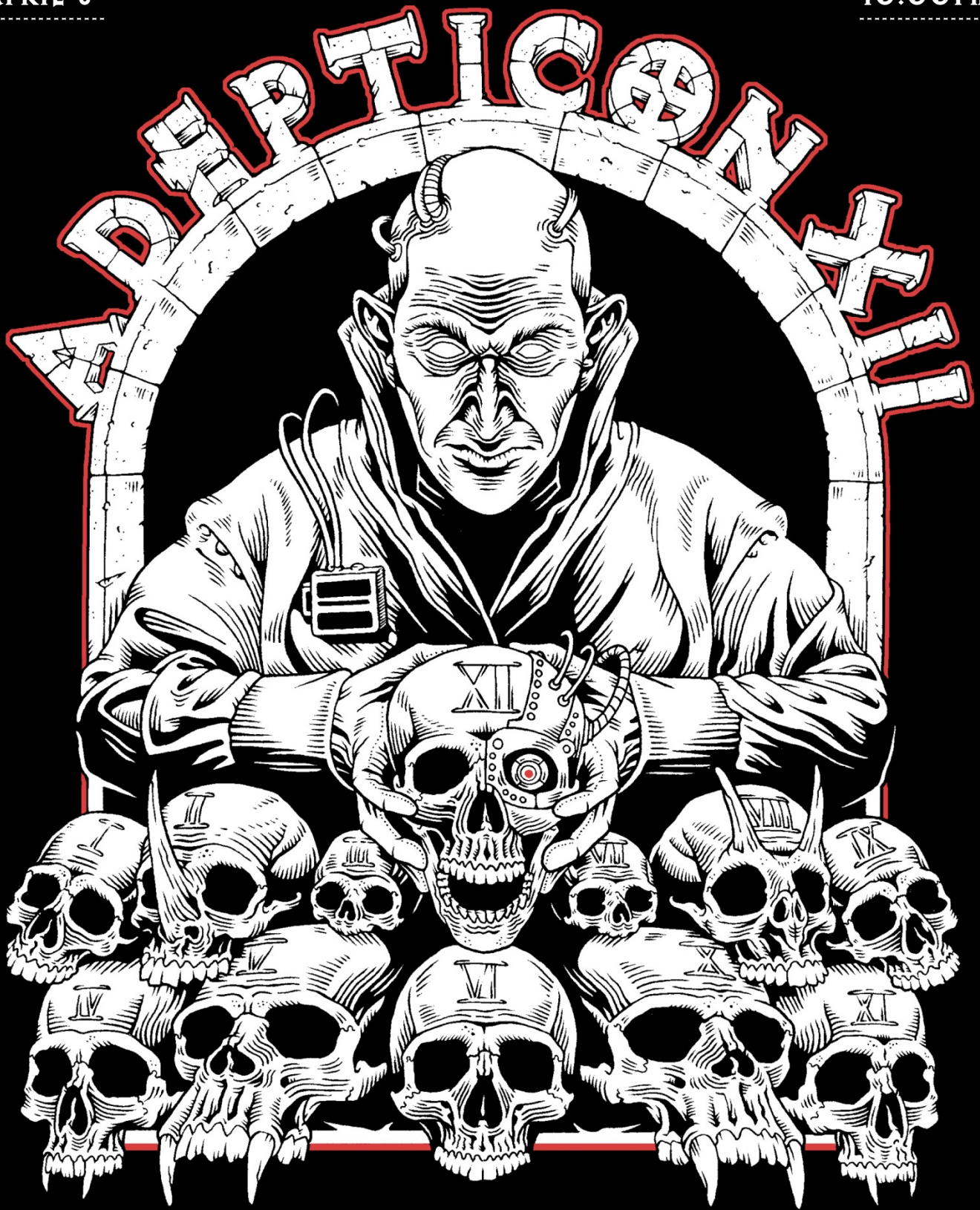


THURSDAY
APRIL 3

12:00 PM
10:00 PM



HΘRUS HERESY MASSACRE

Do not lose this packet! It contains all necessary missions and results sheets required for you to participate in today's tournament. It is your responsibility to hold onto and not lose this packet during the tournament. If you lose this packet, be prepared to be docked points!



