Scenic City Heresy presents

Scenica V - The Scenica Breakout
A Horus Heresy Event

WARHAMMER
THE HORUS HERESY

Scenica V
The Scenica Breakout

As the Age of Darkness consumed the Imperium, the fires of war would spread throughout the entire galaxy, leaving desolation in its path. Heroes were made and slain in single breaths. Armies and worlds were reduced to ash and slag in moments. Daring attempts to sally forth and acts of stalwart defense became the rituals which kept humanity focused. The rythmn of war beat on throughout the galaxy.

The Scenica Cluster is located in the far corner of the Segmentum Obscuris, 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 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 Isstvan 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 Obscuris. For both sides, securing the habitable moons around the planet became the top priority, allowing whoever controlled them a base from which to execute the taking of the planet itself.

Meeting on the moons for the first time, the fighting between the two factions was fierce, with raiding parties and exploratory forces fighting for the very right to wage a larger war. Victories were won on both sides and the battle for the surface began in earnest, culminating in a land battle of the grandest scale.

When the dust settled, it was those who marched for Horus who were left standing. The Traitor forces quickly began fortifying the planet and preparing to strip it of what resources it had to offer in preparation for a push further into Segmentum Obscuris.

Realizing that the traitors would need to rearm and resupply prior to moving on from Scenica, the remaining Loyalists called for every available reinforcement to marshal on one of the few moons still within their control.

The Traitors would need to be hit fast and hard to disrupt their plans and at worst delay their movement onwards into Imperial space. The Corruption of Scenica V, as this second offensive came to be known, saw a rearmed and restocked loyalist force crash head on into the dug-in traitor forces. A campaign was waged from the planet's surface, onto the moon, and even among the stars as the loyalists fought with a newfound fervor, trying desperately to gain a foothold back within the system.

It was then that a new foe reared its head, one previously unknown to the loyalist forces: the daemon. These new terrors materialized on the moons, within the hulls of loyalist starships, surprising the Emperor's forces who had not yet been exposed to waging war against those from beyond the veil. These newfound allies allowed the traitors to take advantage of the situation and once again drive out the loyalists from Scenica.

Suffering another defeat, the loyalist forces decided to try and create a blockade of the Scenica System, to keep the traitors on Scenica V for as long as possible and do as much damage to the forces of Horus as they attempted to depart. With the remaining loyalist forces digging in, the traitors decided to go on the offensive, and remove the presence of the loyalists from the Scenica system for good. This became known as the Cluster War.

The ill-fated Cluster Wars took place over three years with little known of the outcomes as astro-pathic signals were lost to the warp. Fighting ground to a standstill as material and supplies for both loyalist and traitors trickled in. Many heroes of the Imperium and Champions of the Warmaster were slain during this time with their deeds known only to those survivors of what is referred to as the Plague of Scenica.

Scenica V - The Scenica Breakout

GENERAL INFORMATION

Welcome to the next part of the Scenica V story, The Scenica Breakout.
This will be a narrative event based on the Age of Darkness ruleset and relevant FAQs. Some gameplay and missions may pull from outside resources.

Players must declare themselves Loyalist or Traitor at sign up.
We will do what we can to accomodate your choice. This is a narrative event intended for fun, thematic games. Please bring an appropriately built army so that you and your opponents will have fun.

This is ***not*** a tournament based event. The outcomes of the weekend's battles will be recorded to determine the continuation of the narrative. Results of each game will determine unique actions to take place during the weekend's narrative.

You may use different lists 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.

Grudge Matches will be accomodated within reason.

WHAT TO BRING

◊ Models for your army
◊ At least two copies of your army list
◊ Appropriate rules for your list
◊ Due to space requirements and physical table setup, it is strongly recommended that each player bring a laser pointer or Line Of Sight system and a display table or tray with legs to place their books and unused models on during the event.
◊ The venue has a concrete floor. Rubber floor mats made for standing on hard floors for long periods of time are highly recommended.
◊ Dice, templates, measuring tape, and any tokens you might need to play appropriately.
◊ The will to see your enemies driven before you and to hear the lamentations of their techpriests.

