HORUS HERESY: HERESY HARD WITH A VENGEANCE

Time for our first Team 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: 1500 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
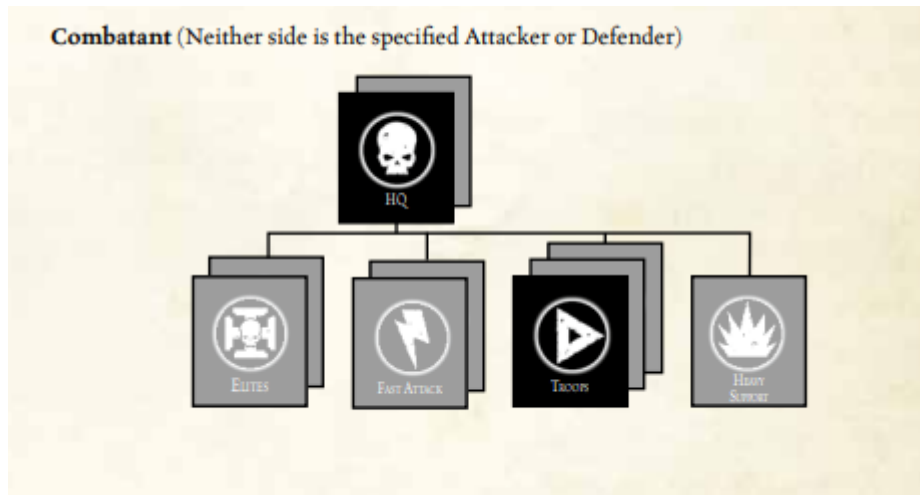4:30- Prizes, Awards

Missions
Round One: Blood Feud
Round Two: Sandstorm
Round Three: Tide of Carnage

Listbuilding: Each team member must make a 1500 point list with usual book and community restrictions(all dreadnoughts are 0-1).

Players must use the ZONE MORTALIS combatant chart to make their list.

Combatant (Neither side is the specified Attacker or Defender)

Reactions:
Each team shares reactions. Legion specific reactions are ONE per PLAYER as usual rules.
Warlord traits that add additional reactions during certain phases affect the owning player
ONLY.
(E.g. Connor gets +1 reactions in assault. He can use it, but his teammate Tim cannot).

Contacts: If you have any questions, please contact me at: Message me on Facebook @
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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

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 the 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:

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

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.