ADEPTICON 2014

HORUS HERESY - MASSACRE

RULES REMINDERS

TERMINOLOGY

Battle Results: Each mission will define 2 Primary Objectives and 3 Secondary Objectives. The player who has successfully achieved more Primary Objectives at the end of the game earns a Crushing Victory (10). If neither player has secured victory through Primary Objectives, then the player who has successfully achieved more Secondary Objectives earns a Minor Victory (6) and his opponent earns a Minor Defeat (4). If neither player has secured victory through Primary or Secondary Objectives, then the game ends in a Tactical Draw (5 each).

Battle Record: Each Battle Result is assigned a weighted value as shown in the parentheses above. A player's Battle Record is the cumulative total of these weighted values.

Honor: Honor is a cumulative total of all objectives achieved throughout the entire tournament and will be used when seeding subsequent games and breaking applicable Awards ties. Each Primary Objective achieved can earn you up to 10 Honor. Each Secondary Objective achieved earns you 2 Honor.

Strength of Schedule: A player's Strength of Schedule is calculated by adding together the total Honor gained by all of his opponents over the course of the entire tournament. Strength of Schedule will be used as a final tie breaker in all applicable award categories.

A Note on Sportsmanship and Disqualification: Players who receive 2 or more negative sportsmanship marks will be disqualified from the event and will no longer be eligible to receive any awards.

SCORING

- **Battle Results:** Determined by type and number of objectives achieved.
- **Honor:** Earned by achieving objectives. Max 26 per game.
- **Sportsmanship Marks:** Special (see below). Max 15 points.
- **Favorite Opponent:** Voted on by players. Max 15 points
- **Appearance:** Judge scored (see below). Max 30 points.
- **Player's Choice:** Voted on by players

GAME LENGTH

All missions will use the Variable Game Length rule (pg. 122).

A final 15 minute warning will be announced. Please be aware of the time left in the round and **DO NOT** start a turn you cannot finish.

VICTORY CONDITIONS

The player who has successfully achieved more Primary Objectives at the end of the game earns a Crushing Victory. If neither player has secured victory through Primary Objectives, then the player who has successfully achieved more Secondary Objectives earns a Minor Victory and his opponent earns a Minor Defeat. If neither player has secured victory through Primary or Secondary Objectives, then the game ends in a Tactical Draw.

CONCEDING AND WIPEOUTS!

If one player concedes the battle, or his entire army is wiped out, the game ends and a Crushing Victory goes to his opponent. Honor is awarded as normal to both players.

TOURNAMENT SCHEDULE

12:00PM – 1:00PM	Check-in, Setup & Voting
1:00PM – 3:30PM	Game #1
3:30PM – 3:45PM	Break
3:45PM – 6:15PM	Game #2
6:15PM – 6:30PM	Break
6:30PM – 9:00PM	Game #3
9:30PM	Awards

Awards: Best Overall, The Emperor's Champion, The Betrayer's Butcher, Best Sportsman, Best Appearance and Player's Choice.





ADEPTICON 2014

HORUS HERESY - MASSACRE ORDERS SHEET

PRE-DEPLOYMENT ORDERS

Complete the following pre-deployment orders prior to deploying forces and beginning each game:

1. **Deployment Map:** Make note of the Deployment Map used in the mission.
2. **Table Halves:** Both players roll-off. The winner of the roll-off selects one of the table halves to be his – his opponent takes the opposite table half. If the mission uses the Relic, place the Relic counter prior to placing any terrain.
3. **Fortifications:** Starting with the player who chose table halves, players alternate placing any fortifications wholly within the owning player's table half and not within 4" of another fortification.
4. **Terrain:** Setup Terrain before each game using the method described below:
 - o The player who chose table halves begins by choosing one terrain piece and deploying it anywhere in his table half. The terrain piece may straddle the center line of the table, but a **MAJORITY** of that terrain piece **MUST** be within the placing player's table half. No terrain piece can be placed within 4" of another terrain piece, fortification or the board edge.
 - o Following the guidelines above, players then alternate placing terrain until all terrain pieces are on the table.
 - o All terrain pieces **MUST** be placed. If it becomes impossible to place one or more terrain pieces following the guidelines above, you and your opponent should adjust the already placed terrain in a mutually agreeable manner so that all terrain pieces can be placed on the table.
5. **Place Primary Objective Markers:** Starting with the player who chose table halves, players alternate placing objective markers as described in the mission (*see Pre-deployment Addendum for each mission*). No objective can be placed within 6" of any battlefield edge, within 12" of another objective marker or in/on impassible terrain, buildings or fortifications.
6. **Generate Pre-game Abilities:** Determine pre-game abilities such as Warlord Traits (pg. 111), Psychic Powers (pg. 418), Gifts of Mutation, Demonic Rewards and the like.
7. **Night Fighting:** Determine if the Night Fighting special rule is in effect during game turn 1 (pg. 124).
8. **Deploy Forces:** Roll-off to see which player chooses whether to deploy first or second. The player that goes first then places his entire army on the table in his deployment zone. His opponent then deploys his entire army in the opposite deployment zone. Units cannot deploy in impassable terrain unless they are normally allowed to move over impassable terrain and can physically fit on it. Units can never deploy in lethal terrain.

