

HORUS HERESY: LIVE FREE OR HERESY HARD

Time for another Heresy Tournament! This is a regular tournament, but we encourage new players to join us!. This will be a three round tournament with generous round times to help Matt and Pigeon maintain their sanity, and let 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

Credits: All missions for this tournament are credited to Ryan Sullivan, who homebrewed some excellent missions for us!

General Mission Rules

Setting Up the Game:

Each Mission in this pack uses a specific deployment map. Do not randomly generate deployment maps for any of these missions. To use this mission pack you will need at most 2 objective markers per player. (The TO will be providing poker chips to use as objective markers IOT standardise size)

Placing Objective Markers:

Objective markers will be placed in the identified area on the map. They will not be placed within 8" of the table edges nor within 12" of another objective marker. Objective markers will not be placed within impassable terrain, and if placed in a building/ruin will be placed on the ground floor.

Denial Under Fire:

A unit that is pinned is not a scoring unit, as per the HH2.0 rulebook. However for the purposes of this mission pack Pinned units are considered denial units as long as they would not be for another reason. This means that a Line unit that is pinned stops being a scoring unit, but continues to be a denial unit.

Mission Results:

Each mission will have a Winner or Loser, or a Draw, based on the victory conditions outlined in the mission.

Reserves

Many missions include mandatory reserves in this packet. Should a Rite of War or other rule prevent a force from being able to use reserves, that will supersede the mission packet rules.

Mandatory reserves do not limit the ability of either player to place units in reserve optionally, nor does it limit the use of deep strike assaults, flanking assaults, subterranean assaults, or other such methods of deployment.

Mission 1: Siege Warfare

The attacker's force is massing for a deliberate attack on their enemy's defensive position. Methodically prepared and deliberate of purpose, they will launch an attack at dawn to set off the campaign of conquest on this world.



To set up the game, divide the board in half widthwise. The defender's deployment zone will be one half of the table, while the Attacker's will be the opposite end of the table more than 16" from the centre line. Player's table edges will be the *short* table edge adjacent to their deployment zone.

1. To determine who is the Attacker and who is the Defender the players roll off. The winner of the roll off may choose to be the Attacker or the Defender.
2. The Defender selects a short table edge to determine their deployment zone. The Attacker will deploy from the opposite table edge.
3. Both players, starting with the Defender, place one objective marker in the Defender's deployment zone, more than 8" from the centre line or any table edge, and more than 12" from any other objective marker.

Deployment

1. The Defender **MUST** place no less than 40% of their army in reserve (of any type).
2. The Defender deploys the remainder of their army in their deployment zone
3. The Attacker deploys their army in their deployment zone

First Turn

The Attacker has the first turn, unless the Defender can Seize the Initiative

Mission Special Rules

- Night Fighting (Game Turn 1 and 2, do not roll, night ends at the start of Game Turn 3)
- Reserves (mandatory 40% of the Defender, optional for the Attacker)

-Entrenched Positions: Any units deployed in the Defender's deployment zone who have not moved, run, or been part of an assault since the start of the game will receive a 5+ cover save. This save will be lost for the remainder of the game should the unit move, run, or be part of an assault for any reason.

Turn Limit

The game will last 5 turns, unless a player wins prior to that limit

Victory Conditions

Attacker - The attacker wins at the end of their turn if they are holding an objective. An objective is held if the player started the turn with a Scoring Unit within 3" of an objective marker, and at the end of the turn there were no enemy Denial Units within 3" of that same objective marker

Defender - The Defender wins if at the end of turn 4 or 5 there are no enemy Scoring or Denial units within 8" of either objective marker.

Scoring

Total up the points cost of units which are considered casualties at the end of the game in accordance with HH2.0 page 154.

Winner Lost 750 pts or fewer:

Winner 8 VP - Loser 1 VP

Winner Lost between 751 pts and 1500 pts:

Winner 7 VP - Loser 2 VP

Winner Lost 1501 pts or more:

Winner 6 VP - Loser 3 VP

Additional Victory Points can be earned by either player for the following secondary objectives

Slay the Warlord - If the enemy army has a Warlord, and at the end of the game their warlord has been removed as a casualty, you score 1 Victory point. If that Warlord was also a Primarch choice then an additional 1 Victory point is scored.

