

# 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.

TI;DR: 2000 points, 3 rounds.

**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. Rite of the Ancients is banned. Contemptor Dreadnought Talons and Leviathan Dreadnought Talons, Along with all Custodian Dreadnought squadrons, are all 0-1.

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

# ROUND ONE

## Dominion

### **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**

This mission lasts for six turns.

### **Victory Conditions**

**Dominion Objectives:** At the start of each Active player's turn, the current Active player gains 1 Victory point for each Objective marker they control. These Victory points are kept even if that Objective is lost later in the game, and contribute to the player's Victory points total at the end of the game.

### **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
- Dominion Objectives (Page **315** of the Rulebook.)

DEPLOYMENT:

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

# ROUND TWO

## SANDSTORM

### 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

King of the Hill: Place a single objective in the middle of the table. This objective is worth **5** VP every turn, at the start of your turn, after the first for the player who holds it.

### 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(In effect for entire mission, **ONLY** behind the Storm Front.)
- Storm Front – After deployment but before the first turn, choose a short board edge. Roll a D6, on a 1-3 the Storm Front begins on the chosen short board edge and on a 4-6 it starts on the opposite edge. Place the Storm Front markers along this short edge of the table, with the first marker centred on the short table edge, and the others 6” from each of the long board edges. Roll 2D6 for each Storm Front marker and move each marker the respective distance in inches toward the opposite short table edge. The Storm Front extends from the ends of the central Marker to the nearest ends of the outer Markers in a straight line, and directly from long table edges to the nearest ends of the outer Markers. The area behind the Storm Front markers is considered difficult terrain. At the start of each player turn move the markers again as described above.

### Deployment:

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

# ROUND THREE

## THE JIPPILORIAN

### **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**

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**

You score Victory Points for destroying enemy units based upon their point cost.

**Each** item of Loot held is worth a bonus +100 Victory Points.

**Making A Deal** with the Jippilorian is worth a bonus +200 Victory Points.

- +10 If you score 150 Victory Points more than your opponent.
- +7 If you score within 150 Victory Points of your opponent.
- +3 If you score 150 Victory Points fewer than your opponent.

### **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.

**Wheelin' & Dealin':** +1 VP if you made a deal with Jippy.

### **Mission Special Rules**

- Reserves
- Night Fighting

**Loot:** The four items of Loot that the Jippilorian wants are scattered around the area. Loot can be claimed by any model ending its movement phase in contact with it. It cannot be assaulted or claimed in any other phase. Only one Loot item can be carried by a single unit. Models carrying loot can only travel their initiative value as if they are advancing, but ignore difficult and dangerous terrain due to their slow and steady pace.

**Let's Make A Deal:** If you move a model that is carrying Loot into base contact with the Jippilorian you make a deal with him. Once you've brought the Jippilorian an item of Loot, remove it from the game as he stores it back inside the Grot Mart. The Jippilorian treats the models in this unit only as a friendly force and will not fire on them for the rest of the battle.

This loot is counted as “held” by you at the end of the game and cannot be taken from you, even if you have no models left on the board.

**Scattering Loot:** Both players roll off. Scatter **Six(6)** pieces of loot, following the regular rules for placing objectives, alternating with the winner of the roll off starting. Loot cannot be placed within 4” of each other, and must be placed within 18” of the centre of the board.

**The Jippilorian:** The Jippilorian is a blackshield who is defending his ship, and needs the loot to get it working again. The Jippilorian starts the game in the exact centre of the field, with an objective placed to mark his “ship”. The Jippilorian is considered both a traitor and loyalist. The Jippilorian is considered to be a Centurion(pg. 22 of LA) with the Moritat Consulship(pg 113 LA) armed with dual disintegrator pistols that do not have the Gets Hot! Rule. The Jippilorian cannot be shot at, assaulted, or killed in anyway. In the event he is removed from the table or somehow killed, he instantly “respawns” on top of the objective that is his ship. The Jippilorian wanders around near his ship 2d6+scatter(to determine direction). The Jippilorian fires on the closest non-”friendly” unit with his pistols, chain firing when able.

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|----------------|-------|
| M: 2d6+Scatter | BS: 5 |
|----------------|-------|

Disintegrator Pistols: 12”, Str 5, AP 2, Pistol 1, Instant Death

**Deployment:**

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