Reserves: Excluding units that must begin the game in Reserves, players can choose not to deploy up to half of their units (rounding up) keeping them as Reserves to arrive later. The player must clearly explain the organization of his Reserves to the opponent.

9. **Deploy Infiltrators and Redeploy Scouts:** When both players have deployed their main force, then they deploy their Infiltrators (pg. 38). Finally, they can redeploy units with the Scouts special rule (pg. 41).

For the purposes of deploying Infiltrators and redeploying Scouts, an enemy fortification is only considered to be an enemy unit if it is occupied at the time of the redeployment.

FIRST TURN

The player who deployed his army first starts the first turn unless his opponent can Seize the Initiative (pg. 122).

Seize the Initiative (pg. 122): If a player who is due to go second wishes to Seize the Initiative, he can roll a D6 before the beginning of the first turn. On a roll of a 6, he successfully seizes the initiative and goes first instead.

GAME LENGTH

Variable Game Length (pg. 122): At the end of Game Turn 5, one of the players must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. If another turn is played, another D6 must be rolled at the end of Game Turn 6, and this time, the game only continues on a roll of 4+. The battle automatically ends at the close of Game Turn 7.



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HORUS HERESY - MASSACRE

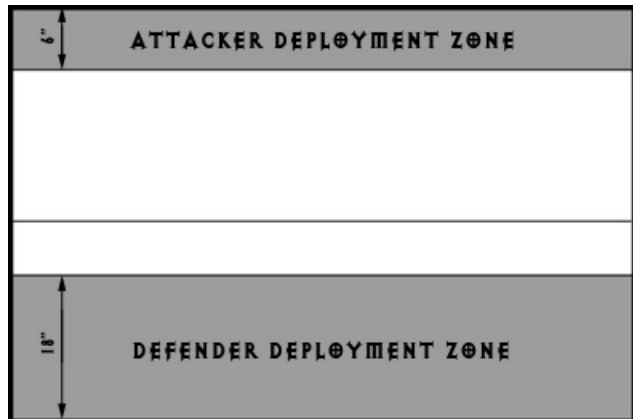
MISSION I: BREAK THE LINE!

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

News of this Rebellion has spread and we have word that they have gathered on Istvaan V. We will coordinate a massive offensive to cleanse the heretics... They will pay for their insolence.

DEPLOYMENT MAP

:: MODIFIED DAWN OF WAR ::



PRE-DEPLOYMENT ADDENDUM

Please follow the pre-deployment, deployment, first turn and game length rules as presented on the Horus Heresy - Massacre Orders Sheet with the following modifications:

Force Acquisition: The Horus Heresy was a time of brother fighting against brother, with uncertain alliances. For this event players will be paired into Teams. When the players are paired, it is up to the Team to nominate one player as Player 1 and the remaining player as Player 2. It will remain the same for the rest of the event. Both players will roll when choosing Attacker/Defender, taking the higher roll for each team. Players will need to have two lists prepared one 1850 pts and the other 1000 pts.

- 5. Primary Objectives:** Objective Markers (defended points) are pre-determined by the Tournament Organizer for this mission.
- 8. Deploy Forces:** Roll-off, the winner decides to be the Attacker or Defender. The Attacker deploys first by selecting a long table edge and deploying anywhere up to 6" from his long table edge. The Defender then Deploys his forces anywhere within 18" of the opposite long table edge. The Attacker gets the first turn.

Reserves: Reserves for the Defender come on from his table edge or from short table edges within 12" of his table edge, the Attacker's reserves come in from his table edge or from a short table edge within 24" of his table edge.

