



HORUS HERESY 1850 TOURNAMENT

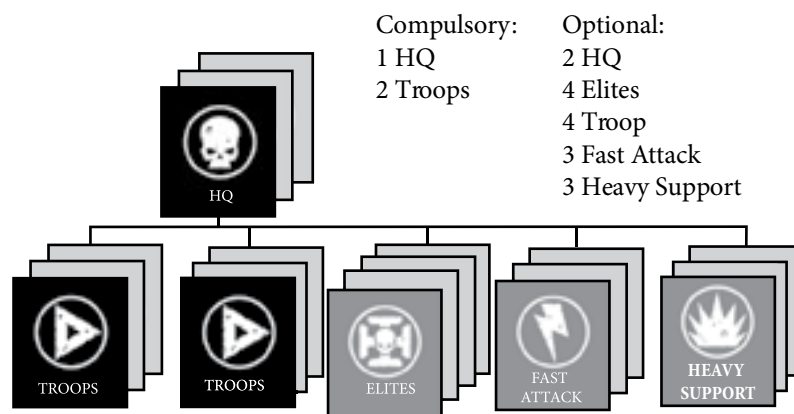


The Heresy is picking up speed as the Warmaster and his allied legions cut a swath of destruction across the galaxy. The lines begin to blur as new forces in the form of the Solar Auxilla and Adeptus Mechanicus join the fray to test your generalship in the 31st Millennium. Where do your loyalties lie?

Players must declare themselves Loyalist or Traitor at sign up. We will do what we can to accommodate your choice.

Forces:

Armies can be constructed using most army rules found within the Horus Heresy Books 1-4. Players will bring a single 1,850 point detachment using the Battles In The Age Of Darkness Force Organization Chart. A single Fortification that does not exceed 100pts may be taken. Players will use the same army list throughout the tournament.



Restrictions:

Allied detachments are NOT allowed. Primarchs and any Super-Heavy units from any Horus Heresy book are NOT allowed in this event. Dark Age Relics and the Questoris Knight Crusade Army List from Book Four – Conquest will NOT be allowed in this event.

Format:

This swiss format tournament will feature 3 games over the course of the day. A well balanced force will help you achieve the scenario objectives and score VPs for your side. Heresy era Tactical Objective decks will be handed out for players to use during the games and then awarded to the winning side to keep at the end of the day.

UNIVERSAL RULES

Table Set-up

Scenery will be set up by the event organizers, but players may re-arrange the terrain in any mutually agreed upon fashion if they so desire.

Tactical Objectives

Unique Heresy era Tactical Objectives are in use. Each player will use the deck of cards at their assigned table and leave them in place when their game is over. Many cards have a Discard mechanic that allows players to always have viable objectives in their hand. This is activated at the start of your turn or when the Tactical Objective is drawn, so read them all carefully. If you ever have a question about the wording or intent of a particular Tactical Objective, flag down an event organizer and they'll help you out.

5 Minute Warning

Players should continue to start new game/player turns until the final five (5) minute warning. After the five (5) minute warning has been announced, NO additional game turns shall be started – there will be no exceptions! If the current game turn has not been completed when time has expired, the game will be afforded a grace period in order to finish out the current game turn. This grace period will extend into the break periods and should be reconciled as quickly as possible. The judges reserve the right to end any game that is taking too long to resolve.

Victory Conditions

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

HAVE FUN!

We all enjoy pushing fictional armored sci-fi models around a table, blowing stuff up, and rolling lots of dice. Due to the nature of dice however, sometimes things don't go so well! When that happens and the day takes a turn for the worse - take a step back and remember it's just a game. This is a friendly, themed, tabletop event set in the fake world of fake spacemen whose outcome will be determined by random chance cubes. So have fun!

MISSION DESCRIPTIONS

Battlefield Environments

Commanders don't always get to choose the ideal battlefield for an engagement. Often the environment is as much a factor in victory as having the right weaponry. Each mission in this event features a different and deadly battlefield hazard which applies to all models on the tabletop. Carefully read and familiarize yourself with these effects.

