

KuoFi ry esittää:

THE HORUS HERESY

-turnaus, Ropecon 2016

pe 29. - la 30.7.2016

Tänä vuonna Ropeconissa rytisee.

Horus Heresy -teeman pelit jatkavat pelajien innostamista kiinnostuneiden määrän lisääntyessä.

Kyseessä on siis Warhammer 40.000 -pelin lisäosa, jossa taistelua käydään Imperiumin ollessa sisällissodassa vuonna 30.000. Tekniikka oli kehittynempää ja pyssyt isompia, eikä Space Marinen henki ollut minkään arvoinen.

Info

THE HORUS HERESY -lisäosan pelaaminen sijoittuu tänä vuonna perjantaille ja lauantaille. Pelit pelataan 1500 pisteen armeijoilla, jotka on tehty käyttäen normaalian Age of Darkness FOC:ia tai säännöistä löytyviä additional FOC:ja: Onslaught FOC tai Castellan FOC. Huomaathan, että käyttäessäsi näitä poikkeavia FOC:eja, et voi yhdistää niitä Rite of Wareihin. Armeijoina on sallittu kaikki Forge Worldin Horus Heresy I-VI -kirjoissa sekä pienemmissä kokoelmakirjoissa julkaisemat armeijat. Muistakaa Forge Worldin julkaisemat FAQ:t!



Aikataulut

Pe 29.7.

Messukeskuksen ovet aukeavat: klo 15

Kierros 1: klo 16-19

Kierros 2: klo 19-22

Haastelepelejä: klo 22 ->

La 30.7.

Kierros 3: klo 8-11

Kierros 4: klo 11-14

Palkintojenjako: klo 14

Aikataulut ovat suuntaa antavia ja tarvittaessa säädetään paikan päällä. Aikataulut voivat myös vielä muuttua, mikäli Ropeconin puolelta tälle on tarvetta. Perjantaina on toisen kierroksen jälkeen mahdollisuus pelata pelejä haluamiansa vastustajia vastaan aamuun asti tai vaihtoehtoisesti ottaa isompi megabattle.

Ilmoittautuminen

Ilmoittautuminen tapahtuu Sotavasara.net-portaalissa, Turnaukset ja pelikaverit -osiossa. Turnaukseen osallistuminen on ilmaista, mutta suotavaa. Tarvitset kuitenkin Ropeconin sisäänpääsyyn oikeuttavan rannekkeen kummallekin päivälle.

Mukaan tarvitet

- Reipasta ja 30k-henkistä mieltä
- Hienosti maalatun ja konvertoidun 30k-teemaisen armeijan 1500 pisteen edestä jonkin Horus Heresy armeijalistan mukaisesti
- Armeijalista nätisti muotoiltuna kahtena kappaleena, paperiversiona
- Nopat, mitat ja templaatit
- Mieluusti oman armeijasi säännöt, joskin paikalta löytyy kaikki julkaistut Horus Heresy -kirjat, joissa on sääntöjä modelleille

Skenaariot

Turnauksessa pelataan neljä kierrosta 1 vs 1 -pelejä 6' x 4' kokoisilla pelipöydillä ja erityisen hienoilla maastoilla. Aiemmista tapahtumista poiketen armeijasi lojaaliteeteillä ei ole tässä turnauksessa väliä. Kaikki voivat päästä pelaamaan ketä tahansa vastaan. Olkoon matsi siis joko harjoistutaistelu samanmielisten kesken tai totisen totta verissäpäin taistelua.

Skenaariot:

1. Shatter strike, Clash of the line -deploymentillä
2. Dominion, objektiivimarkkereilla ja Search and destroy -deploymentillä
3. Tide of carnage, Hammer and anvil -deploymentillä
4. War of lies, Dawn of war -deploymentillä

Peleistä merkataan ainoastaan voitto/tasapeli/häviö, sekä vastustajan mukavuuspisteet.



