 CP for each Feel No Pain roll made by other models in the Hero's unit.
- Gain 2 CPs for each invulnerable save made by other models in the Hero's unit.

DREADED

The hero's reputation, be it the result of their stalwart determination or the bloody terror experienced by their foes, precedes them.

- Gain 1 CP for each Morale, Leadership, or Pinning Test caused by the Hero or their unit.
- Gain 2 CPs if an enemy unit targeted by the Hero or the Hero's Unit fails a morale or Fear check through Close Combat or Shooting attacks, and begins falling back.

PATHFINDER

Being somewhere, at the perfect moment, can make all the difference.

- Gain 1 CP each time this hero moves through difficult terrain, dangerous terrain, goes to ground, or is within 3" of an objective.
- Gain 2 CPs for each cover save made by other models in the Hero's unit.

Tactical Strike Missions

This section serves as a guide for preparing for and playing Tactical Strike Missions. Tactical Strike missions are intended to be played by two or more players with Strike Forces ranging in size from 200 to 500 points. For larger games we recommend using the standard Battles in the Age of Darkness format found within the The Horus Heresy: Age of Darkness rulebook.

Preparing To Play

Before you play, determine the number of players and the point limit of the game. In the case of more than two players, players should be grouped into two opposing sides. Point limits are shared by each side and should range from 350 to 550 points. Any points used for the creation of Leaders and Heroes are not counted in this total. After determining the point limit, the two opposing sides can either select a mission or roll to determine a mission from the Tactical Strike: Mission Table. After a mission is determined, warzone traits may be selected to represent the theme of the conflict. A deployment map must then be determined. Opposing sides can either select or roll to determine which will be used from the Tactical Strike: Deployment Map Table. After a deployment map is agreed upon, battlefield terrain can be placed by a mutually agreeable method.

Mission Table

d6	Mission
1	Breakthrough
2	Clash
3	Domination
4	Extraction
5	Supply Raid
6	Decapitation

Deployment Map Table

d6	Deployment Map
1	Clash of the Line
2	Dawn of War
3	Search and Destroy
4	Envelopment
5	Ambush
6	Vanguard Strike

Odd Numbers of Players

If an odd number of players exists, one of the two opposing sides will be larger than the other. This creates an issue with the internal balance of Tactical Strike. To compensate for these situations, players may chose to keep each Strike Force separate and deploy using the rules for the 'Free-For-All' deployment map. If players wish to remain on two opposing sides, each player on the smaller side is granted the following benefits:

- May take an additional Lead Element
- Heroes generate double the number of Command Points
- When included in a mission, Leaders provide 4 Command Points instead of only 2
- Add 150 to the original points limit and divide by the number of players. The points limit for each player on the smaller side is increased by this amount
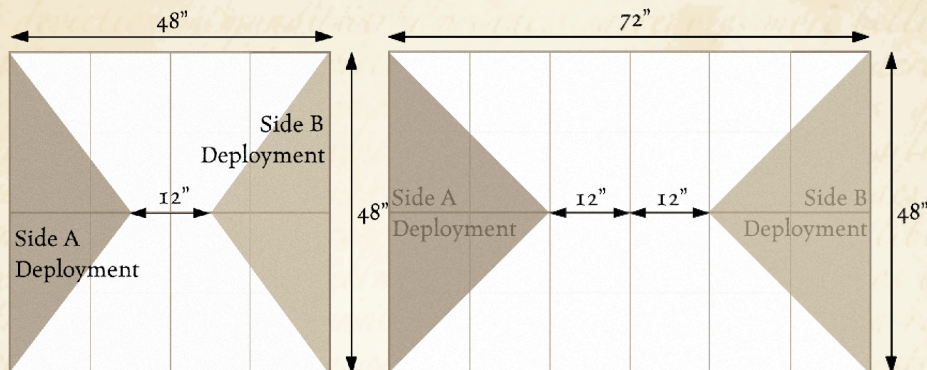
Deployment Maps

Use 48" deployment maps when sides number two players. Use the larger 72" deployment maps when sides number more than two players per side.

