HORUS HERESY: HERESY HARD

Time for our first Heresy Tournament! This is an introductory(i.e. for new players) tournament. This will be a three round tournament with generous round times to help new players get into the game.

Tl;DR: 1000 points, 3 rounds. No Lords of War or Primarchs!

Registration at 9am, Dice roll at 9:30 am. It is STRONGLY advised you print this pack out!

Schedule
9:00- 9:30 – Registration
9:30 – 11:30- Game One
11: 30- 12:30- Lunch
12:30-2:30- Game Two
2:30-4:30- Game Three
4:30- Prizes, Awards

Missions
Round One:
Round Two:
Round Three:

Listbuilding: As per the Age of Darkness Rulebook. Legion and Non-Legion Rites of War are allowed. No Primarchs or Lords of War. Army must have either a Praetor or a Centurion with the Delegatus consulship.

Contacts: If you have any questions, please contact me at: Message me on Facebook @ Matthew McAdoo Or email me at mattmitcmcadoo@gmail.com

ROUND ONE

BLOOD FEUD

Deployment

To determine deployment order, the players roll off. The winner may choose to deploy first or second. The player who deploys first selects their Deployment Zone and then deploys their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone. The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for any units placed in Reserve, into their Deployment Zone.

Each player should determine their Blood Feud target (see the Victory Conditions section).

First Turn

The player who deploys first also has the first turn, unless

their opponent can Seize the Initiative.

Game Length

This mission lasts for six turns.

Victory Conditions

This mission's victory conditions are achieved by the destruction of the enemy's fighting strength, with a particular strategic target in mind whose loss will cripple their foe. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives

Blood Feud: After setting up and deploying the armies,

but before play begins, each player should secretly note down a particular Blood Feud from the list below. At the end of the game, the player's chosen Blood Feudis

revealed. Each player gains additional Victory points for

each enemy unit which has either been destroyed or is

Falling Back at the end of the game, and is of the type(s)

listed for their selected Blood Feud.

Blood Feud

• Infantry: +1 Victory point per unit

• Daemon: +1 Victory point per unit

• Dreadnought & Automata: +2 Victory points per unit

• Cavalry & Flyers: +2 Victory points per unit

• Non-flyer •Vehicles: +2 Victory points per unit

Secondary Objectives

Slay the Warlord: If a side destroyed the enemy Warlord, that side gains 1 Victory point. Note that this is in addition to any points gained via Blood Feud, etc.

Last Man Standing: The side with the greatest number of surviving units at the end of the game gains +1 Victory point.

Mission Special Rules

• Reserves

• Night Fighting

DEPLOYMENT:

Vanguard Strike as per Page **303** of the Rulebook.

ROUND TWO

SHATTER STRIKE

Deployment
To determine deployment order, the players roll off. The winner may choose to deploy first or second. The player who deploys first selects their Deployment Zone and then deploys their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone. The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for any units placed in Reserve, into their Deployment Zone.

First Turn
The player who deploys first also has the first turn, unless their opponent can Seize the Initiative.

Game Length
After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

Victory Conditions
The victory conditions of this mission are tied to taking ground from the enemy. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives
Shatter Strike: At the end of the game, each player scores 2 Victory points for every friendly Scoring unit in their opponent's Deployment Zone, and 1 Victory point for every friendly Denial unit in their opponent's Deployment Zone. Scoring and Denial units are defined on page 307, under Controlling Objectives.

Secondary Objectives
Slay the Warlord: If a side destroyed the enemy Warlord, that side gains 1 Victory point.
Attrition: The army which has destroyed the highest number of enemy units at the end of the game gains +1 Victory point.

Mission Special Rules
• Reserves
• Night Fighting

Deployment:
Clash of the line as per Age of Darkness page **302**.

ROUND THREE

TIDE OF CARNAGE

Deployment
To determine deployment order, the players roll off. The winner may choose to deploy first or second. The player who deploys first selects their Deployment Zone and then deploys their entire force, including any Fortifications they possess, except for any units held in Reserve, into their Deployment Zone. The player who is deploying second then deploys their entire force, including any Fortifications they possess, except for any units placed in Reserve, into their Deployment Zone.
Each player should determine their Blood Feud target (see the Victory Conditions section).

First Turn
The player who deploys first also has the first turn, unless
their opponent can Seize the Initiative.

Game Length
This mission lasts for five turns.

Victory Conditions
The victory conditions of this mission are achieved by forcing the enemy back from the battlefield.At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives
Tide of Carnage: Each sector of the battlefield is worth a certain amount of Victory points for the side who controls it at the end of the game. In order to claim a sector, a side must have one or more Scoring units in the sector and the enemy must have no Scoring units left in that sector.
The sectors of the battlefield are defined as follows:
 • Player's own Deployment Zone: 3 Victory points
• No Man's Land (the area of the battlefield which is not covered by either Deployment Zone): 5 Victory Points
• Opposing player's Deployment Zone: 7 Victory points

Secondary Objectives
Slay the Warlord: If a side destroyed the enemy
Warlord, that side gains 1 Victory point.
Last Man Standing: The side with the greatest
number of surviving units at the end of the game gains
+1 Victory point.

Mission Special Rules
• Reserves
• Night Fighting
• Heavy Armour(In addition to the usual Scoring units, all vehicles that are not **FLYERS** are also classed as scoring for this mission.)

Deployment:
Dawn of War as per page **301** of the **Age of Darkness** Rulebook.