

THE CARNAGE OF MOROX:

Ravaging of Laeponia V

WARHAMMER: THE HORUS HERESY
ROVANIEMI, 20.-21.5.2023

A conflict forgotten in the bloody history of the Horus Heresy, the Carnage of Morox was one of the largest confrontations between Loyalist and Traitor-aligned Imperial Army forces.

It was from Laeponia V where the flames of the Heresy spread to Morox in 008.M31. The system was already in a state of war as the planetary governor of the capital world, Morox Excellus, had some two decades earlier declared that the system, including its forge world and an Imperial naval base, was seceding from the Imperium. The Imperium's blunt response to the declaration had finally arrived to Morox in 001.M31. An armada consisting of Legiones Astartes forces from a number of legions and Imperial Army divisions numbering in tens of millions of unaugmented human soldiers had over the past years fought a brutal conflict that had now reached its foregone conclusion. The rebel forces had eventually been crushed and the system, including its crown jewel, the forge world of Mond Nickel, was again mostly under Imperial control.

Laeponia V was the largest of the five moons orbiting the gas giant Morox Septima and home to ten billion citizens in three ancient hive cities. It was also the location of the astropathic relay station in the Morox system and thus had a strong presence of Imperial forces. In Morox, Laeponia was the only location to pick up the astropathic message from the distant Traitor fleet demanding Morox accept Horus' dark compliance and abandon the lies of the Emperor. The situation in Laeponia deteriorated rapidly after this and in mere days firefights were breaking out between the Imperial forces. Within a month the conflict had escalated to total war with the Imperial troops slaughtering each other with every possible weapon at their disposal. Forces which had previously been brothers in arms were now fighting a bitter war of survival both on the frozen tundra and in the spiraling hives. The infrastructure of Laeponia V burned to ash as both the Loyalist and Traitor armies used scorched earth tactics to deny the enemy access to critical resources.



EVENT INFORMATION

WHAT: Games of Warhammer: The Horus Heresy organized by Rovaniemen Figupelaajat ry

WHEN: 20.-21.5.2023

WHERE: Rovaniemi, Monitoritalo Monde (Pohjolankatu 6)

EVENT FORMAT

This event is a weekend of games of Horus Heresy, following a narrative campaign where the wins and losses of the players affect how the story of the campaign plays out.

The weekend is about playing fun games, getting thematic armies on the table and showcasing the hobby. The outcome of games only contributes to the success of the Traitor and Loyalist factions as a whole in the campaign and no scores are kept for the individual players.

Missions played during the weekend are scenarios representing the events of the narrative campaign.

FACTIONS

Players sign up their army for playing for either the Traitor or the Loyalist faction.

ARMY LIST SELECTION

Each player brings a 2500 point army for Horus Heresy 2nd edition.

The forces are to be selected according to the following rules:

- A player's force must consist of one *Crusade Force Organization Chart Primary Detachment*, an optional *Allied Detachment* and an optional *Lords of War Detachment*

- Primarchs are not available
- Dreadnoughts are limited to two models per player
- Units from the *Legacies of the Age of Darkness* and *Exemplary Battles* documents may be used

The forces must contain only fully painted and based models, at minimum adhering to the *Battle Ready* requirement. The models should fit the theme of conflicts fought during the Horus Heresy, so while the models don't need to all be official Forge World or Citadel models, they should mostly be appropriate for the 30k era. A prize is awarded for the most thematic army.

SCHEDULE

The games are played over two days, of which the first day consists of three games and the second day of a single massive clash of the factions where the players are assigned to teams. Players can sign up to participate on both days or only on either of them. Different army lists or an army from a different faction can be used for the Sunday game.

Saturday 20.5.2023

9.30 - 12.30	Game 1
12.30 - 13.30	Lunch break
13.30 - 16.30	Game 2
16.30 - 16.45	Most thematic army vote
16.45 - 19.45	Game 3

Sunday 21.5.2023

9.30-20.30	Team battle
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MISSIONS

CAMPAIGN FORMAT

Games on Saturday consists of a tree campaign where the outcome of the previous game selects the next mission being played and which faction will be the Attacker or the Defender in that game.

