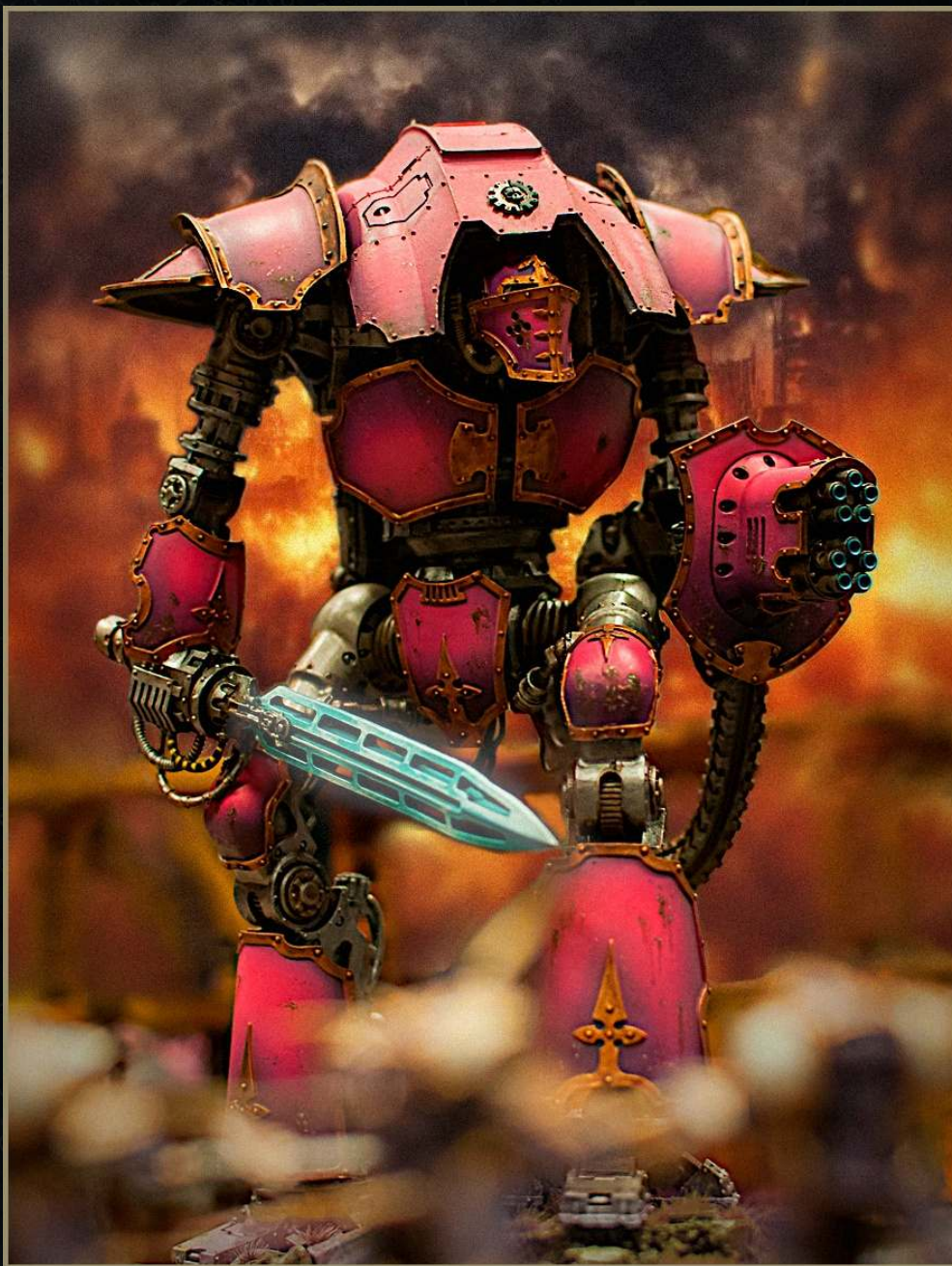


THE CARNAGE OF MOROX:
Return to Laeponía



*"In individuals, insanity is rare;
but in groups, nations and epochs, it is the rule."*

Principes Roanoke quoting an ancient proverb before
turning the guns of his Knight House against the
civilian population of Hive Bellumius.