1: Clash of the Line

Clash of the Line pits two opposing arrowhead-shaped deployment zones against each other. The player's own table edge is the narrow edge that forms the rear of their deployment zone.
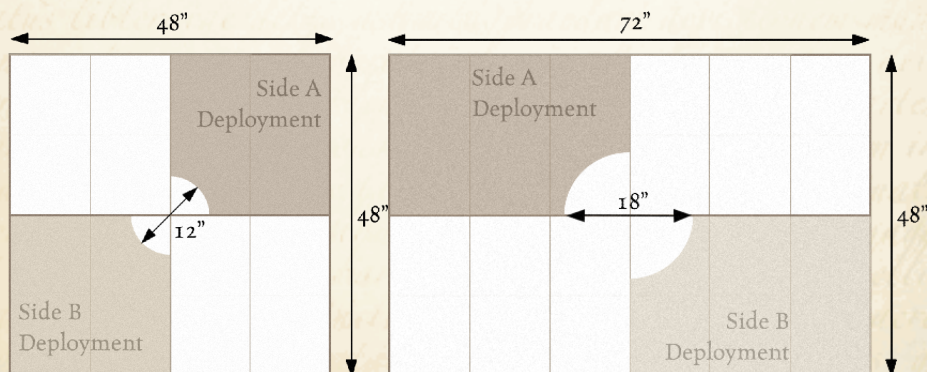

2: Dawn of War

If this deployment map is used, the deployment map is divided into two equal halves across it's length. The player's own table edge is the long edge that touches their deployment zone.
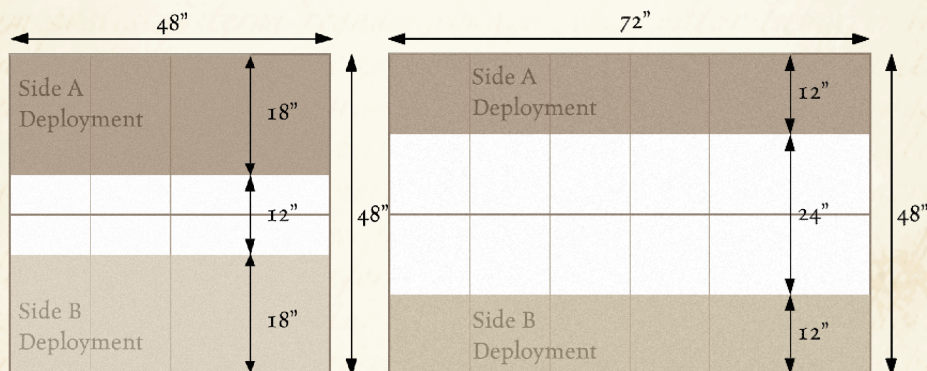
3: Search and Destroy

A Search and Destroy deployment map divides the table into four equal quarters. The player's own table edge is any edge that forms their deployment zone.

4: Envelopment

If this deployment map is used, the table is divided into two equally sized overlapping fronts. The player's own table edge is any edge that forms their deployment zone.

5: Ambush

The Ambush deployment map divides the table into a central circular deployment area surrounded by a narrow opposing front. To represent reinforcements rushing to relieve an ambush, a player may use any table edge as their own.

6: Vanguard Strike

If using a Vanguard Strike deployment map, the board is divided into two equal side halves across the diagonal. The player's own table edge is any edge that touches their deployment zone.
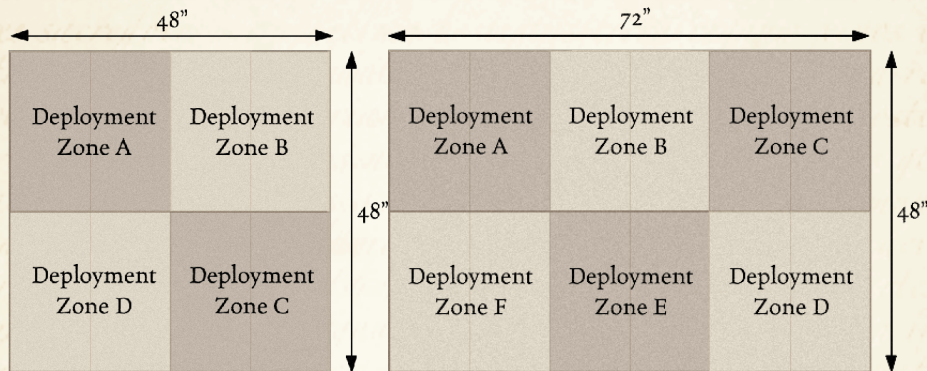
Optional: Free-For-All

If more than two players wish to play, and they agree to treat each Strike Force as an opposing side, they may choose to use the Free-For-All deployment map. In a Free-For-All deployment map, the table is divided into equally sized square deployment zones. Each player should then roll a D6 until each has a unique result. Working down from who rolled highest, players should claim a deployment zones to be theirs.

