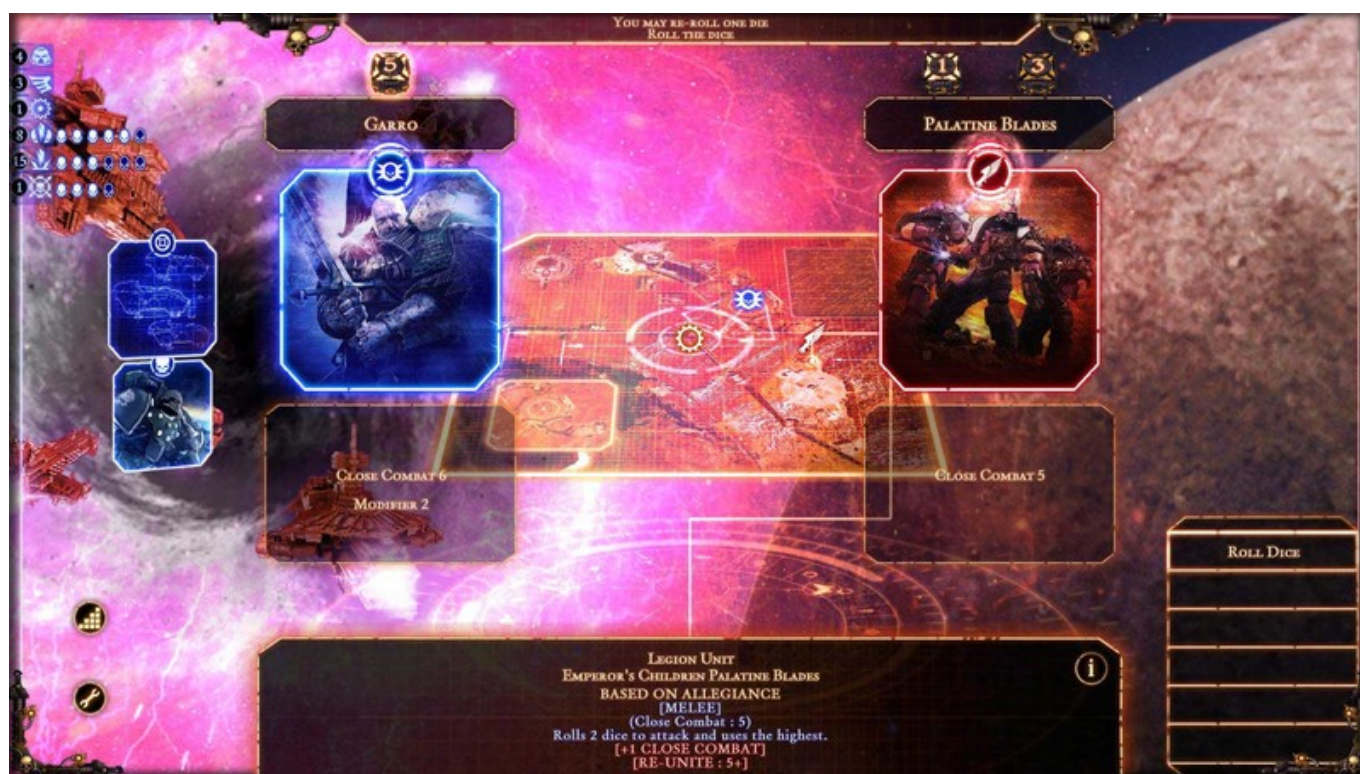


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## Talisman: The Horus Heresy - Isstvan Campaign Download No Password



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### About This Content

It is the beginning of the Horus Heresy, brother shall turn upon brother on the black sands of the Isstvan System....

The Isstvan Campaign expansion allows you to explore the events of The Horus Heresy around the Isstvan System in more detail and play as the Warlords and Legions that fought there.

The expansion includes 6 new Warlords for you to play and each one comes with their custom Legion Dataslates.

For the Traitors:

Fulgrim, the Phoenician, Prefector of Chemos and High Lord of the Emperor's Children.  
Perturabo, The Lord of Iron, Primarch of the Iron Warriors - a grim warrior and a master of technological arcarna.  
Armillus Dynat, the Harrowmaster of the Alpha Legion

For the Loyalists:

Ferrus Manus, the Gorgon, Master of the Iron Hands.  
Nathaniel Garro, Hand of the Sigillite, former Battle-Captain of the Death Guard 7th Battle Company.  
Saul Tarvitz, One of the few loyalist Company Captains of the Emperor's Children Legion.

Both Loyalist and Traitor may also play as a Chaplain, an Inspiring leader of any of the 18 Legions. Each Warlord also comes with their custom Legion Dataslates.

The Campaign also includes new Stratagems, Places, Strangers and Events for you to explore, plus the entire Isstvan region.

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Please note that this expansion is included in the Season Pass.

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Title: Talisman: The Horus Heresy - Isstvan Campaign

Genre: Strategy

Developer:

Nomad Games

Release Date: 20 Jun, 2016

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**Minimum:**

**OS:** Windows 7

**Processor:** 2.0GHz Dual Core

**Memory:** 2 GB RAM

**Graphics:** 1280x768 resolution on board graphics

**DirectX:** Version 9.0

**Storage:** 300 MB available space

English, Polish

**GARRO**

**SAUL TARVITZ**

**ARMILLUS DYNAT**

**FULGRIM**

**GARRO**

**SPECIAL ABILITIES**

When rolling to re-unite with a Unit add +1 to the dice roll.  
 He may attempt to re-unite with ANY Loyalist Legion Unit.  
 He will always select an Errant Quest rather than one being chosen for him at random.  
 Instead of taking a Talisman of The Emperor when he completes an Errant Quest, he may Gain 1 of the following:  
 +1 Resource, +1 Close Combat, +1 Ranged Combat, +1 Resolve, +1 Fate, +1 Stratagem.

**ROLL DICE**

**USE INVENTORY**



[ROLL 1 DIE]

ROLL 1 DIE TO DETERMINE WHETHER OR NOT THE UNIT WILL JOIN YOUR LEGION.

IF THE TOTAL IS 4 OR MORE THE UNIT JOINS YOUR LEGION.

OTHERWISE IT ATTACKS YOU.

**+ UNIT +**  
**BLACKSHIELD BIKE SQUADS**  
 BASED ON ALLEGIANCE  
 [FIREFIGHT]  
 (Ranged Combat : 4)  
 [+1 RANGED COMBAT]  
 [RE-UNITE : ++]

**GARRO**

**SAUL TARVITZ**

**ARMILLUS DYNAT**

**FULGRIM**

ROLL DICE

DON'T ROLL

FULGRIM LOST 1 RANGED COMBAT  
ROLL THE DICE

4

3

2

7

7

1

**GARRO**



**CLOSE COMBAT 6**  
MODIFIER 1

**ISSTVAN ENEMY FORCES**



**CLOSE COMBAT 12**

ROLL DICE


**FULGRIM**

**SPECIAL ABILITIES**  
Start with 1 Stratagem.  
Roll 2 dice in Melee and use the highest result.







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