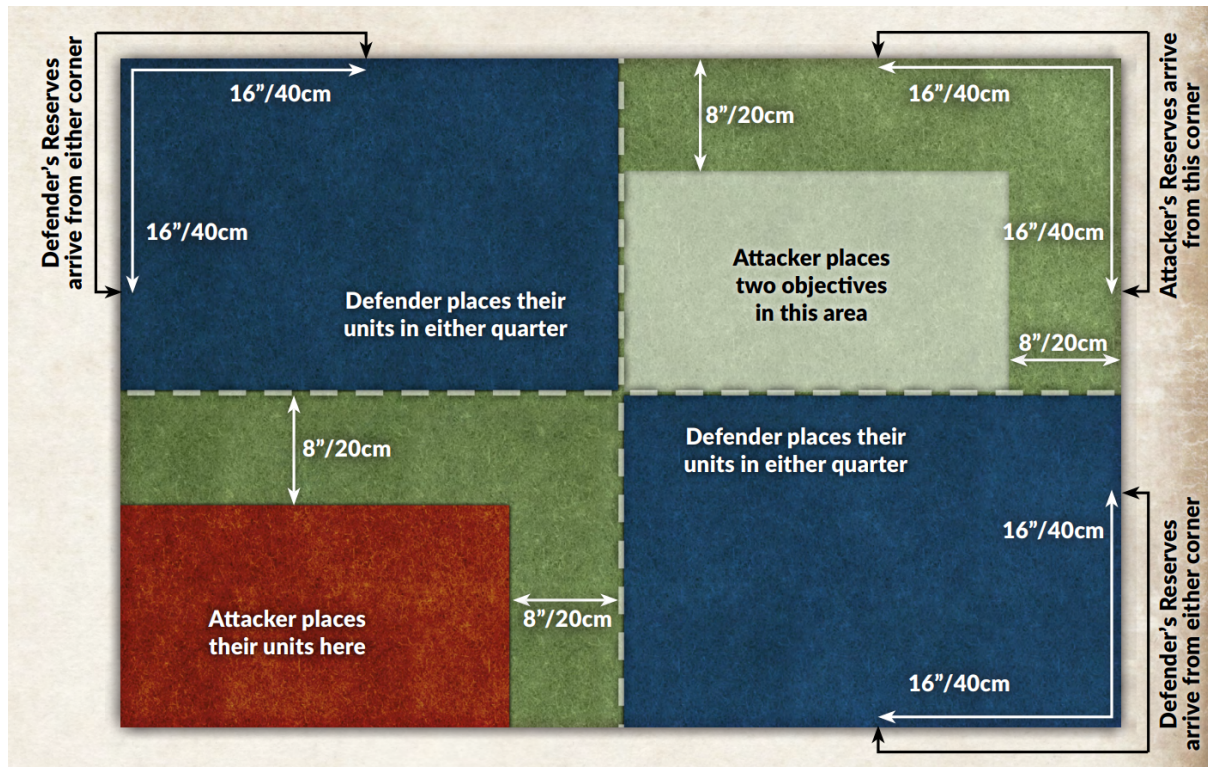
The Price of Failure - If one army has a Lords of War unit and at the end of the game all models in that unit have been removed as Casualties, the opposing player scores 1 Victory point.

Draw

In the event that neither player achieves their victory condition by the end of the time limit or turn limit, then both players will score Victory Points as if they had lost using the other player's casualties to calculate their score. (Ie Player 1 took 600 pts in casualties, while player 2 took 900 pts in casualties, then the final score would be Player 1 with 2 VP and Player 2 with 1 VP)

Mission 2: Breakthrough

The attacker has driven through enemy lines and over reached in their rush to seize the initiative. The defender attempts to cut them off from follow-on reinforcements during the blazing light of day.



To set up, divide the table into quarters. The defender will deploy in two diagonally opposite table quarters, while the attacker will set up in one of the remaining table quarters more than 8" from the Defender's deployment zone. Objectives will be set up in the table quarter in which neither player is deployed. The Defender's table edge will be 16" from each of the exterior table quarters of their deployment zone. The Attacker's table edge will be 16" from the exterior corner opposite to their deployment zone.