Scenica V - The Scenica Breakout

MODELING REQUIREMENTS

◊ Everything that hits the table **must** be painted and fully assembled.

ALL models, for **ALL** game systems **must** be painted to a 3-color minimum.

◊ WYSIWYG is in effect. Units **MUST** be easily identifiable as the particular choice they represent.
Any and all weapons /options taken for a unit **MUST** be clearly represented on the model.

◊ Fully painted and based armies are encouraged but not required, however **NO** grey marines,
daemons or Chaos Spawaghhghg of any sort will be allowed. Put some effort in.

◊ Conversions and unique models are highly encouraged.

◊ Units that do not have a dedicated model may use any appropriate model(s) to
represent their force(s) as long as they are within the spirit of the game system and force
which they represent.

NARRATIVE POINTS

Narrative Points are collected via game outcomes and are tallied to either side,
Loyalist or Traitor, collectively. Additional points will be awarded to either side for the following:

◊ Wearing Heresy themed apparel.

◊ Heresy themed drinking flask, mug, chalice, or goblet.

◊ Legion or Group Guidons/banners are encouraged.

◊ Submitting a unique custom Character or Model with backstory, including any
previous events the renowned character has survived. Must be typed and printed before arrival.

Image taken from Jakub Novotný with permission and modified

Scenica Day 01

Communications within the Scenica system have begun to clear up, after being besieged for three years due to the Traitors being blessed by the corruptions of Nurgle. Battle-hardened Loyalist forces begin to rally to finally break out of the Scenica System and retake the ground that had been yielded during the Cluster Wars. Quick raids and shipboarding actions begin to take place as survivors shake off the weariness of a three year stalemate. As the fighting rages once again, Loyalist and Traitor alike cling to their oaths as brother slaughters brother.

Schedule

1500-1700: Check-in
1730: Gameplay begins
Zone Mortalis - 1250 pts
Centurion - 1500 pts
2200: End of Evening

When building your armies, please keep in mind the intent of these missions. These are scouting / raiding missions in the Scenica Cluster, so please theme your armies appropriately. Infantry and support are the names of the game as heavy support has become limited.
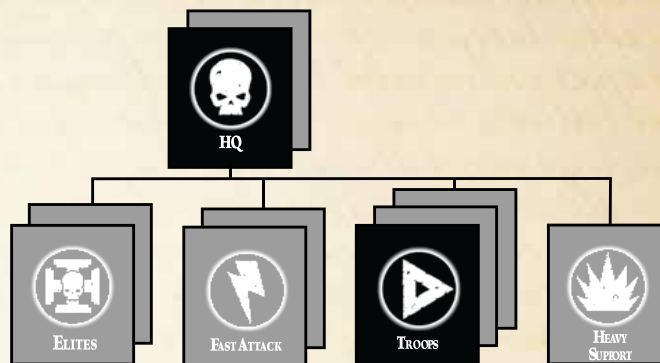
The Scenica Breakout:
Zone Mortalis Briefing

GENERAL INFORMATION

This event will consist of games of Zone Mortalis, using the Combatant Force Organisation Chart for army construction and Mournival ruleset.

Daemons of the Ruinstorm armies use 2 Warp Rift Markers instead of 3

Combatant (Neither side is the specified Attacker or Defender)

UNIT RESTRICTIONS

The following units are unrestricted:
◊ 0+ Infantry unit, including all types of Infantry

The following units are restricted (maximum 1 unit per 500 points):
◊ 0-1 Artillery unit
◊ 0-1 Jet Bike unit
◊ 0-1 Bike unit
◊ 0-1 Attack Bike unit
◊ 0-1 unit containing Monstrous Creatures*
◊ 0-1 unit of Daemon Brutes
◊ 0-1 unit of Skimmers
◊ 0+ units of Beasts
◊ 0+ units of Cavalry
◊ 0+ Walker* units
* No model mounted on a base larger than 60mm may be chosen.