EVENT INFORMATION

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

WHEN: 4.-5.5.2024

WHERE: Rovaniemi, Monitoritalo Monde (Pohjolankatu 6)

PRICE: 20€

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 force selected according to the following rules:

- Point limit is 3000 points
- Primarchs are not available
- 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.

Prizes are awarded for the best painted armies.

SCHEDULE

The games are played over two days, of which the first day consists of three and the second day of two games.

Saturday 4.5.2024

8.30	Doors opened
9.00 – 12.30	Game 1
12.30 – 13.15	Lunch break and best painted vote
13.15 – 16.45	Game 2
17.15 – 20.45	Game 3

Sunday 5.5.2024

8.30	Doors opened
9.00 – 12.30	Game 4
12.30 – 13.00	Lunch break
13.00 – 16.30	Game 5 and closing ceremony



LAEPONIA BURNS



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.

The flames of the Heresy had spread to Morox in 009.M31 with the coming of a Traitor fleet and after a year of ceaseless warfare, much of the infrastructure of the system lay in utter ruins. Isolated by the Ruinstorm, the forces present were unable to transition out of the system or to get reinforcements or supplies. The capital world Morox Excellus was sieged by the Traitor Legions and had become a wasteland pocked with craters and trench networks. Several hive cities across the system were being overrun with the millions of citizens that had joined the crazed Warp cults. War in Morox was growing more bloody by the day, characterized by a steep technological regression and the escalating scale of the atrocities committed by both sides.

Laeponia V, a moon of the gas giant Morox Septima, had eventually fallen to the Traitor assault. Previously

the location of the astropathic choir, it was now a sacrificial ground of occult significance where the cultists and their Word Bearer masters were performing esoteric rituals to weaken the fabric of reality and bring the daemons of the Ruinstorm to Morox.

In 6592010.M31 a single small ship transitioned from the Immaterium to the Morox system, the first to do so in over 11 standard months. The ship bore no markings on its black hull, but as it neared the remains of the Loyalist fleet, it began to transmit the ident codes of Adepta Astra Telepathica.

The Loyalist attack on Laeponia V began 60 days later. A strike force consisting of elements from several Legions and their allies managed to deploy forces on the surface and started their assault on the Traitor positions in a desperate attempt to prevent Morox falling to the neverborn.



RULES ADDENDUM

Missions in the event are played with the following rules additions.

PERFORMING A DEEP STRIKE ASSAULT

AoD page 311, first paragraph describing how to place models after the first one when a unit arrives from Deep Strike. Replace *"the remainder of the unit may be deployed anywhere that is within unit coherency"* with *"the units remaining models are arranged around the first one. Models must be placed in base contact with the first model and begin to form a circle around it. When the first circle is complete, a further concentric circle must be placed with each model touching the circle inside it. Each circle must include as many models as will fit."*

ARTIFICER ARMOUR

Liber Astartes page 140 and the same wargear in other publications. Add the following paragraph: *"Artificer Armour that is purchased specifically as an upgrade for a character (e.g., a Tactical Marine Sergeant) or characters with Artificer Armour that join a unit, can only be used for saving throws for the unit up to the characters initiative value, unless the unit consists of only that model remaining. Note this does not apply to units that come with Artificer Armour as standard (such as Sword Brethren) who can use their Artificer Armour saves as normal."*



MISSION I:

BEACHHEAD BELLUMIUS

The Loyalists made their first strike on the plains east of the smoking ruins of Hive Bellumius. The goal was to secure a landing zone where reserves could be brought in with orbital landers and dropships, but the site needed first to be cleared of the Traitor forces.

OBJECTIVES

The players roll off and starting with the winner, alternate placing a total of six Objective markers. The Objective markers must be placed outside of both players Deployment Zones, at least 12" from each other and not within 6" of a table edge.

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 opposite Deployment Zone.

FIRST TURN

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

GAME LENGTH

The game lasts for five turns.

PRIMARY OBJECTIVE

Starting from the second Game turn, at the end of

each Player Turn, the Active Player may select to destroy a single Objective marker they control. Each destroyed Objective marker is worth 1 Victory point and may not be scored again by either player.