The outcome of the games is based on the performance of the faction as a whole. So e.g., if the Traitor side won more games than the Loyalists in the previous round, then the outcome of the round is victory for the Traitor faction. The number of enemy warlords killed will act as a tiebreaker when necessary.

GAME I

Mission being played is **Mission I: Landing at Spire Zero**.

GAME II

Mission being played is **Mission II: The long road to Gamma-7**. The faction that won the previous round will be the attacker and the losing faction will be the Defender.

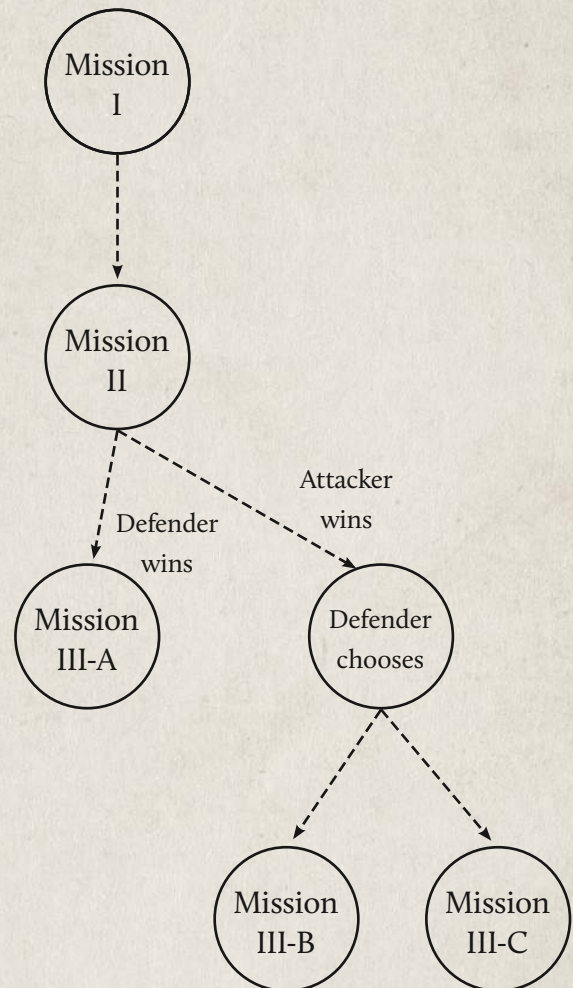
GAME III

If the faction that won round I lost in round II, the mission being played is **Mission III-A: Counter attack at Hive Insulam**.

If the same faction won both rounds I and II, in the third round each player of the losing faction must select the mission to be either **Mission III-B: Retreat to Oculus Lux Starport** or **Mission III-C: Last stand on Mons Lichenax**. The losing faction is the Defender and the winning faction the Attacker.

TEAM BATTLE

On Sunday, the factions clash in a massive team battle. The mission being played is **Mission IV: The battle of Hive Bellumius**.



MISSION I: LANDING AT SPIRE ZERO

The first major clash of the Traitor and Loayalist forces occured on the frozen plains southwest of Hive Bellumius, around the starport of Spire Zero. As this was the main starport on the northern continent, which ever side could claim Spire Zero would get a crucial foothold for launching attacks on the hive cities themselves.

DEPLOYMENT

The players roll off and the winner may choose to deploy first or second. The player who deploys first chooses their Deployment Zone and deploys their army. The other player then deploys to the diagonally opposite Deployment Zone.

FIRST TURN

The player who deploys first also has the first turn, unless their opponent can Seize the Initiative.

GAME LENGTH

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

VICTORY CONDITIONS

Both forces are seeking to clear the area of the enemy, securing ground as they advance.

Primary objectives

The player that can claim the most table quarters at the end of the game wins.