MISSION SPECIAL RULES

- Mysterious Objectives** (pg. 125)
- Mysterious Terrain (Forest)** (pg. 124)
- Night Fighting** (pg. 124)
- Reserves** (pg. 124)

PRIMARY OBJECTIVES

- 1. Victory Points:** Each team receives 1 Victory Point for each enemy unit that has been completely destroyed (including Independent Characters and Dedicated Transports). Units that are falling back or not on the board at the end of the game, count as destroyed for the purposes of this objective. The player with the most Victory Points at the end of the game achieves this objective.

Legendary Fighter and The Hunt: Victory Points gained through these Warlord Traits are added to this objective's total before determining the winner.

- 2. Hold Your Ground:** There are three objective markers (defended points) on the battlefield. Placement of these is pre-determined by the Tournament Organizer. Each objective marker starts with a value of two defense points. At the end of the 2nd game turn and every game turn after the score objectives as follows: For each objective marker the Defender controls add one defense point. If the Attacker controls an objective marker remove one defense point. If a Defended point ever has 0 defense points on it at the end of a turn remove the objective from play. If there are 2 or more Objective Markers in play at the end of the game the Defender wins this objective. If there are fewer than 2 Objective Markers in play at the end of the game than the Attacker wins this objective.

SECONDARY OBJECTIVES

- 1. Slay the Warlord:** If, at the end of the game, the enemy's Warlord has been slain, you achieve this objective. Both players can achieve this objective.
- 2. First Blood:** The first unit, of any kind, to be removed as a casualty during the game achieves this objective for the opposing player at the end of the game.
- 3. Linebreaker:** If, at the end of the game, you have at least one model from one or more scoring or denial units in the enemy's deployment zone, you achieve this objective. Both players can achieve this objective.

Victory Conditions: The player who has successfully achieved more Primary Objectives at the end of the game earns a Crushing Victory. If neither player has secured victory through Primary Objectives, then the player who has successfully achieved more Secondary Objectives earns a Minor Victory and his opponent earns a Minor Defeat. If neither player has secured victory through Primary or Secondary Objectives, then the game ends in a Tactical Draw.

Conceding and Wipeouts: If one player concedes the battle, or his entire army is wiped out, the game ends and a Crushing Victory goes to his opponent. Honor is awarded as normal to both players.



ADEPTICON 2014

HORUS HERESY - MASSACRE

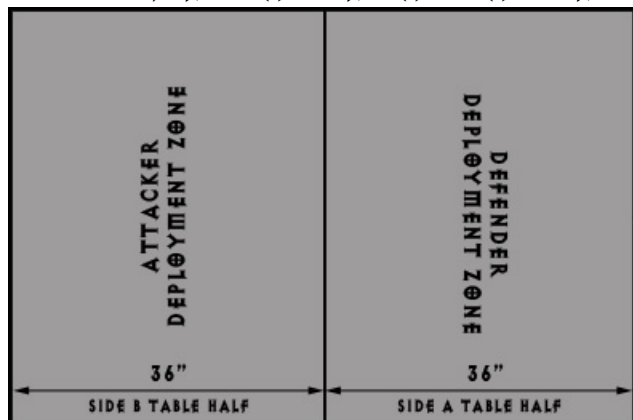
MISSION 2: SCATTER THE WEAK

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

We have met the enemy in battle and they were found wanting. They are currently withdrawing... we will surround them and crush them under the Emperor's might!

DEPLOYMENT MAP

:: MODIFIED HAMMER AND ANVIL ::



PRE-DEPLOYMENT ADDENDUM

Please follow the pre-deployment, deployment, first turn and game length rules as presented on the Horus Heresy - Massacre Orders Sheet with the following modifications:

Force Acquisition: For Mission 2, each Team's Player 1 will use a 1000 pts list and Player 2 will use an 1850 pts list.

- 5. **Primary Objectives:** No Objective Markers are placed for this mission.
- 8. **Deploy Forces:** Roll-off, the winner decides to be the Attacker or Defender. The Defender team deploys first by selecting a short table edge and deploying anywhere up to 36" from his short table edge. The Attacker then deploys their forces anywhere within 36" of the opposite short table edge, but not within 12" of any opposing unit.

