



HORUS HERESY



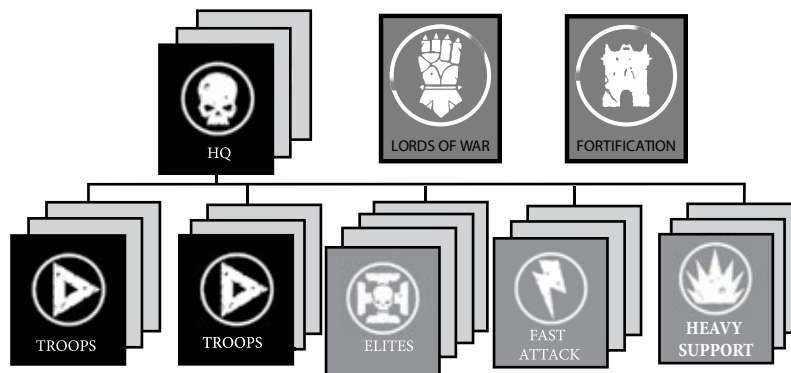
2000 pt TOURNAMENT

The Heresy is picking up speed as the Warmaster and his allied legions cut a swath of destruction across the galaxy. The lines begin to blur as new forces in the form of the Solar Auxilla and Adeptus Mechanicus join the fray to test your generalship in the 31st Millennium. Where do your loyalties lie?

Players must declare themselves Loyalist or Traitor at sign up. We will do what we can to accommodate your choice.

Forces:

Players will bring a single 2,000 point detachment chosen from the various Horus Heresy Books using the Force Organization Chart shown below. A single Lord of War worth up to 450 pts may be taken. If you wish, this choice may be a Knight Titan of any type. A single Fortification that does not exceed 100pts may also be taken. Please bring a few extra copies of your army list for your opponents. All Warlord Traits will be rolled from an appropriate Heresy Era chart, not from the 40k Rulebook.



Restrictions:

Allied detachments and Primarchs are NOT allowed. Dark Age Relics, Knightly Heirlooms, the Questoris Knight Crusade Army List, Shattered Legions, and the “Primarchs Chosen” Rite of War will NOT be allowed in this event.

Only Horus Heresy material that released prior to February 28th, 2016 will be allowed in this event. However all rules designated as “Experimental” will not be in play, regardless of the release date.

Format:

This swiss format tournament will feature 3 games over the course of the day. A well balanced force will help you achieve the scenario objectives and score VPs for your side. Heresy era Tactical Objective decks will be handed out for players to use during the games and then awarded to the winning side to keep at the end of the day.

UNIVERSAL RULES

Table Set-up

Scenery will be set up by the event organizers, but players may re-arrange the terrain in any mutually agreed upon fashion if they so desire.

Scoring Units

As per page 134 of the 40k Main Rulebook, any unit in the force can be a scoring unit, unless:

- They are already outlined as such in the 40k Rulebook on page 134.
- They possess a rule that specifically states they can not be a scoring unit, such as the Gal Vorbak's "Damned" special rule.
- The unit is a Drop Pod, Dreadnaught Drop Pod, Deathstorm Drop Pod, Dreadclaw Drop Pod, Arvus Lighter or Cyclops Demolition Unit
- The unit is a Rhino which is not within 2" of the unit it originally deployed with. If that unit has been wiped out, then the Rhino can no longer score.

Command Benefits

You may re-roll the result of your Heresy Era Warlord Trait if you so desire.

Troops choices and units with the Implacable Advance special rule count as having the Objective Secured rule. Please note that recent FW updates have given Legion Veteran and Seeker Squads as well as Alpha Legion Headhunter Kill Teams and Mor Deythan Strike Squads the Implacable Advance special rule.

Tactical Objectives

Unique Heresy era Tactical Objectives are in use. Each player will use the deck of cards at their assigned table and leave them in place when their game is over. Many cards have a Discard mechanic that allows players to always have viable objectives in their hand. This is activated at the start of your turn or when the Tactical Objective is drawn, so read them all carefully. If you ever have a question about the wording or intent of a particular Tactical Objective, flag down an event organizer and they'll help you out.

Objective Markers

Any eligible units that move within 3" of an Objective Marker, or are within 3" of one at the start/end of a turn will claim it. If scoring enemy units are also present within 3" of the Objective Marker it is considered contested until the enemy units are no longer within 3" or they are trumped by a unit with the Objective Secured special rule.

Mysterious Objectives

Objective Markers will have a random effect that is assigned the first time they are claimed by a player. Simply pick up and roll one of the provided ModCubes, placing it within the Objective Marker afterwards. The symbol rolled will determine its effect for the game.

Knights Errant Failing Their Oath of Moment

Instead of losing the game flat out, your opponent gains the Victory Points for the secret objective chosen.

