

THE HORUS HERESY

Betrayal Gaming Weekend – U.S.

Richmond, Virginia
January 17th-19th, 2014
v0.7

A completely unofficial adaptation of the official GW supplement updated for the Heresy 30k U.S. national game month. No challenge is made to the rights or ownership by Games Workshop of the material below. Any additional or changed content in this document is completely unofficial and is in no way endorsed by Games Workshop Limited.

Introduction

Welcome, Legionary, to The Horus Heresy Book One: Betrayal weekend. This event is unlike any other, where you will enter into the devastating and ruinous opening conflict that caused the Imperium to be torn asunder. You will also witness the pivotal moment where the most proficient fighting force humanity has ever known – the Legiones Astartes – turns upon itself.

Whether you fight for the Emperor or the Warmaster know this: here legends will be born, heroes will die and the fate of the galaxy will be changed forever. Prepare for Betrayal.

Buying Your Ticket

Tickets to the event will be \$40.00 – 100% of this cost will go towards providing prize support for the event. There will be major prizes given to the winner of Best Painted Army (Magos Reductor), as well as to the top-scoring player from the Loyalist (Born Survivor) and Traitor sides (Marked by Dark Fates). There will also be minor prizes for a number of other winners, detailed below.

Arriving at the Event

The event organizer will be available at FTW Games - 13176 Midlothian Turnpike, Midlothian, VA 23113 (804-464-1873) between 2pm – 12am on the Friday for those who have arrived early, and also on Saturday morning at 9am before the event starts at 10:00am. Once you have settled in and registered we will give you a pack containing everything you will need for the weekend, including a record sheet to track your heroic deeds and uncounted sacrifices across the weekend.

The Betrayal

The Emperor and his Crusading Sons

The realms of man have been cast down and split since a time lost in the distant past known as the Age of Strife. Risen from the ashes, the Emperor conquered Terra through bloody wars and embarked on his Great Crusade to unite the forlorn human worlds and forge His Imperium of Mankind. At the helm of this campaign are his chosen sons known as the Primarchs; immensely powerful beings created by science and sorcery to do what no other human could – lead the armies that would conquer the galaxy in the

name of Mankind. Greatest of these was Horus; the favoured and most beloved son of the Emperor. After two grueling centuries of battle, the Emperor had informed his Primarch sons that he must return to Terra to carry out the next stage in his mysterious work.

Seeds of Sedition

Now proclaimed Warmaster of humanity's armies, Horus became disheartened with the way in which the Emperor had appeared to relinquish all responsibility of his new fledgling Imperium. Horus, influenced by some unknown outside power, believed that *he* should be the ruler of the Imperium. With new determination he put into motion plans to win over his brother Primarch and convince them to join him in his new righteous quest to overthrow the Emperor. Amongst the first to march under his banner were Mortarion of the Death Guard, Fulgrim of the Emperor's Children and Angron of the World Eaters. In secret they decided that they would establish who within their own Legions would be faithful to Horus, and which Legionaries would remain loyal to the Emperor.

Horus took the opportunity to act on the world of Isstvan III, a previously compliant world but now in the thrall of a seditious uprising. Horus and his fellow conspirators discerned who in their ranks were loyal to the Emperor, and by 'coincidence' these were formed into fighting units and given the honour of spearheading the assault to inevitably subjugate the rebel population. In addition, there were Honor Companies drawn from many of the other legions accompanying the Sons of Horus, as befitted the Warmaster's status. Those from certain Legions Horus knew he had not swayed to his cause were seconded to join the initial ground assault. Shortly after the ground assault took place Horus' ships made preparation to launch long range ordnance across the surface of Isstvan III, stabbing the loyalists in the back, catching them by surprise and in the open.

The Traitors Strike

"Crush them absolutely, melt the cities and boil the oceans. I want the planet glassed with a fire storm so violent that the Emperor will hear his loyal legionaries cry out in agony."