Palkinnot

Koska Horus Heresy -pelaajakunta haluaa painottaa pelin kerronnallisuutta ja epäkilpailullisuutta, seuraavia palkintoja jaetaan allaolevissa kategorioissa:

- Lahjakortti - Parhaiten maalattu ja konvertoitu armeija (äänestys osallistujien kesken)
- Sicaran Battle Tank - Mukavin pelaaja (vastapelaajien antamat pisteet neljältä kierrokselta)
- Betrayal at Calth - Pelaaja, joka koko porukasta eniten ansaitsisi huomiosoituksen (äänestys osallistujien kesken)
- Legion Medusa - Sattumanvarainen osallistuja (arvotaan)

Muuta

Tämä sääntöpaketti on alustava ja sitä täydennetään ja muokataan tarvittaessa. Mielenpitoja saa ja kannattaa antaa ja kaikki ehdotukset pohditaan läpi.

DEPLOYMENT MAPS

1. Clash of the Line

Clash of the Line has two opposing arrowhead-shaped deployment zones. When deploying in either of these zones, no unit can be deployed within 12" of the centre of the table during standard deployment.

The player's own table edge is the narrow edge which forms the rear of their 'arrowhead'.

2. Dawn of War

If players are using the Dawn of War deployment map, the board is divided into two equal halves across its length.

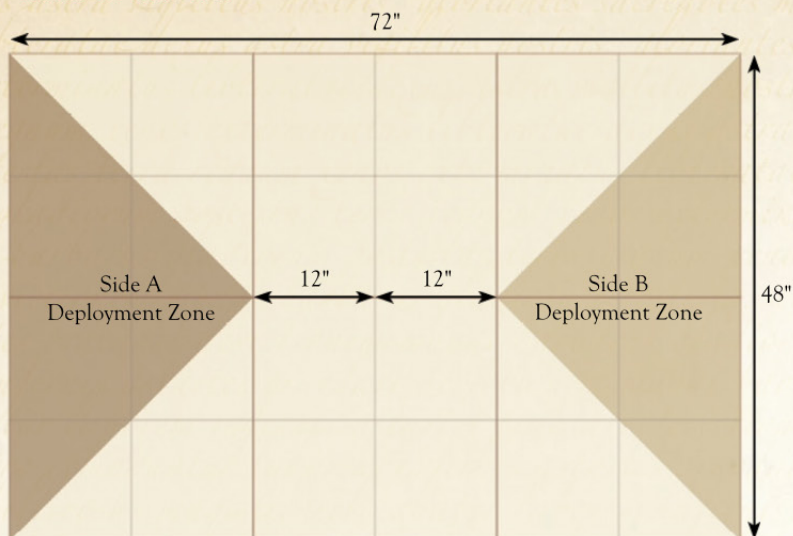
For Dawn of War battles, a player's table edge is the long table edge touching their own deployment zone.

3. Search and Destroy

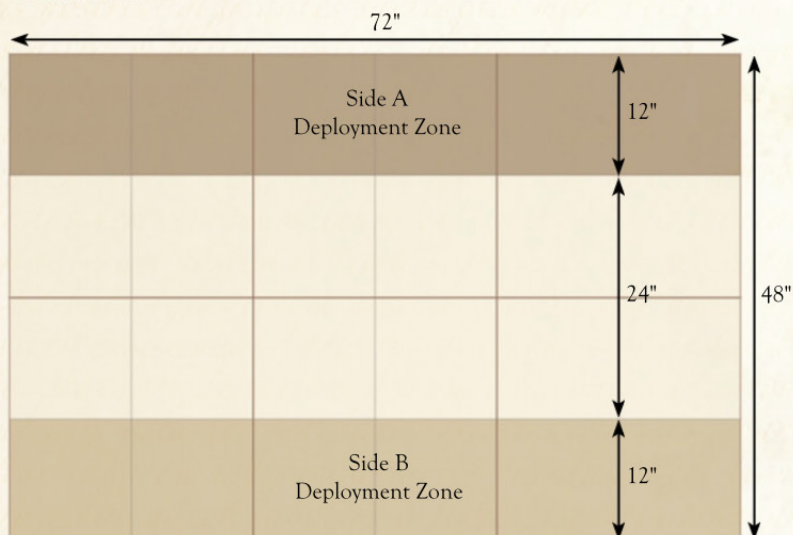
The Search and Destroy deployment map divides the table into four equal quarters. Each quarter constitutes a deployment zone. Units may not be deployed into the circular 18" diameter area at the centre of the table.