1. To determine who is the Attacker and who is the Defender players roll off. The winner of the roll off may choose to be the Attacker or the Defender.
2. The Defender selects two diagonally opposite table quarters as their deployment zone. The Attacker will select one of the remaining table quarters to deploy their forces more than 8" away from the Defender's deployment zones..
3. Both players, starting with the Defender, place one objective marker in the remaining table quarters, more than 8" from any table edge and more than 12" from any other objective marker.

Note: The player's designated table edges are used for morale and reserve purposes, or any other rules interaction which calls for reference to the player's table edge. Defending models will always fall back towards the closest of their designated table edges.

Deployment

1. The Defender MUST place no less than 40% of their army in reserve (of any type).
2. The Attacker MUST place at least one unit in reserve (of any type)
3. The Defender deploys the remainder of their army in their deployment zones
4. The Attacker deploys their army in their deployment zone

First Turn

The Attacker has the first turn, unless the Defender can Seize the Initiative

Mission Special Rules

-Reserves (mandatory 40% of the Defender, minimum one unit for the Attacker)

Turn Limit

The game will last 5 turns, unless a player wins prior to that limit

Victory Conditions

Attacker - The attacker wins at the end of turn 4 or 5 if they are holding an objective. An objective is held if the player started the turn with a Scoring Unit within 3" of an objective marker, and at the end of the turn there were no enemy Denial Units within 3" of that same objective marker

Defender - The Defender wins if at the end of turn 4 or 5 there are no enemy Scoring or Denial units within 8" of either objective marker.

Scoring

Total up the points cost of units which are considered casualties at the end of the game in accordance with HH2.0 page 154.

Winner Lost 750 pts or fewer: Winner 8 VP - Loser 1 VP

Winner Lost between 751 pts and 1500 pts: Winner 7 VP - Loser 2 VP

Winner Lost 1501 pts or more: Winner 6 VP - Loser 3 VP

Additional Victory Points can be earned by either player for the following secondary objectives

Slay the Warlord - If the enemy army has a Warlord, and at the end of the game their warlord has been removed as a casualty, you score 1 Victory point. If that Warlord was also a Primarch choice then an additional 1 Victory point is scored.

The Price of Failure - If one army has a Lords of War unit and at the end of the game all models in that unit have been removed as Casualties, the opposing player scores 1 Victory point.