Captain Kritarth, Emperor's Children 6th Company, orbit over Isstvan III

However events did not unfold in the ways in which even the mighty Horus predicted. Aboard the orbiting space craft a lone Emperor's Children Legionary, known as Saul Tarvitz, learned of his masters treachery and commandeered a Thunderhawk to warn the loyalist forces of their imminent doom. Thanks to this timely warning, thousands of loyalists managed to get to safety inside the various bunker complexes dotted around Isstvan III as the Life-Eater shells unleashed their dreaded cargo killing those unfortunate enough to come into contact with the deadly virus. All that could be heard of those that could not reach cover in time were screams which drowned into gurgles as the merciless virus dissolved power armour together with the Legionnaire inside. The atmosphere of Isstvan III had now become a toxic mixture of biological flammable gases and would act as the kindling that would set the planet ablaze. From Horus' battlebarge *The Vengeful Spirit* the lance strike fell. The loyalists could only stare on; the silent flare soon became a thunderclap as a pillar of light penetrated the thick organic smog turning the surface of Isstvan III into a hellish conflagration from which nothing could survive.

Brother against Brother

"We are the Sons of Horus no longer! That name has no meaning to us now. We are the Luna Wolves, Soldiers of the

Emperor, and for him we will fight and if needs be, we will die gladly!"

Garviel Loken, Captain of the Luna Wolves, Isstvan III

As the survivors watched the fires recede, communications were attempted to contact the host above, mystified and furious about what had transpired. Horus intended to answer with carefully targeted barrages from orbit. Angron, Primarch of the World Eaters Legion, however, had other ideas and launched a full ground assault to finish off the loyalists blow by blow. Horus and his allies had no choice

but to hold fire and launch ground assaults of their own, determined to root out the tenacious loyalists. As Horus's forces made planetfall, the loyalists sprung from their hiding places to make the traitors pay for this the blackest of treacheries with their very own blood...

On one side are the Loyalists led by Garviel Loken the revered captain of the Luna Wolves, the other being the Traitors led by Sons Of Horus' First Captain Ezekyle Abaddon. Loken had been a close advisor to Horus, serving on countless battlefields across the galaxy. Now betrayed by his gene-father's disloyalty, he unites the Loyalists in their determined attempts to thwart the Warmaster's plans.

The Traitors led by First Captain Ezekyle Abaddon, are determined to root out and eradicate the Loyalists hiding in the ruins left by Horus' bombardments. He will at last have the opportunity to take out his murderous rage on those who would refuse to join Horus' march to victory.

The Weekend

"They are coming; the skies bleed drop-pods like wounds bleed crimson! They know they cannot destroy us from orbit. This is our time to strike, gather your companies, and prepare to engage these traitorous dogs. Spill their blood on the ground they have turned to ash. Let none of their number leave this planet without knowing they stand against the sons of the true Emperor!"

Captain Skrathar, World Eaters 3rd Company, Isstvan III

The weekend will consist of four scenarios focused around the events comprehensively covered by Forge World's *Horus Heresy Book One: Betrayal*. You and your army will fight on either the side of the steadfast Loyalists who follow the Emperor, or the Traitors fighting for Horus' vision of a new order. The aim of this weekend is to experience an historic event at the dawn of the Imperium, reliving those heroic moments of sacrifice and mad ambition. This is your chance to play your part in the Horus Heresy; to choose your side and carve out your own piece of history that had previously gone untold. We already know that the traitors go on to ravage the Imperium, but how much more destruction was averted due to the efforts of the remaining loyalists? Who knows, maybe the Imperium in the 41st millennium would lie in utter ruin if the loyalists had not slowed down Horus' machinations by fighting until their very last...?

Gaming over the weekend

Over the weekend, you'll get to play four exciting games of *Warhammer 40,000*, set solely during the Heresy. The Saturday will include three games set during the period after Angron and his World Eaters make planetfall, including a doubles game with a partner from your faction and will culminate on Sunday in an Apocalypse game with all of the attendees fighting for one last chance at dominance.

The Doubles Game

For the doubles game you can either choose a partner throughout the weekend or we can simply pair you with someone else who does not have a partner already. (See your Faction head for help with this – details later in the pack).

Fighting For A Faction:

During this weekend you will fight on the side of either the Loyalists or the Traitors. Choose your Faction carefully as thousands of Space Marine lives hang in the balance as demi-gods and war machines attempt to exterminate each other across the surface of Isstvan III. Remember: get here early so you can choose your place on the Faction of your choice.

