

*SCENICA V - THE
CLUSTER WAR
-EVENT PACK-
A Horus Heresy Event*



Scenica V - The Cluster War: A Horus Heresy Event



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 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 Obscurus. 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

Scenica V - The Cluster War: A Horus Heresy Event

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 available to marshal on one of the few moons still within their control. The Traitors would need to be hit fast and hard in order 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 re-armed 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.

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 2-0 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.

Scenica V - The Cluster War: A Horus Heresy Event

EVENTS

On the Offensive (Friday Morning)

The traitors move on from Scenica V, stretching their tendrils out to the other planets in the system, where the dug in loyalists try to break the oncoming wave. This event will consist of two 2,000 point games using Age of Darkness Army Construction. Traitors will represent attacking forces, with Loyalists representing defenders. Attackers may not take any fortifications. Other than this, there is no specific army build restrictions for attacker / defender, but please take this theme into account when building your armies.

The Mandeville Point (Friday Evening)

As the Traitors look to clear the system, the Loyalists attempt to defend the Mandeville point, the most secure place from which to enter the warp and move on from the system. The war in space sees naval warfare and boarding actions from both sides as each tries to take control of the gateway to Scenica. This event will consist of two 1,000 point games of Zone Mortalis, using the Combatant force organization chart for army construction.

Daemons of the Ruinstorm armies use 2 Warp Rift markers for these missions instead of the normal 3.

Scenica II (Saturday Morning)

The Traitors and Loyalists clash on the surface of Scenica II, where both sides have amassed considerable forces to prosecute war. For the Loyalists, this represents their best chance to put a dent in the fighting strength of the Traitor forces. For the Traitors, this could be the blow to finally rid the Scenica system of Loyalist forces for good. This event will consist of two 3,000 point games using Age of Darkness Army Construction.

Scenica V - The Cluster War: A Horus Heresy Event

Raiding Parties (Saturday Evening)

Throughout the Cluster War, both sides conducted small skirmishes and raids, trying to find the weaknesses in their opponents' plans and strategies, or attempting to disrupt the flow of resources or information. This event will consist of two games of 1,500 points using the Age of Darkness Force Organization, made up of smaller forces of mainly infantry and support. These raids will be represented by having the following restrictions:

No Praetors, Arch-Magos, Daemon Lords, or models with Master Of The Legion special rule may be taken - they are too busy planning the larger offensive! 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. 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.

Daemons of the Ruinstorm Behemoths are not available.

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 scouting / raiding missions in the Scenica Cluster, so please theme your armies appropriately. Infantry and support are the names of the game.

Scenica V - The Cluster War: A Horus Heresy Event

AWARDS

The following awards will be handed out for each 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 enjoyable to play against as voted on by the players.

Coollest Moments

At the end of each event, each player will be asked to write down the coolest moment that happened in one of their games. At the end of each event 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 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 into their events and we would be remiss to not acknowledge and thank them for their help.