

## Horus Heresy – Combat Patrol Event

In the first large scale act of treachery Horus, The Warmaster, gave orders to purge all loyalist from his ranks and the ranks of the other legions that had fallen to Chaos.

Bedlam is all around you and the chain of command is broken. You don't know who you're fighting or what you're fighting for. The planet and your idea of reality are in ruins. It is brother against brother in incomprehensible bloodshed. There is no war made like war made by the armies of man.

You have one goal... Survive.

### Event Rules

4 Round Combat Patrol Tournament – Using the Warhammer 40k Rulebook

Force Construction (Combat Patrol Detachment):

This is a Horus Heresy event. The Force (Combat Patrol Detachment) is constructed from the most recent and up to date Horus Heresy supplements.

Legion Astartes, Mechanicum and Solar Auxilia, or Imperialialis Militia and Cults

Point Limit: 400

Compulsory:

1 Troop

Optional:

1 Troop

1 HQ

1 Elite

1 Heavy Support

1 Fast Attack

Restrictions:

All units must be chosen from the same Legion/Faction

0-1 **model** may have a 2+ save

50 Wounds/Hull Points max total per Force

0-5 Heavy/Special Weapons upgrades per Force

Vehicles must have a total armor value of less than 33 (Front+Side+Rear)

No Special Characters

Command Benefits:

Patrol Leader: If your Combat Patrol does not include an Independent Character, you may select any character to be your Patrol Leader.

Your Patrol Leader Receives: +1 Wound (to a maximum of 3) He becomes your Warlord

Objective Secured: All Troops and Elites in this Force have Objective Secured.

Warlord Traits:

Your Warlord may only roll on the Command or Personal Table for their Warlord Trait.