The Loyalists:

You are lost; you have been cast into oblivion at the whims of those you once called Father. They have overthrown the Emperor's guidance and turned their back on his Imperium. You have seen countless brothers sacrificed upon the altar of battle to forge mankind's new empire. Are you really going to see it all trampled to dust, squandered for the ambitions of the once beloved but now turncoat Warmaster? Or are you going to show these traitorous dogs what it really means to be a Legionary? *For The Emperor!*

The Traitors

It has been decided. You will be the new rulers of mankind, standing as rightful heirs to the new Imperium where your Primarch fathers will reign supreme. It is they who have led this conquest, they who should be lauded by all for their ambition and tenacity. The time has come to start a new crusade against the egotistical and ignorant Emperor of Mankind, and replace him with the true power in this galaxy—Horus Lupercal. *For the Warmaster!*

Choosing a Faction

During the registration times (Friday 2-12:00pm and Sat 9-10:00 am) we will have servitor cogitator terminals (a table with a laptop!) in the Events Hall where a member of staff can help you decide which Faction you would like to join. When you register you will have the opportunity to join either Faction—just tell us which Faction you would like to fight for. We will do our very best to ensure those of you who want to join a specific Faction get their choice but please be aware that it will be a first come first served basis. It is easy to imagine the confusion and anarchy on the battlefield, especially Isstvan III where the orders are to essentially kill that guy who's wearing the same armour as you! Who knows, we may even see Angron clashing blades with Horus!

It is important to remember that you stay on this side for the remainder of the weekend.

Faction Heads

When you sign up for one of the two Factions, you will be introduced to your Faction Head. Before every game, you and the rest of the players in your Faction will go to a place of secrecy and hear the next chapter in the story of the conflict raging on Isstvan III, as well as find out what table your next game is on. Your Faction Head is also the person to go to with any questions about Doubles Games, how the Campaign works or any other queries.

Your Army

For this weekend you will need to bring four armies chosen from *The Horus Heresy Book One: Betrayal* or *Book Two: Massacre* book to a pre-determined points limit as detailed below. This event will offer you the opportunity to field different armies for each of the games; you do not need to feel that you must stick to one Legion. If you want to bring Death Guard for the larger games and use your budding Emperor's Children for the smaller, the choice is yours. For example you could play as Sons of Horus in the first round, then use your Word Eaters the next. This weekend is an awesome opportunity to use the unique and varied units from Forge World's Horus *The Heresy Book One: Betrayal* or *Book Two: Massacre*.

Points Values:

Day	Time	Game:	Army Size in points	Single or Doubles?
Saturday	11:00am	1: Boost The Signal	1,500	Single
Saturday	3:00pm	2: Firetide	2,000	Single
Saturday	7:00pm	3: Shatter Strike Doubles	2,500 per player	Doubles
Sunday	10am-5pm	4: Extermination/Apocalypse	3,000 per player	EVERYBODY!

Legal Army Lists

Space Marine Legion Crusade Army List from page 183 *The Horus Heresy Book One: Betrayal* including the Legion specific lists starting on page 243 i.e. the Sons of Horus p.244; World Eaters page 250; The Emperor's Children page 256 and The Death Guard page 262. Also allowed are the Legion specific lists and rules found in *The Horus Heresy Book Two: Massacre (Salamanders, Iron Hands, Night Lords and Word Bearers)*, as well as Mechanicum allies as per page 269 (see page 277 for specifics on how to integrate units into the Space Marine Legion Crusade army list).

Note that this means that Game 1 will be using the *Standard Force Organization Chart* as per page 109 of the Warhammer 40,000 rulebook, while Games 2 and 3 will be using the *Age of Darkness Force Organization Chart* as per page 184. Game 4 will be using the either the *Age of Darkness Force Organization Chart* as per page 184 or rules found in the Apocalypse rulebook, depending on location.

Please note that due to the unique nature of this event keeping to the aesthetic of the background surrounding *The Horus Heresy Book One: Betrayal* we will not be using other army lists and publication (including standard Codex books, Imperial Armour books, Warhammer 40,000 expansions and White Dwarf updates). The only exception is as written on page 184 as you may include a squadron of *Imperial Navy Flyers* from *Imperial Armour Aeronautica*.