MISSION SPECIAL RULES

- Mysterious Objectives** (pg. 125)
- Mysterious Terrain (Forest)** (pg. 124)
- Night Fighting** (pg. 124)
- Reserves** (pg. 124)



PRIMARY OBJECTIVES

1. **Victory Points:** Each team receives 1 Victory Point for each enemy unit that has been completely destroyed (including Independent Characters and Dedicated Transports). Units that are falling back or not on the board at the end of the game, count as destroyed for the purposes of this objective. The player with the most Victory Points at the end of the game achieves this objective.

Legendary Fighter and The Hunt: Victory Points gained through these Warlord Traits are added to this objective's total before determining the winner.

2. **Outlast:** The Attacking player gets 1 point for each unit that is completely in the Defenders deployment zone. The Defender gets 1 point for each unit they have not within 12" of their own table edge. The player with the most points at the end of the game wins this objective.

SECONDARY OBJECTIVES

1. **Slay the Warlord:** If, at the end of the game, the enemy's Warlord has been slain, you achieve this objective. Both players can achieve this objective.
2. **First Blood:** The first unit, of any kind, to be removed as a casualty during the game achieves this objective for the opposing player at the end of the game.
3. **Linebreaker:** If, at the end of the game, you have at least one model from one or more scoring or denial units in the enemy's deployment zone, you achieve this objective. Both players can achieve this objective.

Victory Conditions: The player who has successfully achieved more Primary Objectives at the end of the game earns a Crushing Victory. If neither player has secured victory through Primary Objectives, then the player who has successfully achieved more Secondary Objectives earns a Minor Victory and his opponent earns a Minor Defeat. If neither player has secured victory through Primary or Secondary Objectives, then the game ends in a Tactical Draw.

Conceding and Wipeouts: If one player concedes the battle, or his entire army is wiped out, the game ends and a Crushing Victory goes to his opponent. Honor is awarded as normal to both players.



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HORUS HERESY - MASSACRE

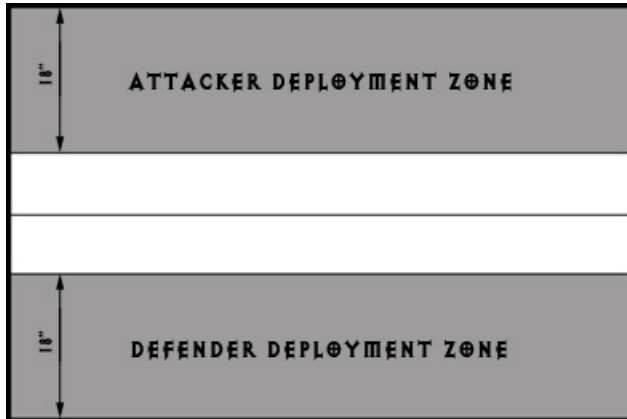
MISSION 3: ALL HOPE IS LOST

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

The Heretical forces are broken and falling back without the guiding light of the emperor they stood no chance. In the distance the sound of drop pods and Storm Eagles break atmosphere, The reinforcements are here to help us cleanse the Traitorous scum... or so we thought, Emperor help us!

DEPLOYMENT MAP

:: MODIFIED DAWN OF WAR ::



PRE-DEPLOYMENT ADDENDUM

Please follow the pre-deployment, deployment, first turn and game length rules as presented on the Horus Heresy - Massacre Orders Sheet with the following modifications:

Force Acquisition: For Mission 3, both players will use their 1850 list.

5. **Primary Objectives:** No Objective Markers are placed for this mission.
8. **Deploy Forces:** Roll-off, the winner decides to be the Attacker or Defender. The Attacker deploys first by selecting a long table edge and deploying anywhere up to 18" from his long table edge. The Defender then Deploys his forces anywhere within 18" of the opposite long table edge. The Attacker gets the first turn.

MISSION SPECIAL RULES

- Mysterious Objectives** (pg. 125)
- Mysterious Terrain (Forest)** (pg. 124)
- Night Fighting** (pg. 124)
- Reserves** (pg. 124)

PRIMARY OBJECTIVES

1. **Victory Points:** Each team receives 1 Victory Point for each enemy unit that has been completely destroyed (including Independent Characters and Dedicated Transports). Units that are falling back or not on the board at the end of the game, count as destroyed for the purposes of this objective. The player with the most Victory Points at the end of the game achieves this objective.

Legendary Fighter and The Hunt: Victory Points gained through these Warlord Traits are added to this objective's total before determining the winner.