A player's table edges are any which form part of their deployment area.

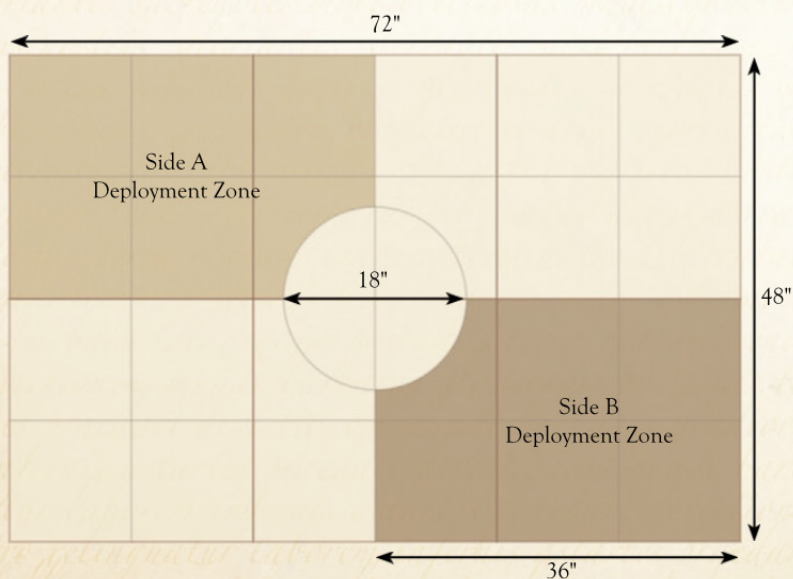
CLASH OF THE LINE



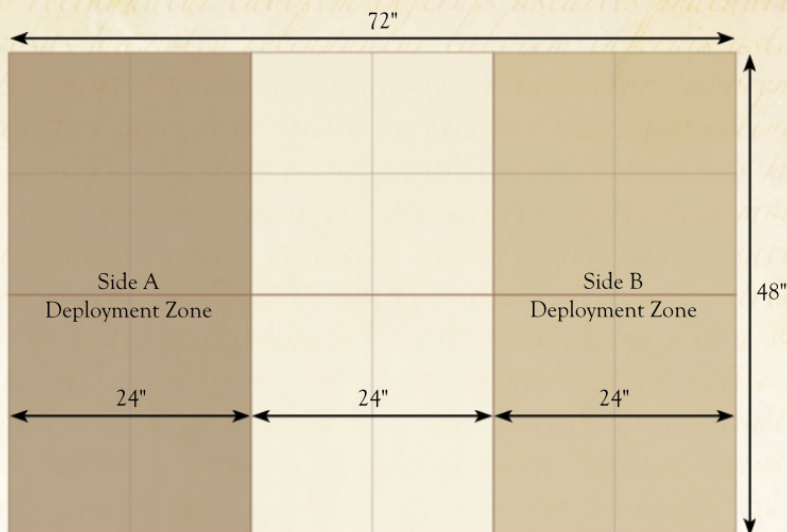
DAWN OF WAR



SEARCH AND DESTROY



HAMMER AND ANVIL



4. Hammer and Anvil

If players are using the Hammer and Anvil deployment map, the table is divided into two equal halves across its width.

For Hammer and Anvil battles, a player's table edge is the short table edge touching their own deployment zone.