To resin or not to resin:

While the events of *The Horus Heresy Book One: Betrayal* focus on four of the Legions there at the time there is nothing to say that you cannot use Legions outside the event. In fact we would love to see what you guys come up with. Also feel free to utilize the wonderful plastic range of Citadel Miniatures available to add that personal touch to your strike force. This means that you could in fact use a whole army made from the plastic range of Games Workshop miniatures.

Checklist:

- Your painted army and any other miniatures you wish to enter into the painting competitions.
- At least three copies of your army list for each of the four games (1500, 2000, 2500, and 3000), with your name clearly written on them.
- Your gaming materials – dice, templates, tape measures, etc.
- Your Warhammer 40,000 Rulebook and a copy of *The Horus Heresy Book One: Betrayal* and/or *Book Two: Massacre*
- Accommodation sorted in Midlothian/Richmond, VA if you need it.
- We recommend bringing some superglue for on-the-spot repairs.
- Apocalypse Templates (if needed).

- 3 Objective Markers

Also you might want to bear in mind that FTW Games will be open on the day so you can pick up supplies if you need to.

Your Army List

An army list is a record of a complete army, covering all of the unit entries, their wargear and their individual point costs. The army lists are an important part of the weekend. You need to hand in a copy of all four of your army lists (one for each of the four escalating point values) during registration to be checked by the Event Staff. You will also need to have one to hand for yourself and one for your opponent during your games for reference. This means that you will need to bring at least three copies of EACH of your four army lists (and it's a good idea to have a couple extras, just in case!).

Rules of Engagement

These guidelines have been created in order to ensure everyone has a great hobby experience at all of our events. The intention is that, whilst ensuring everyone can take full advantage of their creative urges, there is no confusion over what models represent and that the event is relaxed and enjoyable for all.

Miniatures:

All of your models must be fully assembled, and fully represent what is on your army list (including all equipment). All models should be "What you see is what you get" (WYSIWYG) which will ensure there is no confusion for your opponents about how your army is equipped.

Having a fully painted, based army will help make for the best looking games possible, and we encourage every player to strive to have every model in their army painted to the best of their abilities. Unpainted models will be allowed, but a minimum of half of every army must be painted. Armies that include unpainted models will not be eligible for the Best Army (Magos Reductor) Award and associated prize.

We know many people like to take the opportunity to convert models for thematic and creative reasons. We actively encourage this, but do ask that if you are going to do so, please check with the Events Team first. We may ask you to make allowances at the event in order to ensure there is no confusion for your opponents.

Proxies:

We do not allow any proxy miniatures at this event. If Games Workshop/Forge World produces a model for a unit entry, we expect you to use the correct model, for the sake of clarity to your opponent. (For conversions, please see the point above in the 'Miniatures' section).

A "proxy miniature" is a model that is standing in for something else and has not been changed in any way. Examples include using plastic Terminators as Mechanicum Thallax or plastic Dreadnoughts as Contemptor Dreadnoughts.

If you wish to personalize your units and/or convert/kit bash plastic and/or resin kits to create your own unique models that fit your vision of your army, please check with the events team first. We may ask you to make allowances at the event in order to ensure enjoyment of your opponents. Simply gluing a scope to a Space Marine won't make him a Legion Reconnaissance Marine, but adding a camo cloak and suitable commando gear would display clearly to your opponent what that Space Marine model is meant to be.

Conduct:

We do ask that you try and resolve any rules problems yourselves using your rulebooks. If you can't, or you need help, feel free to call over a member of staff. Remember the most important rule – everyone is here to have fun. If you have any questions regarding the Rules of Engagement, please feel free to contact us with any other queries (details at the end of this pack).

Schedule:

This is everything you need to know in order to attend this event. If you would like to know precise details on how the event will work, keep reading.

Schedule for the Richmond Heresy Event

Friday 17th

2:00pm – 11:30pm Early registration and open gaming

Saturday 18th

9:00am – 10:00	Registration
10:00 – 10:30	Welcome and Briefings
10:30 – 11:00	Faction Briefings
11:00 – 1:30	Game 1: Boost The Signal
1:30 – 2:30	Lunch
2:30 – 3:00	Faction Briefing
3:00 – 5:30	Game 2: Firetide
5:30 – 6:30	Break and Best Painted Army Judging
6:30 – 7:00	Faction Briefing
7:00 – 10:00	Game 3: Shatter Strike Doubles
10:00 – ...	Evening Meal at local bar (*optional but encouraged)

Sunday 19th

9:00am – 9:30	Award ceremony
9:30 – 10:00	Faction Briefing
10:00 – 1:30	Game 4: Apocalypse part 1
1:30 – 2:30	Lunch
2:30 – 5:00	Game 4: Apocalypse part 2
5:30 – 6:00	Faction Briefing
7:ish –	End to the conflict....for now.