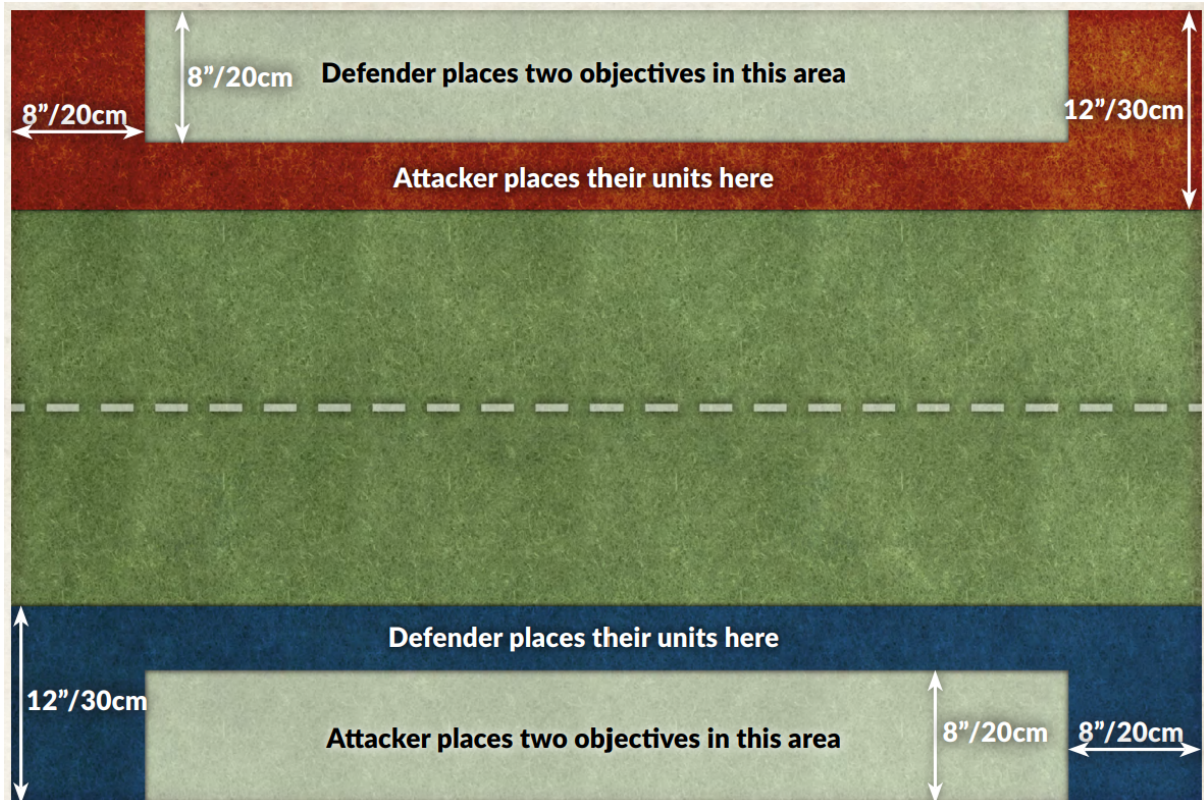
Draw

In the event that neither player achieves their victory condition by the end of the time limit or turn limit, then both players will score Victory Points as if they had lost using the other player's casualties to calculate their score. (Ie Player 1 took 600 pts in casualties, while player 2 took 900 pts in casualties, then the final score would be Player 1 with 2 VP and Player 2 with 1 VP)

Mission 3: Meeting Engagement

In the chaos following deliberate attacks and failed cutoffs, two forces clash at dusk to ultimately determine the fate of their campaign of conquest.

Setting up the Game



To set up, divide the table into halves lengthwise. Both players deployment zones will be along the long table edges more than 12" from the centreline. Objectives will be set up in both players deployment zones more than 8" from the short table edges and within 8" of the long table edges. Both player's table edges are the long table edge of their deployment zone.

1. To determine who is the Attacker and who is the Defender players roll off. The winner of the roll off may choose to be the Attacker or the Defender.
2. The Attacker picks a long table edge for their deployment zone, the Defenders deployment zone will be the opposite table edge.
3. Both players, starting with the Attacker, place two objective markers in their opponents deployment zone within 8" of the long table edge, not within 8" of the short table edges, and not within 12" of another objective marker.

Deployment

1. The Attacker deploys their army in their deployment zone
4. The Defender deploys their army in their deployment zone

First Turn

The Attacker has the first turn, unless the Defender can Seize the Initiative.

Mission Special Rules

- Night Fighting (Game Turn 4 and 5, do not roll, comes into effect automatically)
- Reserves (optional for either player)

Turn Limit

The game will last 5 turns, unless a player wins prior to that limit

Victory Conditions

Either player wins if they end their turn holding an objective in their opponents deployment zone. An objective is held if the player started the turn with a Scoring Unit within 3" of an objective marker, and at the end of the turn there were no enemy Denial Units within 3" of that same objective marker.

Scoring

Total up the points cost of units which are considered casualties at the end of the game in accordance with HH2.0 page 154.

Winner Lost 750 pts or fewer:	Winner 8 VP - Loser 1 VP
Winner Lost between 751 pts and 1500 pts:	Winner 7 VP - Loser 2 VP
Winner Lost 1501 pts or more:	Winner 6 VP - Loser 3 VP

Additional Victory Points can be earned by either player for the following secondary objectives

Slay the Warlord - If the enemy army has a Warlord, and at the end of the game their warlord has been removed as a casualty, you score 1 Victory point. If that Warlord was also a Primarch choice then an additional 1 Victory point is scored.

The Price of Failure - If one army has a Lords of War unit and at the end of the game all models in that unit have been removed as Casualties, the opposing player scores 1 Victory point.

Draw

In the event that neither player achieves their victory condition by the end of the time limit or turn limit, then both players will score Victory Points as if they had lost using the other player's casualties to calculate their score. (Ie Player 1 took 600 pts in casualties, while player 2 took 900 pts in casualties, then the final score would be Player 1 with 2 VP and Player 2 with 1 VP)