The following units are restricted to games of at least 1500 points:
◊ 0-1 Unique Characters
◊ 0-1 Legiones Astartes Praetor
◊ 0-1 Mechanicum Arch-Magos
◊ 0-1 Custodes Shield Captain/Tribune
◊ 0-1 Hetaeron Guard

The following units are unavailable:
◊ Primarchs (unless allowed by the Event Organiser)

◊ All other units in games of more than 1,000 points, any player may choose to take an additional Force Organisation chart, functioning as a separate Detachment of that player's army. This additional Detachment must use the same Force Organisation chart as the Primary Detachment, with one additional Detachment available for every 1,000 points used to select the armies in play. No unit with a starting size greater than 15 models, before being joined by Independent Characters, may be chosen.

The Scenica Breakout: Centurion Briefing

GENERAL INFORMATION

This event will consist of games of 1500 point games of Centurion gameplay, made of up smaller forces of mainly infantry and support. These games will utilize the Mournival Centurion ruleset with the below restrictions.

MOURNIVAL CENTURION During the cataclysmic events of the Horus Heresy, tanks, super heavy vehicles, flyers and machines with intense destructive capabilities were priority targets. Should one side fail to neutralize these units, their end was assuredly at hand. Frequently these units were lost from both sides. Consequently, infantry became the focus of many of the battles fought amidst blazing wrecks and battlefield debris.

UNIT RESTRICTIONS

The following units are unrestricted:
◊ 0+ Infantry unit, including all types of Infantry
◊ 0+ Rhino or equivalent dedicated transports

The following units are restricted:
◊ 0-1 Artillery unit
◊ 0-1 Jet Bike unit
◊ 0-1 Bike unit
◊ 0-1 Attack Bike unit
◊ 0-1 unit containing Monstrous Creatures
◊ 0-1 unit of Daemon Brutes
◊ 0-1 unit of Skimmers
◊ 0+ units of Beasts
◊ 0+ units of Cavalry
◊ 0+ Walker units
◊ 0-1 unit of Tanks (3 HP or less)

The following units are restricted to games of at least 2000 points:
◊ 0-1 Unique Characters
◊ 0-1 Legiones Astartes Praetor
◊ 0-1 Leviathan Siege Dreadnought unit
◊ 0-1 Mechanicum Arch-Magos
◊ 0-1 Thanatar unit
◊ 0-1 Custodes Shield Captain/Tribune
◊ 0-1 Hetaeron Guard unit
◊ 0-1 Telemon Dreadnought unit

The following units are unavailable:
◊ Primarchs (unless allowed by the Event Organiser)
◊ Flyers (including Flying Monstrous Creatures)
◊ Drop Pods
◊ Super Heavy vehicles
◊ Daemon Behemoths
◊ Gargantuan Creatures
◊ Fortifications

A minimum of 1 unrestricted unit is required for each 500pts, or part thereof in the force (including both primary and allied detachments). A maximum of 1 restricted unit is available for each full 500pts of the force. For example, in a game of 2000pts up to 4 restricted choices in total may be selected. Apothecaries are counted as part of the unit they join, and the Warlord does not count against the number of restricted units, but does count towards unrestricted choices. Units with a mix of Infantry and other models count as the unit type of the non-Infantry models.

Vehicles not listed in this section (e.g. Imperialis Auxilia Light Vehicles) are restricted 0+ choices.

Dedicated Transports, e.g. Hades Breaching Drills or Land Speeder Cutters, use a restricted slot but do not otherwise count against the total number of restricted units available to a force.

The Scenica Breakout: Centurion Con't

RESTRICTION EXAMPLES

Example 1: In a 2000 point army, a Centurion on foot, with two Tactical Squads and a Tactical Support Squad meets the requirement for 4 unrestricted units.