2. **Head of the Snake:** Revenge at any cost. The team that completely destroys the most HQ choices scores this objective. HQ choices that do not take up a HQ slot still count toward this objective.

SECONDARY OBJECTIVES

1. **Last Man Standing:** The player with the greatest number of surviving units at the end of the game achieves this objective.
2. **First Blood:** The first unit, of any kind, to be removed as a casualty during the game achieves this objective for the opposing player at the end of the game.
3. **Linebreaker:** If, at the end of the game, you have at least one model from one or more scoring or denial units in the enemy's deployment zone, you achieve this objective. Both players can achieve this objective.

Victory Conditions: The player who has successfully achieved more Primary Objectives at the end of the game earns a Crushing Victory. If neither player has secured victory through Primary Objectives, then the player who has successfully achieved more Secondary Objectives earns a Minor Victory and his opponent earns a Minor Defeat. If neither player has secured victory through Primary or Secondary Objectives, then the game ends in a Tactical Draw.

Conceding and Wipeouts: If one player concedes the battle, or his entire army is wiped out, the game ends and a Crushing Victory goes to his opponent. Honor is awarded as normal to both players.



ADEPTICON 2014

HORUS HERESY - MASSACRE

FAVORITE OPPONENT VOTING

After the 3rd game, in tandem with the results for that game, players will have an opportunity to vote for their Favorite Opponent of the tournament. This vote should be awarded to the player that best exemplifies the Warhammer 40K hobby and provided a truly enjoyable game. This vote is mandatory and must be turned in with your Mission 3 Results Sheet.

In order to help you better remember your opponents after a series of long games, use the table below to record your opponent from each mission:

MISSION	OPPONENT'S NAME
1	
2	
3	

FAVORITE OPPONENT

Player's Name: _____



ADEPTICON 2014

HORUS HERESY - MASSACRE

RESULTS FOR MISSION 3: ALL HOPE IS LOST

YOUR NAME	TABLE N°	FINISH?*
		<input type="checkbox"/> Yes <input type="checkbox"/> No

YOUR BATTLE RESULT (CIRCLE ONE)

Crushing Victory	Minor Victory	Tactical Draw	Minor Defeat	Crushing Defeat
Win on Primary Objectives	Win on Secondary Objectives	Draw on Primary and Secondary Objectives	Lose on Secondary Objectives	Lose on Primary Objectives
Primary Objectives Achieved Circle the number of Primary Objectives achieved, regardless of the outcome of the game. 10 Honor each.		0	1	2
Secondary Objectives Achieved Circle all Secondary Objectives achieved, regardless of the outcome of the game. 2 Honor each.		Last Man Standing	First Blood	Linebreaker

* Finished games are those that are ended by a Variable Game Length die roll (pg. 122) or where all 7 game turns were fully played out.

Have your opponent double check your results above.

Have them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: _____

PLEASE TURN IN THIS SHEET WITH YOUR OPPONENT TO THE JUDGE'S BOOTH AFTER YOUR GAME.

***** STOP *****

DO NOT FILL THIS OUT UNTIL YOUR GAME RESULTS HAVE BEEN DOUBLE-CHECKED AT THE JUDGE'S BOOTH

Now, in private, rate your Opponent's Sportsmanship by circling the appropriate mark below.

Do **NOT** share these results with your opponent. Remember to record your opponent's name on the sheet provided.

SPORTSMANSHIP MARK	
 Positive	Fantastically Brilliant Game! Reserved for the truly special games of Warhammer. Your opponent went well beyond the call of duty, was incredibly sporting and honestly made additional effort of provide a fantastic game. This is just the type of person you would want in your local gaming club. Players receiving the most net positives mark are eligible to win Best Sportsmanship.
 Average	Perfectly Decent Game of Warhammer. This should encompass a majority of your marks. This covers most normal games of Warhammer. Your opponent was relatively sporting, came prepared to play and put forth a good effort to amicably resolve rules disputes.
 Negative	Just A Terribly Awful Game! While difficult to describe, these games are bound to happen. Reserved for the worst of the worst, you should only 'award' this mark in the direst of circumstances. This mark should be an evaluative negative on your opponent's sportsmanship only and should NEVER be a reflection on the final results of the game.