Games

It is time, Legionary, to engage your foe, to strike them where they are weakest and sunder them where they are strongest. Over the course of the weekend, you will get to play four exciting games of *Warhammer 40,000*, set at the start of the Horus Heresy. During the Faction Briefing phase, before every game, you will be given a random table number on which your next battle will take place. You will be drawn up against a member of the opposing Faction, who is equally looking for glory and honour! During the games, you will play the following scenarios.

Note that the games presented in this update vary somewhat from the original pack used at the Warhammer World Betrayal Weekend.

Game 1: Boost The Signal (1,500 Points)

Confusion reigns as both sides are attempting to gain the upper hand over the other, so it is imperative to synchronise the forces under a central command structure. Dotted across Isstvan III are powerful vox transmitters which can help boost the signals of nearby combat units attempting to link up. Once this has been achieved coordination can begin allowing your side to bring its full force to bear.

The Battlefield

This mission will use the Dawn of War setup. A single Bastion will be placed in the centre of the board to represent the Transmitter Bastion, then setup any player-owned fortifications.

Deployment

Before deploying their forces, each player should first roll for their Warlord traits and psychic powers where needed. Roll off; the winner may choose to deploy first or second, deploying their entire force, except any held in reserve, into their deployment zone. Rules for deploying into fortifications, infiltrators, scouts and transport vehicles, etc are found on page 121 of the Warhammer 40,000 rulebook.

First Turn

The player who deploys first also has the first turn, unless their opponents can Seize the Initiative (see page 122 of the Warhammer 40,000 rulebook).

Game Length

This mission uses the rules for variable game length (see page 122 of the Warhammer 40,000 rulebook).

Victory Conditions

This mission uses special rules covering how to achieve the Primary Objective (see below). At the end of the game the player with the most Victory Points has won the game. If both players have the same number of Victory Points the game is a draw.

Primary Objective: 2Victory Points for each **Successful Transmission** (see below).

Secondary Objectives: Slay the Warlord, First Blood and Linebreaker (see page 122 of the Warhammer 40,000 rulebook).

Scenario Special Rules:

The aim of this mission is to send out signals to command and control assets in other parts of the battlespace in order to better coordinate in events to come. At the end of each player turn the *player* whose turn it is needs to establish their **Transmission Rating** by rolling 2D6 and adds the following modifiers:

+1 for each friendly Character or Independent Character **not from a HQ** choice in base-to-base contact with the Transmitter Bastion and not locked in Close Combat (up to a maximum of +2 per unit in contact with the bastion).

+2 for each friendly Character (but not an Independent Character) **from a HQ** choice in base-to-base contact with the Transmitter Bastion and not locked in Close Combat (up to a maximum of +2 per unit in base contact with the bastion).

+2 for each friendly Independent Character **from a HQ** choice in base-to-base contact with the Transmitter Bastion and not locked in Close Combat.

Example: The Loyalist player has two units with models in base contact with the bastion – One unit of tactical marines with a sergeant and an apothecary, and one unit consisting of a legion praetor and a command squad. The sergeant, the apothecary and all of the models in the command squad are in base contact, and so at the end of his turn he will gain +6 to his Transmission Rating (+1 each from both the sergeant and the apothecary in the tactical squad, the maximum of +2 from the command squad, and +2 from the Legion Praetor). Signal is strong and clear!

At the end of the *game turn* compare the scores from each player; whoever has the highest has managed to create a stronger signal and so has achieved a Successful Transmission. Each Successful Transmission scores 2 Victory Points. If scores are the same then the conflicting static has drowned out each other and no Victory Points are scored for either side. Note that the Transmitter Bastion is considered Impassable Terrain and cannot be destroyed.

