

THE TAKING OF SCENICA V

A Horus Heresy Event



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SCENICA V

The Scenica Cluster is located in the far corner of the Segmentum Obscurus, to the galactic northeast of Terra. The system is made up of 8 planets, with only one planet existing in the habitable zone and suitable for human colonization, Scenica V. Scenica was conquered fairly early in the Great Crusade, providing bodies for the Imperial Army, materials and resources to fuel the Crusade, and a strategic outpost for the Imperium to support their expansion into the far galactic north. Scenica V is surrounded by many habitable moons, providing an extreme abundance of biodiversity for the Imperium to exploit.

Soon after the events of Istvan V, forces both Traitor and Loyalist saw the strategic value of Scenica V. For one side, it could serve as a bastion from which to contain Horus and his forces and repel his advances. For the other, it was a step closer to Terra, and a foothold in Segmentum Obscurus. For both sides, securing the habitable moons around the planet became the top priority, allowing whoever controls them a base from which to execute the taking of the planet itself.

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FORMAT OVERVIEW

Players will declare themselves Loyalist or Traitor at sign up. We will do what we can to accommodate your choice. This is a narrative event intended for fun, thematic games. Please bring an appropriately built army so that both you and your opponent will have fun. Skilled and competitive players: you are an asset to our community; challenge yourself and bring a list that will be tough for you to go 3-0 with. There will once again be no awards given for battle victories. Players will be paired based on what table / mission they may want to play. Grudge matches (players who wish to play a game against each other) will be accommodated. This is not a tournament, there is no Swiss pairing system, nor is there a pairing system of any other nationality. You may use different lists in between rounds, but we ask that you maintain the same faction / army throughout, as well as have any lists built and printed out ahead of time. This is to allow for a natural flow between rounds, and to avoid any delays or mistakes / errors due to building lists in a hurry before the game.

Fully painted and based models are a requirement for this event. Unpainted or partially painted models will not be allowed to be used.

Day 1 will consist of two 1,500 point games

Day 2 will consist of one game of either 2,500 points playing 3v3 or 3,500 points playing 1v1

DAY 1 - The Moons of Scenica V

FORCES

Day 1 uses armies comprised of 1,500 points using the Age of Darkness Force Organization. These games will be set up to represent the initial reconnaissance and raids to set up outposts on the moons of Scenica from which the Loyalist and Traitor forces can then begin the taking of Scenica V. Therefore, the smaller forces of mainly infantry and support will be represented by having the following restrictions:

No Praetors, Arch-Magos, or models with Master Of The Legion special rule may be taken - they are too busy planning the larger invasion! Talons of The Emperor forces may take only HQ choices which have the Psychic Anathema special rule - ie Sisters of Silence. A Delegatus or Herald may be taken. This is the only way to have a model with Master Of The Legion in your force. Named characters will not be allowed on Day 1. These restrictions may make certain Rites of War impossible.

Tanks, Flyers, Drop Pods, and Superheavies are not available.

Exception: A single Rhino (standard, no variants), Arvus Lighter, or Kharon Aquisitor may be taken.

Artillery is not available.

Exception: Rapier Batteries (Quad Heavy Bolter or Multi-laser only) are 0-1 choices.

Monstrous Creatures are 0-1 choices and such units may only contain a single model.

Exception: Vorax Battle-Automata may have up to 3 models in the unit.

Entries for Bikes, Attack Bikes, Jetbikes, and Skimmers are 0-1 choices. Contemptor-Mortis, Leviathan Siege Dreadnoughts, and Telemon Heavy Dreadnoughts are 0-1 choices.

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Additionally no Fortifications, Dark Age Relics or Allied Detachments are permitted. Again, these restrictions may make certain Rites of War impossible or less useful as the 0-1 choice applies regardless of what a RoW may change to a Troops choice etc.

When building your armies, please keep in mind the intent of these missions. These are initial reconnaissance / scouting missions into the moons of Scenica, so please theme your armies appropriately. Infantry and support are the names of the game.

Whichever Faction (Loyalist / Traitors) wins the most games Day 1, that faction will earn +1 to their rolls to determine who deploys / goes first on Day 2. This represents their strategic advantage of controlling more moons and being able to mobilize their forces to the planet's surface more safely and securely.

DAY 2 - The Surface of Scenica V

FORCES

Day 2 uses armies comprised of either 2,500 or 3,500 points using the Age of Darkness Force Organization. These games will be set up to represent the larger battles upon the surface of Scenica V. Players will be permitted to bring many of the options that were not allowed the previous day.

Players will be allowed to play either 3v3 games using their 2,500 point lists, or 1v1 games using 3,500 point lists. Your LoW % will be based off of your personal army's point level, for example if you are playing in the 3v3 game your allotment for LoW is only 25% of your 2,500 points. Only 1 of each primarch / special character may be used on day 2, and the rights to these characters will be handed out on a first come first serve basis prior to the event.

AWARDS

The following awards will be handed out for this event:

Best Theme

This award will be handed out to both the Loyalist and Traitor armies that represent their faction / legion the best through painting, modeling, and overall army build and design, as voted on by the players.

Most Fun Opponent

This Award will be handed out to both the Loyalist and Traitor players that were the most enjoyed to play against as voted on by the players.

Coolest Moments

At the end of each game, each player will be asked to write down the coolest moment that happened in their game. At the end of each day we will award the "Coolest Moment" award to the entry we feel was indeed the coolest. Artistic dramatization and flourishes are encouraged.

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HAVE FUN!

All players are expected to respect their fellow gamers as well as play in the spirit of Horus Heresy. Arguments or poor conduct by players will not be tolerated. Do not try and game this to build a power list. 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!

SPECIAL THANKS!

We want to say thank you to Ty “FinnCairo” Finnochairo and the rest of the Adepticon 30k Horus Heresy team / Greying Legion for providing guidance and direction in the making of this event packet. Also we would like to thank Ryan Kimmel of Radio Free Istvaan for inspiration in the overall event design and missions. Many parts of this packet were heavily influenced (even straight up plagiarized) from the hard work all these folks have put in to their events and we would be remiss to not acknowledge and thank them for their help.