In situations where there are enough deployment zones for each player to have two, the process may be repeated twice. If there are not enough deployment zones for each player to have two, the remaining deployment zones are ignored. A player's own table edge is any that touches one of their deployment zones. During deployment, no player should deploy units closer than 6" to zones that border opposing players.

	48"	
Deployment Zone A	Deployment Zone B	
Deployment Zone D	Deployment Zone C	48"

	72"		
Deployment Zone A	Deployment Zone B	Deployment Zone C	
Deployment Zone F	Deployment Zone E	Deployment Zone D	48"

Free-for-All Balance

While exciting, Free-For-Alls are a cutthroat affair and inherently difficult to balance. Some Mission types are easy to translate into this format, while others are challenging to properly execute. When using this deployment map, speak with your opponents in advance to agree upon an appropriate Mission.

Missions

The following is a summary of the Missions used in games of Tactical Strike. If played as part of a Tactical Strike Campaign, use both the Primary Objectives and Campaign Objectives listed for the Mission.

Deployment and First Turn

Roll off. The winner may choose to deploy first or second. The side that deploys first must then deploy their entire force, except those held in reserve, into their deployment zone. When complete, the side who deploys seconds deploys their entire force, except those held in reserve. A player may choose to place any number of models into reserve rather than deploy them onto the battlefield. Unless the opposing side can Seize the Initiative, the side that deploys first also has the first turn.

Length and Model Count

Missions last for five turns. At the end of the fifth turn, roll a D6. If the result is 4 or higher, the game continues for a final turn. If at any time during a Mission a side has no models on the table, the Mission immediately ends and victory points are decided based on the Mission's Primary Objectives.

Points of Interest

Some Missions include bonus objectives called Points of Interest. If a Mission includes a Point of Interest, players may either place this point in a mutually agreeable location or use the scatter dice and 3D6 to randomly determine one. Points cannot be closer than 12" to other objectives. Missions with more than three players place one additional Point of Interest for every two players beyond the first two. A Point of Interest can be represented using a piece of scenery or by placing a marker measuring 6" across. Points of Interest start the game unexplored. To explore a Point of Interest, a Hero or Leader must end their movement phase within 1" of the point and roll 2D6 to determine the result. If a Hero or Leader is equipped with an Augury Scanner or has the Scout or Battlesmith special rules they may increase or subtract 1 from the result of the roll. If a Hero or leader has the Infiltrate or Psyker special rule, they my modify their result by 2. Any special rules or effects are temporary, lasting only until the end of the mission.

Total	Result	Effect
1	Supply Cache	Instantly gain 3D6 Supply Points, the point is worth 5VP at game end
2	Megascope	The unit gains Rending, Ignores Cover, and Interceptor special rules
3	Alchemical Injector	The unit gains the Feel No Pain special rule
4	Reclaimator	Gain 2 Victory Points at the end of each turn the point is controlled
5	Stockpile	The point grants ranged weapons Twin Linked and ignores Ammo Checks
6	Hidden Supplies	Instantly gain D6 Supply Points, the point is worth 1VP if held at game end
7	Unstable Ground	Any unit that moves through the point suffers D6 strength 5 AP- hits
8	Secret Intelligence	Instantly gain D6 Command Points, point is worth 1VP if held at game end
9	Fortified Position	The point counts as 4+ cover with the Counter Attack special rule
10	Data Mine	Gain 2 Command Points at the end of each turn the point is controlled
11	Power Field	All models in the unit increase their invulnerable saves by 2, up to 4++
12	Combat Array	The unit gains the Rage, Hammer of Wrath, and Fleet special rules
13	Archeotech Cache	Instantly gain 2D6 Command Points, the point is worth 5VP at game end

Mission 1: Breakthrough

At the end of the game, the side with the most Victory Points has won the game. If both sides have equal numbers of Victory Points, the game ends in a draw.