Variable Game Length

All missions will use the Variable Game Length rule.

Falling Back

Units that fall back move directly towards their own table edge by the shortest route possible as described in the Warhammer 40,000 rulebook (pg. 30). As per the Warhammer 40,000 rulebook (pg 122-123), units that are falling back cannot control/deny objectives. Warlords that are falling back at the end of the game are NOT considered slain and do not fulfill the requirements of the Slay the Warlord Secondary Objective.

5 Minute Warning

Once this is announced, NO additional game turns shall be started - no exceptions! If the current game turn has not been completed when time has expired, the game will be afforded a grace period in order to finish out the current game turn and should be reconciled as quickly as possible. The judges reserve the right to end any game that is taking too long to resolve.

HAVE FUN!

All players are expected to abide by the Adepticon Conduct Policy. Arguments or poor conduct by players will not be tolerated. We all enjoy pushing fictional armored sci-fi models around a table, blowing stuff up, and rolling lots of dice. Due to the nature of dice however, sometimes things don't go so well! When that happens and the day takes a turn for the worse - take a step back and remember it's just a game. This is a friendly, themed, tabletop event set in the fake world of fake spacemen whose outcome will be determined by random chance cubes. So have fun!

SCORING FORMAT

Battle Results: Based on number of Battle Points (see below) Max 60 points

Sportsmanship: Scored by opponents (see below). Max 15 points.

Appearance: Judge scored (see below). Max 30 points.

Player's Choice: Voted on by players. Doesn't factor in overall score.

Battle Results

After a game, if a player earns at least 5 more Victory Points than their opponent, they earn a Crushing Victory (20 Battle Points) and their opponent earns

a Crushing Defeat (0 Battle Points). . If a player earns between 1 and 4 Victory Points more than his opponent, they earn a Minor Victory (15 Battle Points) and their opponent earns a Minor Defeat (5 Battle Points). If both players have the same number of Victory Points, they both earn a Draw (10 Battle Points).

Conceding and Wipeouts: If one player concedes the battle, or his entire army is wiped out, the game ends and a Crushing Victory (20 Battle Points) goes to his opponent.

Sportsmanship

You will be required to rate each of your opponents' sportsmanship. Positive ratings will earn five (5) points, Average ratings will earn three (3) points and Negative ratings will earn zero (0) points.

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.

Player's Choice Voting: After the 1st game, players will have an opportunity to vote for the single army that they feel best represents the Warhammer 30K hobby. It is not compulsory to set up your army, nor is it compulsory to vote. The winner is the army receiving the most votes.

AWARDS

Best Overall: Awarded to the player with the highest overall score, which is calculated by adding total Battle Points, Sportsmanship and Appearance scores. Ties will be broken by the highest total Victory Points

Best Sportsman: Awarded to the player with the highest Sportsmanship score. Ties will be broken by the highest Battle Points.

Best Appearance: Awarded to the player with the highest Appearance score. Ties will be broken by the appearance judges' discretion.

Player's Choice: Awarded to the player who received the most votes for Player's Choice. Ties will be broken by highest appearance and sportsmanship scores.

Players can only win one award in total. Awards are listed in hierarchical order. Example: A player that wins Best Overall would be excluded from winning Best Sportsman, Best Appearance or Player's Choice Awards.

Tournament organizers reserve the right to hand out additional rewards for whatever they darn well please.

SCHEDULE



APPEARANCE:

Judges will evaluate and score each army based on the following checklist

Initial Overall Impression (Circle the one that applies)	Points
The army contains unfinished or unpainted models.	0
The army is fully painted, but only to the most basic of tournament requirements (3-color standard) and/or the army is not composed of Heresy-era appropriate models/conversions.	5
Army is painted beyond basic tournament requirements and is composed of Heresy-era appropriate models/conversions.	10
Display Base (Circle the one that applies)	Points
No display base.	0
Basic display base (Gravel, static grass, etc.)	1
Elaborate, diorama-like display.	2
Model Bases	Points
Bare Plastic/Primer.	0
Basic bases (Gravel, static grass, etc.).	1
Elaborate, diorama-like bases.	2
Contrast	Points
Level of highlighting and Shading achieved by brush layering, washes, drybrushing, airbrushing or other techniques.	
No contrast, just base colors.	0
At least three layers of contrast (base, highlight, shadow).	2
More than three layers of contrast with blended transitions.	3
Many layers of contrast with very well blended transitions.	6
Details	Points
Attention paid to details, unit markings, weathering, decals, freehand painting.	
Details like lenses, gear and mechanical bits are painted different colors.	1
Details painted, additional work like unit markings, weathering, decals, and freehand painting.	3
Extremely neat well executed details with highlighting and shading where appropriate.	5
Bonus Points	
1-5 points added at judges discretion for exceptional conversions, masterful painting and extraordinary display bases.	
Total	