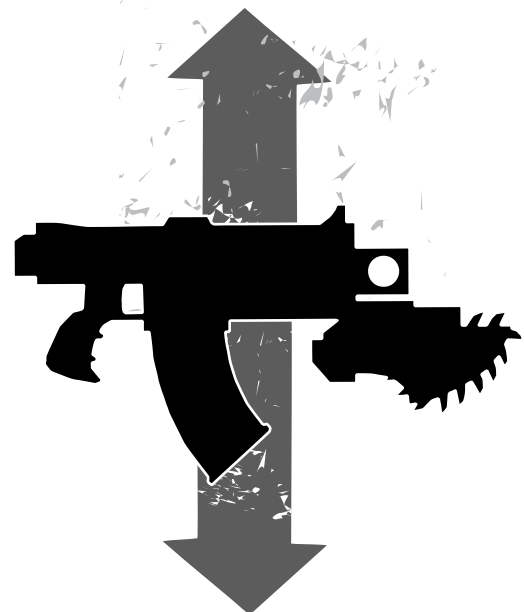
Mission I: Cleanse and Scorch Brutal combat beneath the blazing eye of a dying star. The battlefield is strewn with discarded equipment, wounded comrades, supplies and other vital detritus of war. Search for and recover these artefacts at all costs and eliminate any enemy forces that dare oppose you.

Mission II: Cloak and Acid Shadows

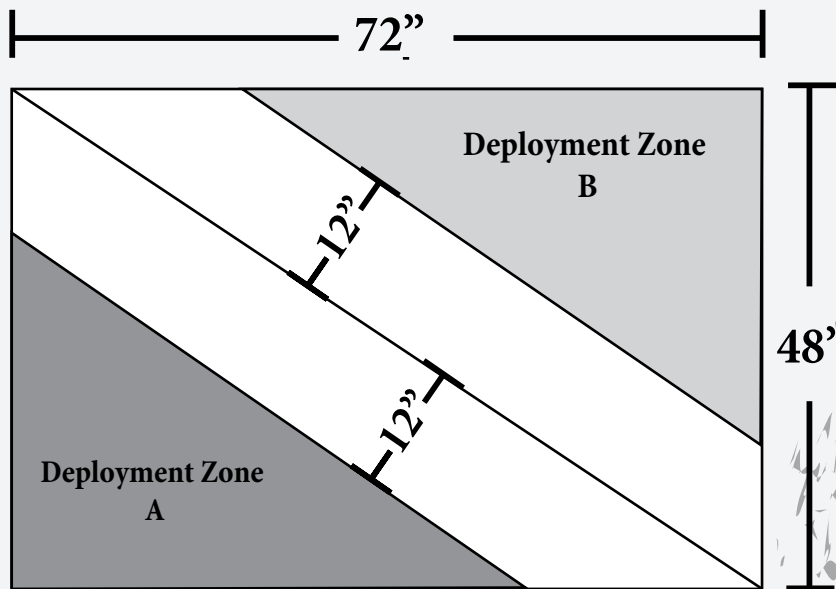
Two forces clash amidst an atmosphere of choking acid fog. Enemy patrols are operating in this area, searching the battlefields for some critical objectives. Scout the area and discover his plans, but be sure not to reveal your own goals. If you can deny the enemy his objectives whilst achieving your own, victory will be assured.

Mission III: Radiation Deadlock

Destroy your enemy amongst the stalking, invisible death of a hostile radiation zone. Months of bitter fighting have ended in a deadlock, but a fleeting opportunity has arisen for you to strike a devastating blow against the enemy to tip the balance of the war. Strike hard and fast, for with every moment you delay your tactical options dwindle and the chance for victory slips away.



MISSION I: CLEANSE AND SCORCH



Primary Objectives

Achieve as many Tactical Objectives as possible. If, at the start of a player's turn, they have fewer than 3 Active Tactical Objectives, they must draw a number of new Tactical Objectives until they have 3.

Secondary Objectives

Slay the Warlord, Last Man Standing (the side with the greatest number of surviving units at the end of the game gains an extra Victory Point).

Deployment

The players roll off. The winner of the roll-off decides who will deploy first and who will deploy second. The side deploying first chooses a deployment zone and sets up all the units in their army. Then the other side sets up all the units in their army in the opposite deployment zone.

Objective Markers

Players place 6 Objective Markers that are individually numbered 1 through 6 on the battlefield. Roll off to see who places the first Objective. No Objective Marker can be placed within 6" of any battlefield edge or within 12" of another Objective Marker or on impassable terrain.

First Turn

The player that set up first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative.

Tactical Objectives

Both players draw 7 Tactical Objectives at the start of the first turn. 3 of these are kept and 4 of them are reshuffled back into the deck.