Primary Objectives:

Gain 1 Victory Point for each friendly model that is in the enemy deployment zone at the end of the game and is not fleeing. In addition, score 1 Victory Point for each enemy model removed as a casualty during the game.

Campaign Objectives:

Each player gains 2 Supply Points for each enemy model removed from play as a casualty.

Mission Special Rules

- Reserves
- Night Fighting
- Points of Interest

Mission 2: Clash

At the end of the game, the side with the most Victory Points has won the game. If both sides have equal numbers of Victory Points, the game ends in a draw.

Primary Objectives:

A player gains 1 Victory Point for each enemy model removed as a casualty during the game.

Campaign Objectives:

A player gains 2 Supply Points for each enemy model removed as a casualty during the game.

Mission Special Rules

- Reserves
- Night Fighting
- Points of Interest

Mission 3: Domination

At the end of the game, the side with the most Victory Points has won the game. If both sides have equal numbers of Victory Points, the game ends in a draw.

Primary Objectives:

The battlefield is split into three different sectors. Each deployment zone is considered a separate sector as is the neutral area not covered by the deployment zones. To claim a sector, a side must have one or more scoring units in the sector while their opponents have no scoring units in that sector. At the end of the game, each player gains a certain amount of Victory Points for controlling the different sectors:

- 3 Victory Points for holding their own deployment zone
- 5 Victory Points for holding no man's land
- 7 Victory Points for holding the opposing side's deployment zone

Campaign Objectives:

At the end of the game, each player gains a certain amount of Supply Points for controlling the different sectors:

- 15 Supply Points for holding their own deployment zone
- 25 Supply Points for holding no man's land
- 35 Supply Points for holding the opposing side's deployment zone

Mission Special Rules

- Reserves
- Night Fighting
- Points of Interest

Mission 4: Extraction

At the end of the game, the side with the most Victory Points has won the game. If both sides have equal numbers of Victory Points, the game ends in a draw.

Primary Objectives:

Before any models are deployed, each player places a small 3" objective marker anywhere in their deployment zone that is at least 6" away from a table edge. A single large 6" objective marker is placed in the middle of the table, or as close to the middle of the table as possible outside of a deployment zone. Players score 1 Victory Point at the end of each turn they control a small objective. In addition, players score 2 Victory Points at the end of each turn they control the large objective.

Campaign Objectives:

Each player gains D6 supply points at the end of each turn they control a small objective. Players also gain 2D6 supply points for each turn they control the large objective.

Mission Special Rules
- Reserves
- Night Fighting

Mission 5: Supply Raid

At the end of the game, the side with the most Victory Points has won the game. If both sides have equal numbers of Victory Points, the game ends in a draw.

Primary Objectives:

Before any models are deployed, alternate placing D3+1 objective markers anywhere onto the table that is at least 12" away from any other objective marker. Players score 3 Victory Points per objective controlled at the end of the game.

Campaign Objectives:

Each player gains D3 x 10 Supply Points for each objective marker under their control at the end of the game.