To claim a table quarter, a player must have wholly

in a quarter a unit with the *Line* subtype. If neither player has such a unit in a table quarter, or both have at least one, the quarter is claimed by the player who has more units wholly in that table quarter.

Secondary objectives

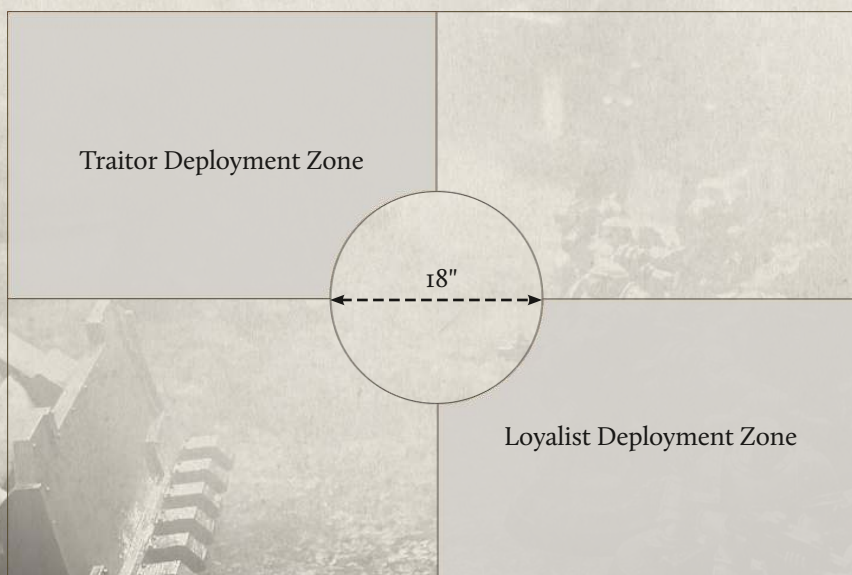
If at the end of the game both players claim the same number of table quarters, the winner is decided by Victory Points from the following secondaries: *Attrition*, *Slay the Warlord*.

MISSION SPECIAL RULES

Reserves, *Night Fighting*.

DEPLOYMENT MAP

A players battlefield edges are any that form part of their Deployment Zone.



MISSION II: THE LONG ROAD TO GAMMA-7

After a bitter clash on the plains around Spire Zero, the defeated army was forced to retreat and call for reinforcements and supplies. As the reinforcement convoy was moving through the ruined landscape, it was ambushed on the road to Gamma-7.

DEPLOYMENT

The Defender deploys their army first. The Defender's Warlord must be deployed on the table (or be in a transport that is deployed on the table) and can't be placed in reserves. Additionally, the Warlord may not benefit from the *Scout* or *Infiltrate* special rules.

If the Defender has models that are larger than the 6" wide Deployment Zone, these can be deployed but they must be placed so that as much of the model as possible is inside the Deployment Zone.

After the Defender, the Attacker then deploys their army and may split their forces freely between the two attacker Deployment Zones.

FIRST TURN

The Attacker has the first turn, unless the Defender can Seize the Initiative.

GAME LENGTH

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

VICTORY CONDITIONS

The attacking forces are attempting to perform a crippling strike to an enemy convoy. The winner of the game is determined by scored Victory points.

Primary objectives

For Destroying the enemy Warlord, the Attacker gains 3 Victory points. If the Defender Warlord is not destroyed by the end of the game, the Defender gains 3 Victory points.