Game 2 – Firetide (2,000 Points)

In the face of loyalist resistance the traitors began to bombard the ruined cities with inferno warheads. As this second tide of fire marched forward, the traitors advanced in its wake. Amongst the ruins of Isstvan III's great cities the loyalists watched the sky fill with smoke and flame, and determined to hold their positions no matter what came for them out of the inferno.

See page 153 of *The Horus Heresy Book One: Betrayal* for mission scenario rules, with the following change:

The Battlefield

This mission will use the setup chosen by dice roll on the table below (details on pages 150-151 of the Betrayal rulebook):

- 1: Dawn of War
- 2: Clash of the Line
- 3: Search and Destroy
- 4: Hammer and Anvil
- 5: Vanguard Strike
- 6: Dawn of War

Game 3 – Shatter Strike Doubles (2,500 Points per player)

Between traitor and loyalist there was no quarter given or asked, and once committed to battle neither desired anything by the utter destruction of their enemy. For both sides knew that it was not in the nature of their former brothers to surrender, and nothing is more dangerous than a wounded beast cornered. Thus was the greatest weapon ever forged by the hand of Mankind turned against itself and an unparalleled slaughter was unleashed. What had begun on Isstvan III would soon spread like wildfire across the galaxy.

See page 154 of *The Horus Heresy Book One: Betrayal* for mission scenario rules, with the following change:

The Battlefield

This mission will use the setup chosen by dice roll on the table below (details on pages 150-151 of the Betrayal rulebook):

- 1: Dawn of War
- 2: Clash of the Line
- 3: Search and Destroy
- 4: Hammer and Anvil

5: Vanguard Strike

6: Dawn of War

Game 4 – Apocalypse! (3000 Points per player)

Between traitor and loyalist there was no quarter given or asked, and once committed to battle neither desired anything by the utter destruction of their enemy. For both sides knew that it was not in the nature of their former brothers to surrender, and nothing is more dangerous than a wounded beast cornered. Thus was the greatest weapon ever forged by the hand of Mankind turned against itself and an unparalleled slaughter was unleashed. What had begun on Isstvan III would soon spread like wildfire across the galaxy.

See the Warhammer 40k Apocalypse Rulebook for details.

Doubles Games

Fighting alongside an ally in a Doubles Game is a lot of fun, and this weekend, there is an opportunity to do so. If you already have a player you would like to play side by side with then no problems, we can accommodate any pre-decided teams. However, if you do not have a partner then let your Faction Head know over lunch on Saturday and we shall team you up ready for the Doubles Game.

Scoring

Being a historic refight those of you who are familiar with the Horus Heresy will no doubt realize that the Traitor forces leave the scoured surface of Isstvan III then move on to invade the Imperium proper. The aim of this event is not to change history but rather explore and experience the pure mayhem and carnage that was dealt at to each side during the conflict. To reflect such apocalyptic destruction your Factions Victory Points will directly represent how many thousands of enemy Astartes your side have left dead in the ruins of Isstvan III At the end of your games, simply note down how many Victory Points you have scored on your score sheet, whether you won or lost. That number will be added to the total Victory Points scored by the other players in you Faction to create a **Total Faction Score**. At the end of the weekend, the Faction who have scored the greatest number of Victory Points will be declared **Righteous Heirs** and glory shall truly be theirs.

Doubles Game Scoring

In the Doubles Games, the opportunity to score big Victory Points is on offer. Each player needs to write on their record sheets, the total number of Victory Points as scored by the two of them combined. This essentially means, the Victory Points your team scores are doubled.

Doubles Scoring Example

Adam and John team up in a Doubles pair and play their game. During the game, the two of them combined score a mighty 12 Victory Points. Adam records 12 Victory Points on his score card and so does John, meaning that their Faction receives 24 Victory Points. Huzzah!

Favourite Game Vote

You will notice on your record sheet, there is column entitled "Favourite Game Vote". This represents your opportunity to recognize the opponent whom you most enjoyed playing against, for whatever reason you see fit. Perhaps they had a beautifully painted army, or maybe the game you had was the closest game you have had in a while. Perhaps the person you played against was just a thoroughly sporting opponent and went out of their way to ensure you had a good time.

We deem it very important to play in the right spirit of the game, and as such, there will be sizable Campaign rewards for the players who receive such votes, which will be revealed on the day. Also, the player who receives the most Favourite Game votes will receive either **The Emperor's Will Made Manifest** or the **Warmaster's Chosen Son** prize at the Award Ceremony.