Mission Special Rules
- Reserves
- Night Fighting

Mission 6: Decapitation

At the end of the game, the side with the most Victory Points has won the game. If both sides have equal numbers of Victory Points, the game ends in a draw.
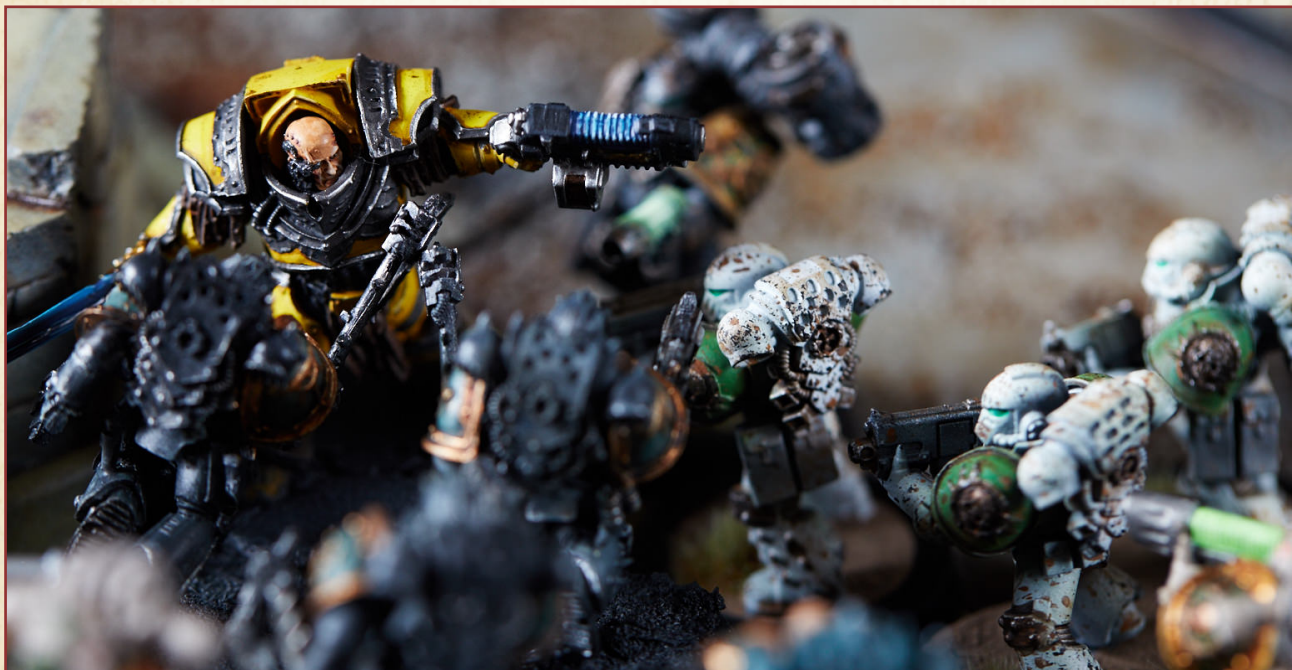
Primary Objectives:

A side scores 5 Victory Points for each enemy Hero and 3 Victory Points for each enemy Leader removed as a casualty during the game.

Campaign Objectives:

Each player gains 20 Supply Points for each enemy Hero and 10 Supply Points for every leader removed from play as a casualty.