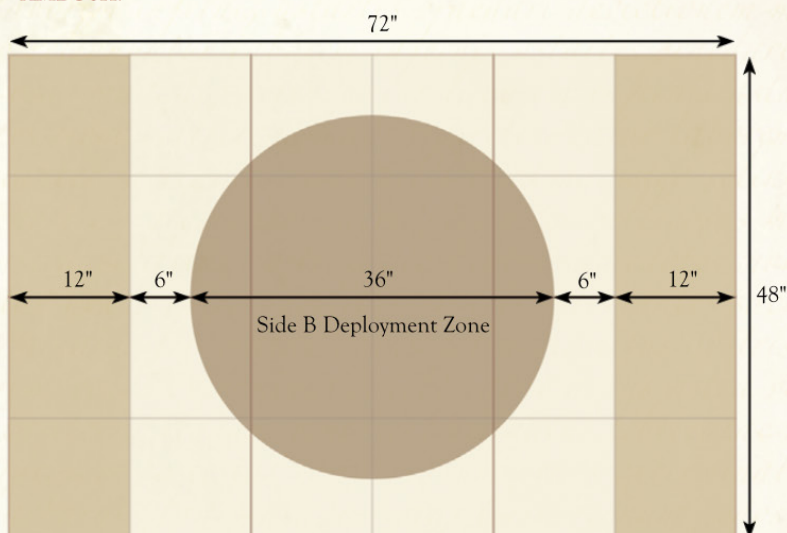
5. Ambush!

The Ambush! deployment map divides the table into three areas: a central defender's area (representing the force being ambushed) and two deployment areas on the narrow table edges which are both available to the opposing player, representing the 'attacking' forces that have set up the ambush.

The player winning the roll-off may opt to take the part of the Attacker or the Defender, and their opponent then takes the opposing deployment type.

The narrow table edges are the Attacking player's, while the long table edges are the Defending player's (with any of the Defender's Reserves entering by the long edges, representing reinforcements rushing to relieve the ambushed force).

AMBUSH!

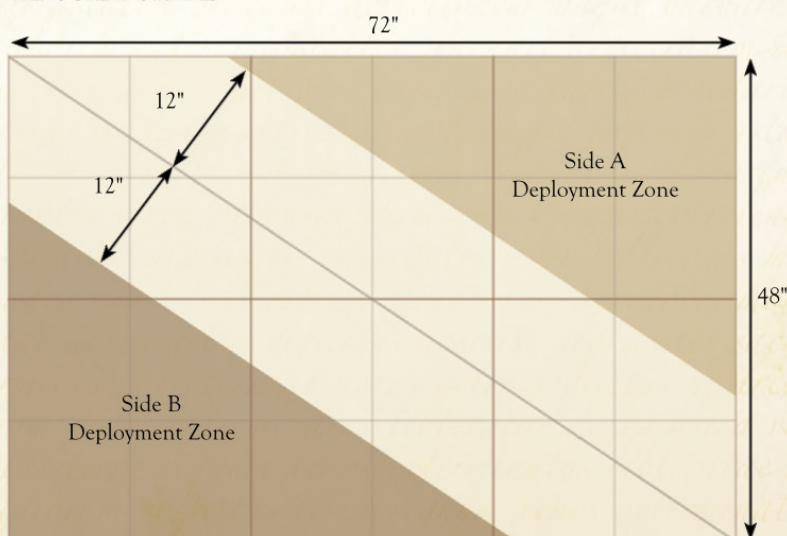


6. Vanguard Strike

If using the Vanguard Strike deployment map, the board is divided into two equal halves across its diagonal. The players then agree which diagonal deployment zone each will play or can instead randomise to decide.

For Vanguard Strike battles, a player's table edge is the long table edge that touches their own deployment zone.