ADEPTICON 2014

HORUS HERESY - MASSACRE

RESULTS FOR MISSION 2: SCATTER THE WEAK

YOUR NAME	TABLE N°	FINISH?*
		<input type="checkbox"/> Yes <input type="checkbox"/> No

YOUR BATTLE RESULT (CIRCLE ONE)				
Crushing Victory	Minor Victory	Tactical Draw	Minor Defeat	Crushing Defeat
Win on Primary Objectives	Win on Secondary Objectives	Draw on Primary and Secondary Objectives	Lose on Secondary Objectives	Lose on Primary Objectives
Primary Objectives Achieved Circle the number of Primary Objectives achieved, regardless of the outcome of the game. 10 Honor each.		0	1	2
Secondary Objectives Achieved Circle all Secondary Objectives achieved, regardless of the outcome of the game. 2 Honor each.	Slay the Warlord	First Blood	Linebreaker	

* Finished games are those that are ended by a Variable Game Length die roll (pg. 122) or where all 7 game turns were fully played out.

Have your opponent double check your results above.

Have them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: _____

PLEASE TURN IN THIS SHEET WITH YOUR OPPONENT TO THE JUDGE'S BOOTH AFTER YOUR GAME.

***** STOP *****

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SPORTSMANSHIP MARK	
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 Negative	Just A Terribly Awful Game! While difficult to describe, these games are bound to happen. Reserved for the worst of the worst, you should only 'award' this mark in the direst of circumstances. This mark should be an evaluative negative on your opponent's sportsmanship only and should NEVER be a reflection on the final results of the game.



ADEPTICON 2014

HORUS HERESY - MASSACRE

RESULTS FOR MISSION I: BREAK THE LINE!

YOUR NAME	TABLE NO	FINISH?*
		<input type="checkbox"/> Yes <input type="checkbox"/> No

YOUR BATTLE RESULT (CIRCLE ONE)

Crushing Victory	Minor Victory	Tactical Draw	Minor Defeat	Crushing Defeat
Win on Primary Objectives	Win on Secondary Objectives	Draw on Primary and Secondary Objectives	Lose on Secondary Objectives	Lose on Primary Objectives
Primary Objectives Achieved Circle the number of Primary Objectives achieved, regardless of the outcome of the game. 10 Honor each.		0	1	2
Secondary Objectives Achieved Circle all Secondary Objectives achieved, regardless of the outcome of the game. 2 Honor each.		Slay the Warlord	First Blood	Last Man Standing

* Finished games are those that are ended by a Variable Game Length die roll (pg. 122) or where all 7 game turns were fully played out.

Have your opponent double check your results above.

Have them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: _____

**PLEASE TURN IN THIS SHEET WITH YOUR OPPONENT
TO THE JUDGE'S BOOTH AFTER YOUR GAME.**

***** STOP *****

**DO NOT FILL THIS OUT UNTIL YOUR GAME RESULTS HAVE BEEN
DOUBLE-CHECKED AT THE JUDGE'S BOOTH**

Now, in private, rate your Opponent's Sportsmanship by circling the appropriate mark below.

Do **NOT** share these results with your opponent. Remember to record your opponent's name on the sheet provided.

SPORTSMANSHIP MARK

 Positive	Fantastically Brilliant Game! Reserved for the truly special games of Warhammer. Your opponent went well beyond the call of duty, was incredibly sporting and honestly made additional effort of provide a fantastic game. This is just the type of person you would want in your local gaming club. Players receiving the most net positives mark are eligible to win Best Sportsmanship.
 Average	Perfectly Decent Game of Warhammer. This should encompass a majority of your marks. This covers most normal games of Warhammer. Your opponent was relatively sporting, came prepared to play and put forth a good effort to amicably resolve rules disputes.
 Negative	Just A Terribly Awful Game! While difficult to describe, these games are bound to happen. Reserved for the worst of the worst, you should only 'award' this mark in the direst of circumstances. This mark should be an evaluative negative on your opponent's sportsmanship only and should NEVER be a reflection on the final results of the game.



ADEPTICON 2014

HØRUS HERESY - MASSACRE

PLAYER'S CHOICE

Fill this section out during Player's Choice Voting.
Please turn this sheet into the tournament judges before the start of Game #1.

After looking at the displayed armies, choose the army
that **YOU** think is the best painted and modeled.

You may not choose your own army!

FAVORITE ARMY

Player's Name: _____