Note: if you wish to vote your Doubles Game as being your Favourite Game, then simply note down the player details of both players you played against on the record slip.

To the Bitter End

Barn says: Remember, this is a war of attrition, where every dead enemy Legionary matters. We record your Victory Points whether you win or lose your games, so even if it looks hopeless and all is lost, capture that last objective, kill the enemy Warlord or get those Linebreaker points- it will all help decide which side created the most carnage and bloodshed.

Food

Over the weekend, we realize every aspiring Astartes needs sustenance to face battle. There are a number of fine eating establishments within minutes of FTW Games, and there will be scheduled breaks for players to pick up or eat out.

The Award Ceremony

Once the dust has settled on Saturday, but before Sunday's final Apocalypse, the event organizers will take a short time to recognize the heroes and villains of the weekend with these awards, which will be given out on Sunday morning, prior to the big game:

Righteous Heirs - to every member of the Faction who collectively scored the most amount of Victory Points.

Survivor Of Isstvan III - awarded by the Loyalist Faction Head to the player on their side deemed to have performed the most heroic feats.

True Lord Of War - awarded by the Traitor Faction Head to the player on their side deemed to have performed the most heroic feats.

Marked by Dark Fates - to the player(s) who scored the most Victory Points from the Traitor Faction.

Born Survivor - to the player(s) who scored the most Victory Points from the Loyalist Faction.

Magos Reductor - to the player who receives the most number of votes in the Best Army competition.

Emperor's Will Made Manifest - To the player/ players on the Loyalist side who receive the most Favourite Game votes.

Warmaster's Chosen Son - To the player/ players on the Traitors side who receive the most Favourite Game votes.

Awards and how to win them

Best Army - Magos Reductor

If you wish to be considered for the Best Army Award, we ask you to leave one of the armies you are using this weekend out on the table you last played on during the afternoon break on Saturday. Everyone will then have a close look at the models on display and nominate their choice for the Best Army Award using the painting competition slips on your record sheets. The player who receives the most votes will win the **Magos Reductor** at the Award Ceremony.. The criteria to use when deciding your nominations are:

Quality of Painting – is there a high technical quality of painting across the army?

Appearance as a whole – does the army look great as a whole on the table? Do the models complement each other?

Originality – are there conversions, or a something we haven't seen before? Is your army unique?

Theme – is your army obviously themed towards the Heresy?

Centerpiece- is there a great centerpiece model for the army?

Army extras – have you got cool objective markers etc ?

(Please note – we will ask you if have painted everything yourself. Please be honest here – if you didn't paint the army, let us know. If you didn't paint the army yourself, we can't put you forward for the Best Army award, as it would be unfair on those that have).

True Lord of War / Survivor Of Istvan III

This award will be given to the players from each Faction who report to their Faction Leader the most noble, heroic, selfless acts! To be considered, simply approach your Faction Leader with your tale of heroism, and he will note it down. It will be verified by asking the opponent you played. At the end of the weekend, each Faction Leader will nominate the tale of heroism he believes to be most deserving and award the prize to that player.

A quick note on heroism... We want stories of hugely-defied odds, the underdog winning or insurmountable glory like this:

“Veteran Sergeant Lorenzo of the World Eaters 5th just charged a Contemptor Dreadnought on his own and destroyed it with his Power Fist!”

or

“The last member of my Deathguard unit aimed his Heavy Bolter at the rapidly approaching Primarch and put him down for good!”

And not-

“Angron charged some marines and killed them!”

“My Achilles Land Raider lasted the whole game without being destroyed!”

You get the idea...So tell us all- we want to hear the best stories!

Contact Us

If you have any questions, or need further information, please do not hesitate to contact us:

Richmond, VA Event Organizer: Chris Bowers
Email: chris71bowers@gmail.com

Credits

Author: Barnaby Newton.

Editing and additional material: Nick Bayton, Adam Snook, John Bracken, Zak Gucklhorn, Lise Ward, Ead Brown, Eddie Eccles, Rob White, Roger Yates.

Pack layout and design: Jim Shardlow.

Horus Heresy Background material and imagery: Alan Bligh, Paul Rudge, Alan Merrett.

Additional thanks: All at Forge World and Black Library for their help and support.