VANGUARD STRIKE



MISSION 3 – SHATTER STRIKE

"It is not enough to take from an enemy their life—rather take from them also their places of safety, their allies, their homes and their loved ones. Crush all those in their care, lay their chattels to waste and then drive them alone and naked into the darkness. Take everything they have and burn it for the mere pleasure of seeing the ash crackle between your fingers, and call it nothing more than a beginning."

Jaghatai Khan

THE ARMIES

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

SETTING UP THE GAME

- Determine the deployment map.
- Set up terrain for the battlefield.
- Determine Warlord Traits and Psychic Powers.

DEPLOYMENT

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- The player who deploys second then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the *Warhammer 40,000* rulebook.

FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

VICTORY CONDITIONS

The victory conditions of this mission are tied to taking ground from the enemy. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives

Shatter Strike: At the end of the game, each player scores 2 Victory points for every scoring unit in their opponent's deployment zone, and 1 Victory point for every denial unit in their opponent's deployment zone.

Secondary Objectives

Slay the Warlord: If a side destroyed the enemy Warlord, they gain an extra Victory point.

Attrition: The army which has destroyed the highest number of enemy units at the end of the game gains an additional Victory point.

MISSION SPECIAL RULES

- Reserves (See the *Warhammer 40,000* rulebook)
- Night Fighting (See the *Warhammer 40,000* rulebook)
- The Price of Failure (If Lords of War units are used)



MISSION 4 - DOMINION

"And where my hand shall strike, the foes of Mankind shall be laid waste; so shall I be the hammer of the Emperor, and I shall never tire."
Atrbt. Ferrus Manus before the Battle of Ke'ar Madoc

THE ARMIES

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

SETTING UP THE GAME

- Determine the deployment map.
- Set up terrain for the battlefield.
- Determine Warlord Traits and Psychic Powers.
- Place mission objectives in accordance with the Mission Special Rules section.

DEPLOYMENT

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- The player who is deploying second then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the *Warhammer 40,000* rulebook.

FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

After five turns, roll a D6. On the roll of a 4+, a sixth and final turn is played.

VICTORY CONDITIONS

The victory conditions of this mission are achieved by first taking objectives in the heart of the war zone and then retaining control of them through the course of the battle. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives

Dominion Objectives: At the start of each player's turn, they gain 1 Victory point for each tactical objective they control. These Victory points are kept even if that objective is lost later in the game, and contribute to the player's Victory points total at the end of the game.

Secondary Objectives

Slay the Warlord*: If a side destroyed the enemy Warlord, they gain D3 extra Victory points.

Attrition*: The army which has destroyed the highest number of enemy units at the end of the game gains D3 additional Victory points.

**Note that the rewards for these secondary objectives are higher than normal.*

MISSION SPECIAL RULES

- Reserves (see the *Warhammer 40,000* rulebook)
- Night Fighting (see the *Warhammer 40,000* rulebook)
- The Price of Failure (if Lords of War units are used)
- Dominion Objectives

Dominion Objectives

This mission uses five objective markers. During the game's set up, but before deployment has been determined, the players take turns in placing one objective each in the area of the table outside of the players' deployment zones until all of the objectives have been placed. These markers may not be placed within 6" of each other or a table edge.

Alternative – Objective Terrain

Rather than use objective markers, if both sides agree, individual pieces of terrain may instead be specified as the mission's objectives. It is suggested in this case that three pieces of objective terrain be used, which must be fully located outside of either player's deployment zones and suitably marked to identify them. Each should be distinct and easily identifiable, and have a suggested total size of no less than 6" on each side and no more than 12" on each side, and be substantial enough to provide cover to infantry models inside them. Suitable types of terrain include ruins, large shell craters, redoubts, derelict buildings, vehicle wrecks, etc.

In order to claim or deny a piece of objective terrain, a valid unit must have at least one model within 6" of the centre of the terrain's ground level. A unit may never claim or deny more than a single piece of objective terrain at once.