Example 2: A 2000 point Raven Guard Recon Company could include a unit of Javelins and 3 Veteran Recon Squads with Land Speeder Cutters as Dedicated Transports. No other restricted choices could be taken in this force as the 4 slots are now filled. At least one more Infantry unit must be selected in this force (e.g. a Vigilator), to meet the minimum requirement of 4 unrestricted units.

Example 3: In a 2000 point army, a Praetor on a Bike could be selected, counting as a Bike unit. No other Praetor can be selected. The force can include an Outrider Squad including an Apothecary (counting as one restricted choice) plus a Contemptor Dreadnought Talon and a unit of Jet Bikes (for a total of 4 restricted units).

Example 4: In a 2000 point army, Kharn the Bloody (a Praetor level Unique character) uses up both the Unique Character and Praetor slots and also counts as an unrestricted unit as his unit type is Infantry.

Example 5: In a 2000 point army, a Daemon Lord (Monstrous Creature) is the Warlord, leading a unit of Brutes. That force could contain a further two restricted unit choices e.g one unit of Daemon Beasts and one unit of Cavalry. No other Brutes or Monstrous Creatures could be selected.

Scenica Day 02

The Traitors and Loyalists clash on the surface of some of the most devasted landscapes of the Scenica Cluster, where both sides have amassed considerable forces to prosecute war. After many quick break out missions to reinforce their fighting positions the final battles commence. For the Loyalists, this represents their best chance to destroy the Traitors and still be able to rush to the Emperors aid on holy Terra. For the Traitors, time is running out. This could be the blow to finally rid the Scenica system of Loyalist forces for good and rejoin the bulk of the Warmasters forces as they burn their way to the Throneworld.

Schedule and Information

0800: Check-in
0900: Game 03
Age of Darkness - 2500 pts
      - 2.5 hours
      - Restrictions: No Lords of War or
        Primarchs
1130: Feasting
1300: Game 04
Age of Darkness - 3000 pts
      - 2.5 to 3 hours
      - Restrictions: None
1630: Game 05
Age of Darkness - 3500 pts
      - 3 hours
      - Restrictions: None
1930: Wrap-up
Awards, Highfives, Model Smashing, Clean up

These games will be set up to represent larger battles, players will be able to bring many of the options that were restricted the evening before.

Players are expected to play at a pace that does not slow down game play and prevent other competitors from enjoying their experience.

This event will consist of 2500-3500 point games using the Age of Darkness Army Construction.

◊ Players will utilize the Crusader Force Org
◊ Grudge matches will be accommodated
◊ Specific missions will be provided day of the event

Crusade Force Organisation Chart
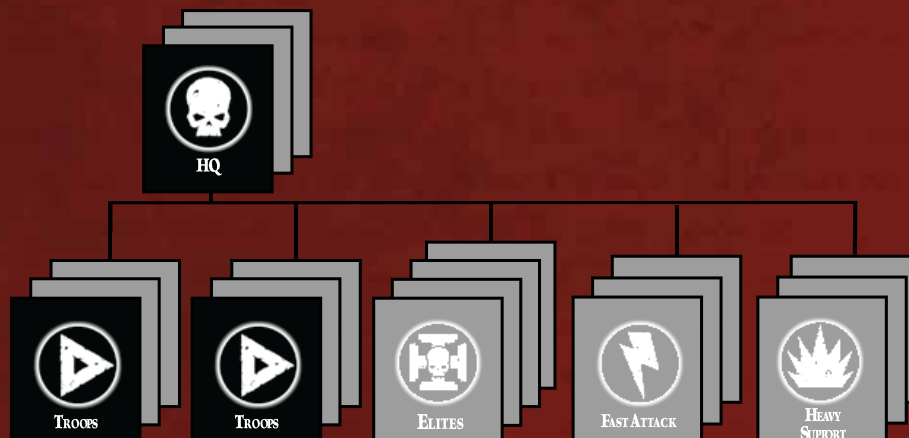
Scenica V - The Scenica Breakout
The Spoils of War

AWARDS

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.

Best Warlord / Special Character

This Award will be handed out for the best designed, unique, and painted model.

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 Moment

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.

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 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!