Mission Special Rules

- Reserves
- Night Fighting
- Points of Interest

++ Beep ++

Not all Missions include the Points of Interest special rule. This is done intentionally. Missions that are dynamic in nature benefit less from the addition of extra random elements. In contrast, Missions with Primary Objectives that are likely to result in predictable play can be made more interesting through the use of Points of Interest.
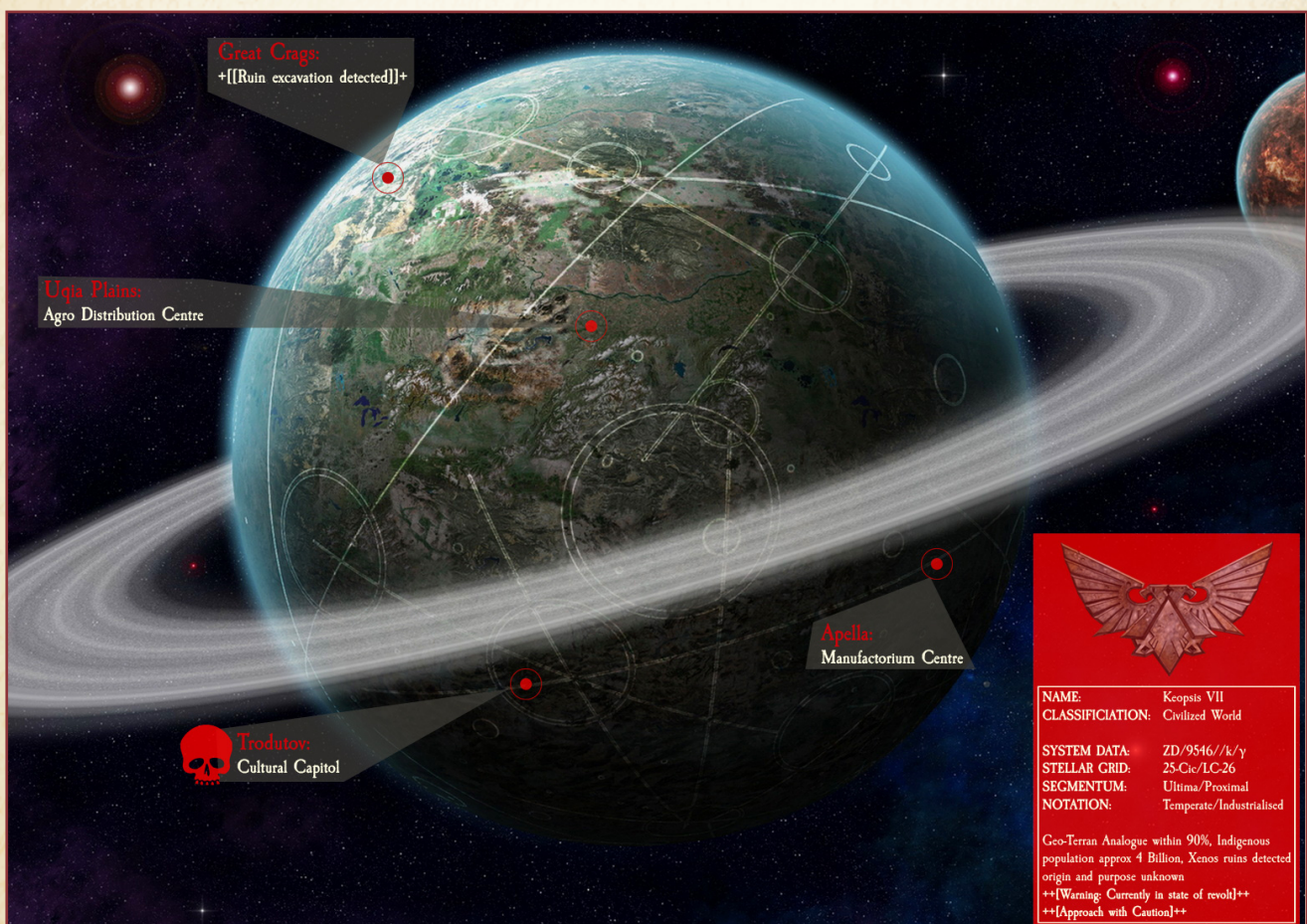
++ Boop ++

Tactical Strike Campaigns

A Tactical Strike Campaign is a series of Tactical Strike Missions where the outcome of each Mission impacts the next. Campaigns are organized into turns where two opposing sides track resources, muster units, upgrade Heroes or Leaders, issue challenges, and play Missions.

Campaign Structure

During the course of a Tactical Strike campaign, players are grouped into two opposing sides: The Imperium (Loyalists) and Renegades (Traitors). Each has a Warmaster, a single person responsible for organizing their group. A campaign's duration is determined by the number of Campaign Turns agreed upon before the start of the campaign. When none remain, the campaign is over, and the side with the most victory points the winner.

In a Tactical Strike Campaign, each Strike Force has three critical resources: Ammunition, Armour, and Personnel. Each category offers either benefits or penalties that fluctuate after each campaign turn. Strike Forces pay Supply Points to maintain resources and Command Points to upgrade Heroes and Leaders. If they choose not to maintain a resource, or are unable to afford the cost, their grade deteriorates by one level. At the start of the campaign, each player rolls a D6 and combines their results with other friendly players. The side with the highest result is said 'to have initiative' and takes the first Campaign Turn.

Great Crags:
+[[Ruin excavation detected]]+

Uqia Plains:
Agro Distribution Centre

Apella:
Manufactorium Centre

Trodutov:
Cultural Capitol

NAME: Keopsis VII
CLASSIFICIATION: Civilized World

SYSTEM DATA: ZD/9546//k/γ
STELLAR GRID: 25-Cic/LC-26
SEGMENTUM: Ultima/Proximal
NOTATION: Temperate/Industrialised

Geo-Terran Analogue within 90%, Indigenous population approx 4 Billion, Xenos ruins detected origin and purpose unknown
++[Warning: Currently in state of revolt]++
++[Approach with Caution]++

The Campaign Turn
A Campaign Turn is composed of three consecutive phases: The Mustering Phase, The Conflict Phase, and The Consolidation Phase. This takes precedence over the usual way in which games are organized.

1: Mustering Phase
At the beginning of the Mustering Phase players may spend Supply Points to increase their resources or Command Points to purchase character advancements. Resources that have not had their upkeep paid for are depreciated.