Secondary objectives

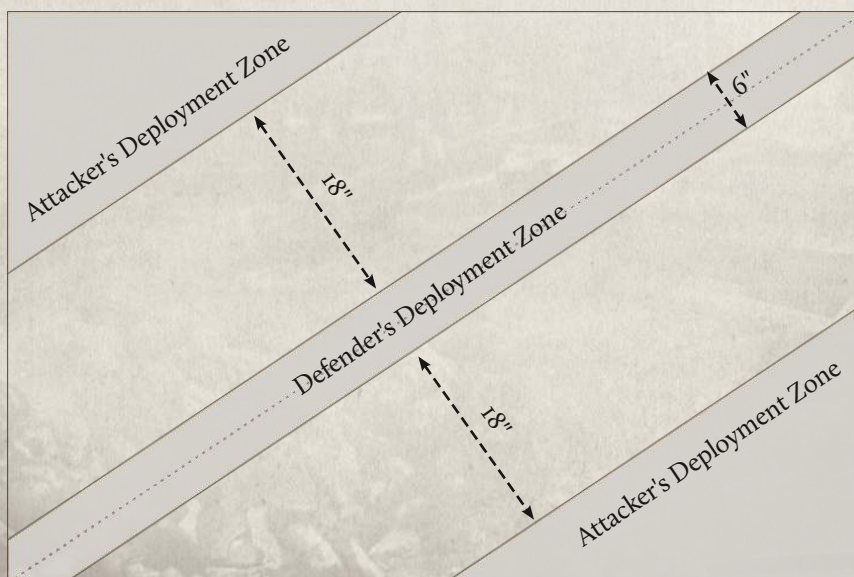
First Blood, Attrition, Last Man Standing.

MISSION SPECIAL RULES

Reserves, Night Fighting.

DEPLOYMENT MAP

The short board edges are the Defender's board edge while the long board edges are the Attacker's board edge.



MISSION III-A: COUNTER ATTACK AT HIVE INSULAM

The convoy managed to destroy the ambushers and reach the main force in time. Having now enough strength to conduct a counter attack, a plan was made to conduct a spearhead assault on Hive Insulam. The hive had only recently fallen to enemy hands, and with a concentrated attack the enemy forces could still be driven back.

DEPLOYMENT

The players roll off and the winner may choose to deploy first or second. The player who deploys first chooses their Deployment Zone and begins deployment using the *Counter Attack Deployment* Special Rule.

FIRST TURN

The player who deploys first also has the first turn, unless their opponent can Seize the Initiative.

GAME LENGTH

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

VICTORY CONDITIONS

Both forces are attempting to push a spearhead into enemy territory. The winner of the game is determined by scored Victory points.

Primary objectives

At the end of the game, players score Victory points for their units wholly in enemy Deployment Zone. Each *Scoring* unit is worth 2 Victor points and each

Denial unit is worth 1 Victory point.

Secondary objectives

Slay the Warlord, Attrition.

MISSION SPECIAL RULES

Reserves, Night Fighting, Counter Attack Deployment.

Counter Attack Deployment

The players alternate deploying units in the following order: Fortifications first, followed by Lord of War, Heavy Support, Troops, Elites, HQ and finally Fast Attack.

Units that do not have the *Infiltrate* special rule may not be deployed within 18" of an enemy model, even in a players own Deployment Zone. Units with *Infiltrate* are placed according to the special rule after the alternating deployment is complete.

DEPLOYMENT MAP

A players battlefield edge is the long battlefield edge touching their own Deployment Zone.



MISSION III-B: RETREAT TO OCULUS LUX STARPORT

Having lost the reinforcement convoy to the enemy ambush, the remaining units are performing a fighting retreat to escape encirclement and annihilation. As Spire Zero is completely in enemy hands, the only options is to make for the starport of Oculus Lux and escape by the dropships still on the ground there.

DEPLOYMENT

The Defender deploys their army first. The Defender must deploy all units in their Deployment Zone and may not place units outside of it using Special Rules such as *Infiltrate*.

The Attacker then deploys and may split their forces between the two attacker Deployment Zones.

Both players may place units in Reserve. For units arriving from Reserve via *Deep Strike*, *Subterranean Assault* or similar rule, they can't initially be placed in the Defender's Escape Zone, but may scatter inside the zone as normal.

The Defender's units arriving from Reserve from a table edge may not under any condition enter play from a point in the table edge that is part of the Defender's Escape Zone or the Attacker's Deployment Zone.

FIRST TURN

The Defender has the first turn, unless the Attacker can Seize the Initiative.