MISSION 5 - TIDE OF CARNAGE

"All I wish to hear from your imperfect world is the silence of its dead."

Lord Commander Lothreal Sabine of the Emperor's Children,
Communiqué to the Judicator of Nalislarr

THE ARMIES

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

SETTING UP THE GAME

- Determine the deployment map.
- Set up terrain for the battlefield.
- Determine Warlord Traits and Psychic Powers.

DEPLOYMENT

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- The player who is deploying second then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the *Warhammer 40,000* rulebook.

FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

This mission lasts for five turns.

VICTORY CONDITIONS

The victory conditions of this mission are achieved by forcing the enemy back from the battlefield. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives

Tide of Carnage: Each sector of the battlefield is worth a certain amount of Victory points for the side who controls it. In order to claim a sector, a side must have one or more scoring units in the sector and the enemy must have no scoring units left in that sector.

The sectors of the battlefield are defined as follows:

- Player's own deployment zone: 3 Victory points
- No Man's Land (the area of the battlefield which is not covered by either deployment zone): 5 Victory points
- Opposing player's deployment zone: 7 Victory points

Secondary Objectives

Slay the Warlord: If a side destroyed the enemy Warlord, they gain an extra Victory point.

Last Man Standing: The side with the greatest number of surviving units at the end of the game gains an extra Victory point.

MISSION SPECIAL RULES

- Reserves (See the *Warhammer 40,000* rulebook)
- Night Fighting (See the *Warhammer 40,000* rulebook)
- Heavy Armour

Heavy Armour: In addition to the usual scoring units, all vehicles with the Tank type, as well as Super-heavy ground vehicles and Super-heavy walkers, are also classed as scoring units in this mission.

MISSION 6 – WAR OF LIES

"In any battle, great or small, the most insignificant of terrain and the most worthless of ground can for minutes, or perhaps hours, become so valuable that the blood of heroes and the wealth of an army's supply does not outweigh it. The true general knows when such a price is worth spending, and when the butcher's bill is sheer folly to pay."

Roboute Guilliman, ext. 'On War'

THE ARMIES

Choose the armies using the Battles in the Age of Darkness rules and Force Organisation charts.

SETTING UP THE GAME

- Determine the deployment map.
- Set up terrain for the battlefield.
- Determine Warlord Traits and Psychic Powers.
- A single objective marker is placed as close to the centre of the battlefield as possible. Each player then takes turn placing two objective markers each elsewhere on the battlefield, no closer than 12" from another objective marker, and no closer than 6" from any table edge.

DEPLOYMENT

- Roll off. The winner may choose to deploy first or second.
- The player who deploys first selects their deployment zone and then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- The player who is deploying second then deploys their entire force, including any fortifications they possess, except for any units held in Reserve, into their deployment zone.
- Rules for deploying into fortifications, Infiltrators, Scouts and Transport vehicles, etc, are as found in the *Warhammer 40,000* rulebook.

FIRST TURN

The player who deployed first also has the first turn, unless their opponent can Seize the Initiative (see the *Warhammer 40,000* rulebook).

GAME LENGTH

This mission lasts for six turns.

VICTORY CONDITIONS

The victory conditions of this mission reflect the anarchy and uncertainty of civil war, where goals desperately fought over and bled for may ultimately prove worthless. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

Primary Objectives

Death Toll: At the end of the game, each side gains 1 Victory point for each unit they have destroyed or that is Falling Back at the end of the game.

War of Lies: At the end of the game, roll a D6 on the following table to determine the worth—if any—of each objective controlled by the player at the end of game. Roll once for each objective.

D6	Result
1	No Victory points
2-3	1 Victory point
4	2 Victory points
5	3 Victory points
6	Minus D3 Victory points

Secondary Objectives

Slay the Warlord: If a side destroyed the enemy Warlord, they gain an extra Victory point.

MISSION SPECIAL RULES

- Reserves (See the *Warhammer 40,000* rulebook)