2: Conflict Phase
During the Conflict Phase, the side with initiative elects a friendly Strike Force to challenge a Strike Force on the opposing side. Each challenge represent a single Mission that will be played by all forces involved in the challenge. The opposing side may either accept the challenge or nominate a friendly Strike Force to assist. If an additional Strike Force is nominated to assist, the side that issued the initial challenge may also add a second friendly Strike Force. This process may be repeated until each side has committed up to 3 Strike Forces. After the first challenge is worked out, the side without initiative may issue a challenge of their own if it still has unassigned players. Challenges are issued back and forth until all players are assigned to a challenge. Once all players are assigned, each group determines a deployment map and plays out their Mission simultaneously with the rest.

3: Consolidation Phase
After all Missions are played, the consolidation phase beings. Victory Points earned by each side are combined to their existing Victory Point total. Points of emissions will become available to all players in the campaign. Winning a mission awards one campaign point to the winning side. In the case of a draw, neither side gains a point. Rolls on the casualty table for all fallen Heroes or Leaders in the previous conflict phase must be made at this time.

Returning Forces
Strike Forces used in previous campaigns may be used in new ones. This is especially appropriate for consecutive campaigns that represent a series of protracted engagements. Returning forces retain their Heroes, Leaders, and Character Advancements. A formidable reputation isn't without it's consequences. Heroes and Leaders that are re-used from previous campaigns are worth double the number of Victory Points when they are removed as casualties in Missions.

Resources

In a Tactical Strike Campaign, each Strike Force must record their running totals for three resources: Ammunition, Armour, and Personnel. Expanding stocks increases benefits while diminishing supplies results in malfunctions and degrading performance. All Strike Forces begin with plentiful resources in each category.

During the Mustering Phase, Strike Force may choose to pay the upkeep cost of a resource to maintain their resource grade. Not paying upkeep costs results in the degradation of the grade by one level. The Personnel resource determines how many points can be spent on Rank & File before a mission and is independent of the cost of Heroes and Leaders. When playing Tactical Strike Campaigns, the Ammo resource is used for making Ammo Tests instead of a unit's ballistic skill value. At the beginning of the campaign, each player's supply point pool begins at zero. Additional points are gained after playing missions during a Campaign.

Resource Grade Table

Grade	Upkeep	Ammo	Personnel	Armour
Abundant	15	2+	350 pts	May reroll difficult terrain tests, initiative tests, and charge rolls
Plentiful	10	3+	300 pts	No effect
Lacking	5	4+ Gets Hot on 1-2	275 pts	Roll additional D6 and discard the highest dice for all run moves, difficult terrain tests, and charges
Scarce	1	5+ Gets Hot on 1-3	250 pts	No model may run, turbo boost, or perform sweeping advances. Must roll additional D6 and discard the highest dice for all difficult terrain tests and charges
Nonexistent	0	6+ Gets Hot on 1-4	200 pts	No model may run, turbo boost, perform sweeping advances, or make overwatch attacks. Must roll additional D6 and discard the highest dice for all difficult terrain and charges. -1 penalty to initiative

Character Advancement

During the mustering phase Hero and Leader campaign characters may be advanced. To advance a Character, select a Leader or Hero and apply the effects of an advancement from the Character Advancements Table that costs equal to or less than the Command Points available to the Strike Force. Once applied, the cost of advancement is subtracted from the Strike Force Command Point total. Unique advancements are noted with a star and may only be selected once per Hero or Leader.

Character Advancement Table
Cost: 7 CP

- +1 Leadership
- +1 Weapon Skill
- +1 Initiative
- +1 Strength
- +10 points of Wargear

Character Advancement Table
Cost: 15 CP

- +1 Toughness
- +1 Ballistic Skill
- +1 Attack
- +1 Wound
- ★ Increase the number of Command Points automatically generated by the character by +1

Character Advancement Table
Cost: 20 CP

- ★ Increase the number of Command Points spent by the Strike Force per Mission by +1
- ★ Add a relic as a permanent piece of wargear
- ★ Oncer per Mission, may re-roll the dice rolled for an Objective or Point of Interest

Advancement Restrictions

It is possible for Heroes and Leaders to become titans, mighty in strength and indomitable in will, but even these have limits. The maximum a Hero or Leader can be improved is listed below. If an advancement would increase a Hero or Leader beyond these limits, it may not be applied. When calculating limits, use unmodified profiles without the addition of wargear or other special rules.