GAME LENGTH

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

VICTORY CONDITIONS

The Defender's forces are on the run and are

attempting to break out of a trap and escape certain annihilation. The winner of the game is determined by scored Victory points.

Primary objectives

At the end of the game, players score Victory points for the units in the Defender's force. The Defender scores victory points for each unit that has escaped using the *Break Out* mission Special Rule. The Attacker scores victory points for each Defender's unit that has been destroyed or did not escape using the *Break Out* Special rule.

Victory points gained for each player are based on the battlefield role of the Defender's unit.

Unit	Victory points
HQ or Lords of War unit	3
Elites unit	2
Any other unit	1

Secondary objectives

Slay the Warlord.

MISSION SPECIAL RULES

Reserves, Night Fighting, Break Out, Advanced Reaction: Desperate Escape.

Break Out

At the end of their turn, the Defender can select any units from their army that are wholly within the



Defender's Escape Zone, are not locked in combat and did not arrive from Reserves on the same turn. These units can be removed from the battlefield and grant the Defender Victory points for having escaped to fight another day.

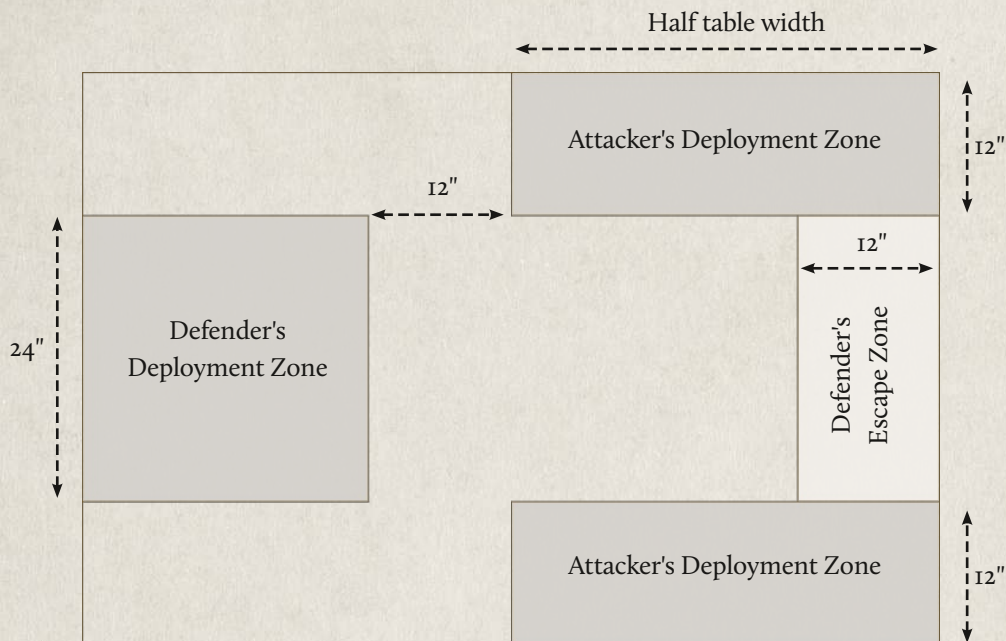
Advanced Reaction: Desperate Escape

The Defender may use this Advanced Reaction in the Assault phase when a Morale check is made for a unit under the Reactive player's control that is wholly or partially in the Defender's Escape Zone and locked in combat. That unit can choose to automatically fail the Morale check. If the unit

breaks off from the combat successfully, that unit can be removed from the battlefield and it will grant the Defender Victory points for having escaped the battle.

DEPLOYMENT MAP

A player's battlefield edge is the short battlefield edge touching their own Deployment Zone.



MISSION III-C: LAST STAND ON MONS LICHENAX

Having lost the reinforcement convoy to the enemy ambush, the remaining units choose not to make a run to the dropships but instead regroup on a forsaken icy hill called Mons Lichenax. Here they will make their final stand to either destroy their pursuers or die trying.