MISSION SPECIAL RULES

Reserves, Tactical Objectives, Shared Tactical Objectives, Burning Star.

Shared Tactical Objectives

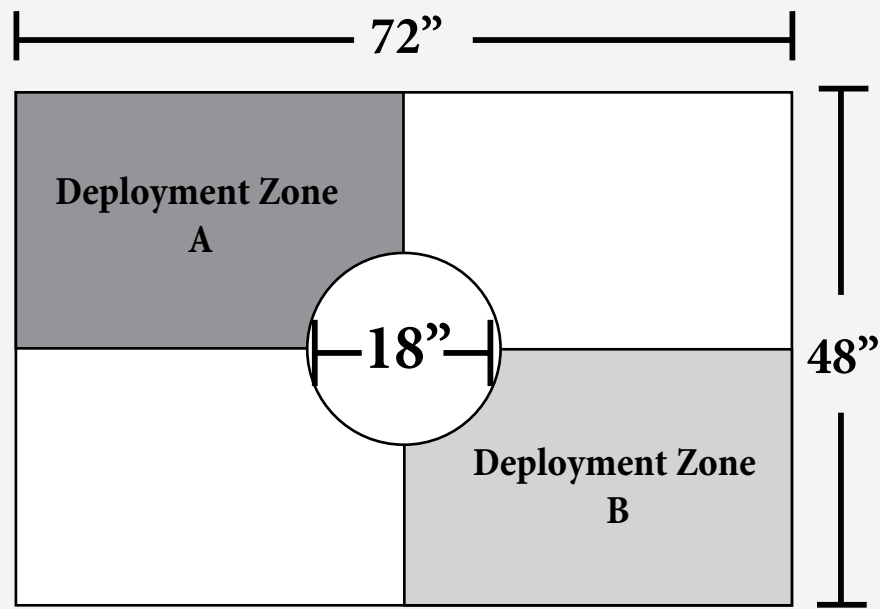
At the start of every turn, before generating players' Tactical Objectives, each player draws a single "Shared" Tactical Objective and places it somewhere central where it can easily be read. One or both of these Shared Tactical Objectives can be achieved by each player during their turn. If it is impossible for one or both players to achieve a Shared Tactical Objective, it still remains, do not draw replacements. At the end of the turn, these Shared Tactical Objectives are returned to their respective players and discarded.

Beneath the Burning Stars

The battlefield is bathed by the scorching gases and rays of a Wolf-Rayet class star, boiling men alive within their protective armor. On any turn in which a unit Runs, Falls Back, or uses a Thrust Move, or a vehicle of any type moves at Cruising Speed or Flat Out - immediately roll a D6 for the unit/ vehicle after it moves. On a 1, a single model in the unit (controlling player's choice) suffers a wound with no saves allowed, or the vehicle loses 1 Hull Point.



MISSION II: CLOAK AND ACID SHADOWS



Primary Objectives

Achieve as many Tactical Objectives as possible. If, at the start of a player's turn, they have fewer than 4 Active Tactical Objectives, they must draw a number of new Tactical Objectives until they have 4.

Secondary Objectives

Slay the Warlord, Attrition (the player who has destroyed the highest number of enemy units at the end of the game gains an additional Victory Point.)

Deployment

The players roll off. The winner of the roll-off decides who will deploy first and who will deploy second. The side deploying first chooses a deployment zone and sets up all the units in their army. Then the other side sets up all the units in their army in the opposite deployment zone.

Objective Markers

Players place 6 Objective Markers that are individually numbered 1 through 6 on the battlefield. Roll off to see who places the first Objective. No Objective Marker can be placed within 6" of any battlefield edge or within 12" of another Objective Marker or on impassable terrain.

First Turn

The player that set up first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative.

Tactical Objectives

Both players draw 9 Tactical Objectives at the start of the first turn. 4 of these are kept and 5 of them are reshuffled back into the deck.



MISSION SPECIAL RULES

Night Fighting, Reserves, Tactical Objectives, Secret Orders, Acid Fog.