Advancement Restriction Table

	WS	BS	S	T	W	I	A	Ld
Astartes	7	6	5	5	3	6	5	10
Mechanicum	5	6	5	6	3	4	3	10
Human	5	5	4	4	3	5	4	10

Optional: Rules Addendum

The following optional rules are modifications to unit costs or army rules that are recommended for use in games of Tactical Strike Plus. These adjustments are intended to better balance play. Unless otherwise noted, modifications overwrite their respective entries.

Legiones Astartes: Age of Darkness Army List

Veteran Tactical Squad
- Increase points cost per model from 12 to 16

Destroyer Squad
- Decrease points cost per model from 20 to 16

Command Squad
- Increase points cost per model from 15 to 20
- Increase points cost for Legion Standard Bearer from 15 to 50

Breacher Squad
- Decrease points cost per model from 15 to 12

Crusade Imperialis: Cult and Militia Army List

If a Strike Force includes a Hero or Leader from the Imperialis Militia, they may select up to two Provenances for no cost. If a Provenance includes additional options with an associated cost per unit, these must still be purchased. To determine the cost per model, divide the cost of the upgrade by the maximum purchased unit size of the unit entry. Points spent in this way come from the total points available for use when purchasing Rank & File.

FAQ

Q1 **When purchasing Rank & File, what is the maximum unit size for entries that include a character?**

For Rank & File, because characters cannot be used, the maximum achievable size for a unit entry is always its maximum unit size minus the number of character models. This is intentional and restricts the options available to units unless accompanied by a Hero or Leader from the same unit.

Q2 **Do Heroes and Leaders taken from a unit count toward the unit's maximum unit size?**

Yes. A Hero or Leader from a unit entry counts as a single model from that entry. In these situations the Hero or Leader is counted when determining the wargear restrictions available to models purchased from this unit (IE: Unit must contain 5 models before unlocking a special weapon etc).

Q3 **Can I take duplicates of a Hero or Leader character?**

No. Because units are always purchased from the same entry, once a character model is used to create a Hero or Leader, it cannot be used again.

Q4 **Can I purchase models from unit entries that are unlocked through a prerequisite HQ, such as Command Squads and Inductii?**

Yes. You may choose models from units that are normally unlocked through a prerequisite HQ unit. Note that these units must still satisfy Tactical Strike unit restrictions, and once picked, may make other options unavailable. (IE: By choosing Inductii, you are restricted to only units available to the traitor Legiones Astartes: World Eaters faction from the Legiones Astartes: Age of Darkness Army List. To be able to take Inductii, you must also have a Hero or Leader from this same faction).

Q5 **Does the Chosen Warriors special rule prevent Command Squads from being taken as Rank & File?**

Yes. Command Squads, and any other unit explicitly stated to as being characters through a special rule, may only be used as Heroes or Leaders.

Q6 **Can a Strike Force include different factions from the same army list, such as Space Wolves with Blood Angels or Taghmata with Legio Cybernetica?**

No. Units can only be purchased from a single faction within an army list. Once picked, other factions are made unavailable.

Q7 **How are models selected when purchased from unit entries with multiple non character units (different wargear, different unit types, etc) such as Platoon Command Cadres?**

You may choose which model is being purchased in situations where there are multiple non character units types of the same cost as part of a unit entry. Note that this must still respect the rules for purchasing units from the same entry and you may not elect to purchase duplicates of a model unless it is explicitly stated in the unit entry.

Afterword

The Horus Heresy has inspired countless numbers of people around the world. It is impossible to write a derivative work without first acknowledging the original authors who brought the setting to life and the community that has grown the Heresy globally since that day. Our goal was to put into your hands a set of rules that would expand your enjoyment of this rich setting. Many thanks to all those whose effort ultimately made Tactical Strike Plus into a reality. It is our sincere hope that you find this rules supplement enjoyable and that it inspires you to continue playing, being inspired by, and being part of the Horus Heresy.

Credits

For rules support and feedback:
tacticalstrike.powerfisted.com