DEPLOYMENT

The Defender deploys their army first.

The attacker then deploys their army and may split their forces freely between the two deployment zones.

FIRST TURN

The Defender has the first turn, unless the Attacker can Seize the Initiative.

GAME LENGTH

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

VICTORY CONDITIONS

The defending forces have chosen not to try to escape but to make a heroic last stand and repel the enemy. The winner of the game is determined by scored Victory points.

Primary objectives

At the end of the game, players score one Victory point for each enemy unit they have destroyed or

that is Falling back at the end of the game.

Secondary objectives

Slay the Warlord, First Blood, Last Man Standing, Attrition.

MISSION SPECIAL RULES

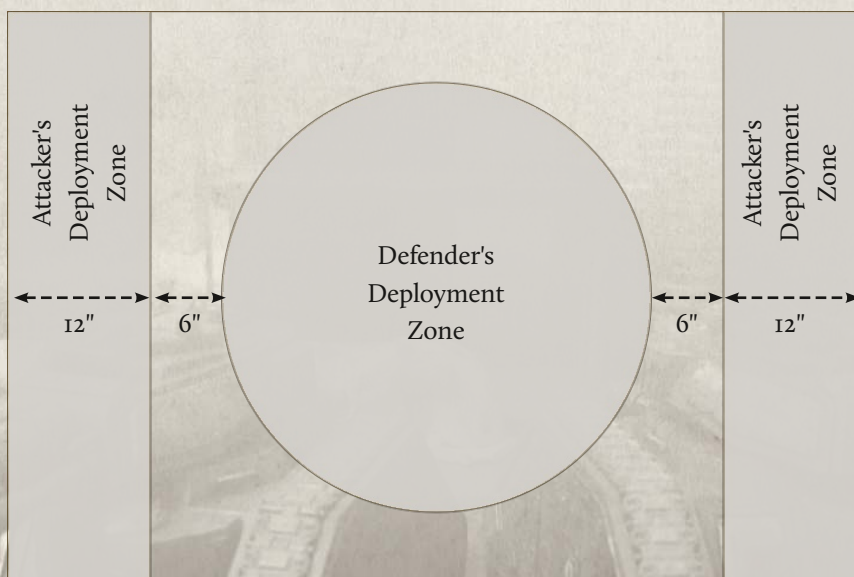
Reserves, Night Fighting, No Retreat.

No Retreat

Units in the Defender's army Fall Back toward the center of the Defender's Deployment Zone. The Defender's units automatically regroup if they are within 6" of the center of their Deployment Zone at the start of the Defender's turn.

DEPLOYMENT MAP

The short board edges are the Attacker's board edge while the long board edges are the Defender's board edge.



MISSION IV:

THE BATTLE OF HIVE BELLUMIUS

After the first skirmishes, the situation in Laeponia V started escalating quickly towards full-blown open war between the previously allied forces. Both sides tried to crush their opponent using superior firepower by deploying reserves from orbit to the plains outside the Hive Bellumius and advancing from there to enemy positions in a single decisive assault. What ensued was a bloodbath where both sides suffered massive casualties.

DEPLOYMENT

The factions roll off and the winning faction chooses a Deployment Zone and deploys their armies. The other faction then deploys their armies.

All players **must** leave at least 50% of their armies points in Reserve.

FIRST TURN

The faction who deploys first also has the first turn, unless their opponent can Seize the Initiative.

GAME LENGTH

The game ends after five turns have been played.

VICTORY CONDITIONS

Both forces are attempting to cause the maximum possible casualties to their enemy.

Primary objectives

At the end of the game, the faction with the most remaining units on the board is the winner.

MISSION SPECIAL RULES

Reserves, Night Fighting, Dropships, Mindless Carnage.

Dropships

A factions all units in Reserve automatically arrive at the start of their second turn.

Mindless Carnage

No Reactions can be made by any unit under any circumstance in this mission.

DEPLOYMENT MAP

A factions board edge is the long board edge touching their Deployment Zone.