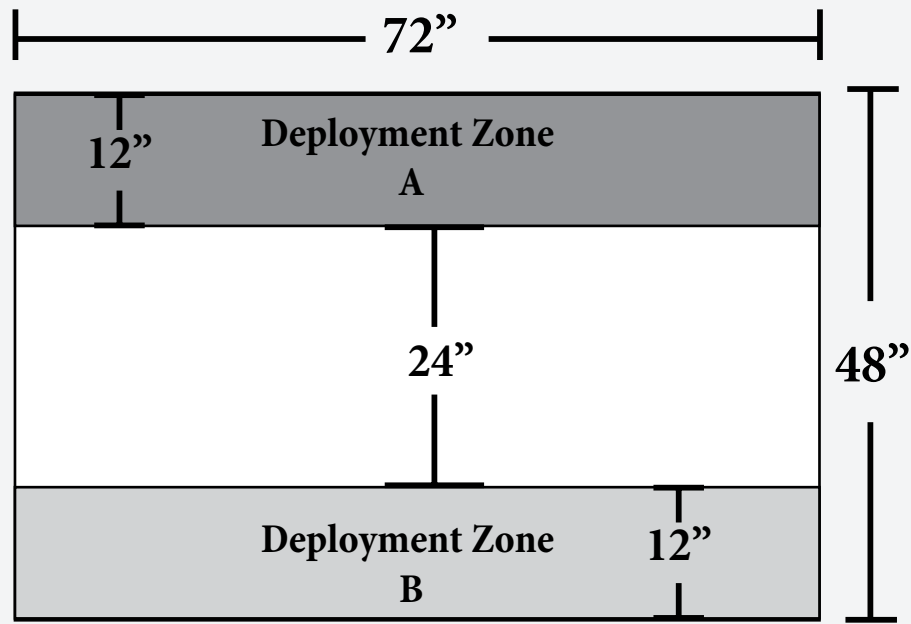
Secret Orders

When players generate their Tactical Objectives they should keep them secret from their opponent. Reveal Tactical Objectives only when achieving them or discarding them.

Creeping Acid Fog

Shifting fog makes judging distances difficult, while the corrosive effect of the vapor wrecks havoc on heavy armor. All units targeted by shooting attacks are considered to be 3" further than they actually are. Consequently, all charge moves actually gain 3" to the number rolled and successful overwatch dice must re-rolled. Finally, vehicles that have lost any Hull Points must roll a D6 at the end of each turn. On a 5+ that vehicle loses another Hull Point from corrosion.

MISSION III: RADIATION DEADLOCK



Primary Objectives

Achieve as many Tactical Objectives as possible.

Secondary Objectives

Slay the Warlord, Linebreaker

Deployment

The players roll off. The winner of the roll-off decides who will deploy first and who will deploy second. The side deploying first chooses a deployment zone and sets up all the units in their army. Then the other side sets up all the units in their army in the opposite deployment zone.

Objective Markers

Players place 6 Objective Markers that are individually numbered 1 through 6 on the battlefield. Roll off to see who places the first Objective. No Objective Marker can be placed within 6" of any battlefield edge or within 12" of another Objective Marker or on impassable terrain.

First Turn

The player that set up first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative.

Tactical Objectives

Both players draw 6 Tactical Objectives at the start of the first turn. The table below shows the maximum number of Active Tactical Objectives a player can have at the start of each turn. If, at the start of his turn, a player has more Active Tactical

Objectives than this number, he must discard Tactical Objectives of his choice until he has the correct number remaining. If, at the start of his turn, a player has fewer Active Tactical Objectives than the number shown in the table, he must instead generate new Tactical Objectives until he has the correct number.

Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6+
6 TOs	5 TOs	4 TOs	3 TOs	2 TOs	1 TO

MISSION SPECIAL RULES

Night Fighting, Reserves, Tactical Objectives, Radiation Zone, Rad-phage

Chem-Rad Hot Zone

Structures and features of the land are saturated with lethal amounts of rads, electroo-sinks, and chem-agents. All terrain, except open ground, forces a special type of Dangerous Terrain test. Instead of rolling for each model in a unit, just roll a D6 for the whole unit. On a 1, D3 models in the unit (controlling player's choice) suffer a wound with no saves allowed. Vehicles, Walkers, units embarked upon transports, and models with a 2+ save are immune to this effect. Note that this special Dangerous Terrain test does not automatically incur a Difficult Terrain test, unless the terrain itself warrants one. In addition, all close combat attacks now have the Rad-phage special rule.

Rad-phage

A model which loses one or more wounds and survives has its toughness value reduced by -1 for the rest of the battle