SECONDARY OBJECTIVES

First Strike: Destroying at least one enemy unit during the first Game Turn scores 1 Victory point.

Behind Enemy Lines: A player scores 1 Victory point at the end of the game for having at least one Scoring unit wholly within the enemy Deployment Zone

Slay the Warlord: Destroying the enemy Warlord scores 1 Victory point.

MISSION SPECIAL RULES

Reserves, Night Fighting.

DEPLOYMENT MAP

A players battlefield edge is the long table edge of their Deployment Zone.



MISSION II:

THE RACE TO ZENITH PLANUM

Having being alerted to the Loyalist attack, the Traitor defenders of Laeponia V rapidly deployed mechanized columns in an attempt to surround and isolate the enemy troops that had already made it to the surface of the moon.

DEPLOYMENT

The Attacker chooses their Deployment Zone and begins deployment using the *Counter Attack Deployment* special rule.

FIRST TURN

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

GAME LENGTH

The game lasts for five turns.

PRIMARY OBJECTIVE

At the end of the game, players score Victory points for their Scoring units wholly within the enemy Deployment Zone. Each Scoring unit is worth 1 Victory point.

SECONDARY OBJECTIVES

Attrition: At the end of the game, the side that has destroyed more enemy units scores 1 Victory point.

The Price of Success: At the end of the game, players score 1 Victory point for each enemy Dreadnought destroyed.

MISSION SPECIAL RULES

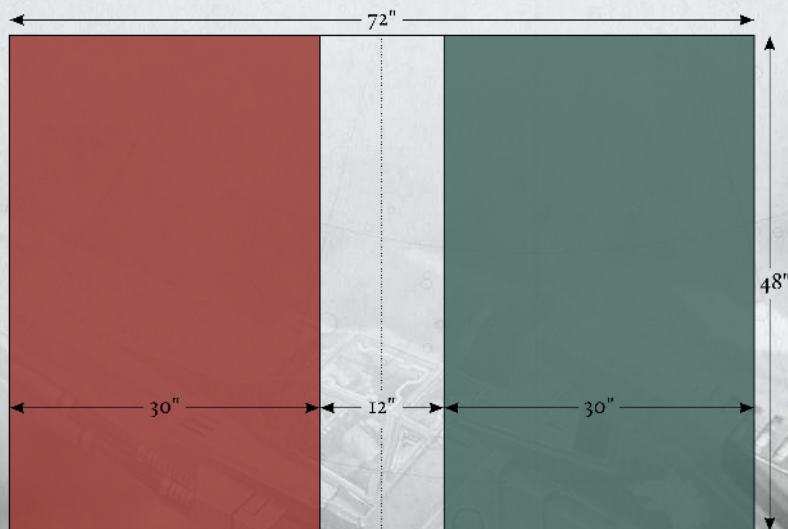
Reserves, Counter Attack Deployment.

Counter Attack Deployment: The players alternate deploying units and each player must deploy units from their force 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 player's own Deployment Zone. Units with *Infiltrate* are placed according to the special rule after the alternating deployment is complete.

DEPLOYMENT MAP

A player's battlefield edge is the short table edge of their Deployment Zone.



MISSION III:

THE BATTLE OF GAMMA-7

After the initial base of operations had been secured, both the Loyalists and Traitors tried to gain an upper hand by concentrating superior firepower to single weak spot in the enemy lines. This eventually led to the massacre that took place among the ruins of the Gamma-7 forges.

OBJECTIVES

A single Objective marker is placed in the center of the battlefield.

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 opposite Deployment Zone.

After deployment is complete, the Object marker is scattered D6+2", rerolling hits until an arrow result is rolled, to determine its final position.

FIRST TURN

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

GAME LENGTH

The game lasts for five turns.

PRIMARY OBJECTIVE

Starting from the second Game turn, if at the end of

a Player turn the Active player controls the Objective marker, they score the amount of Victory points equal to the current Game turn minus one. If any Victory points were scored, the Objective marker is then immediately scattered D6+6", rerolling hits until an arrow result is rolled.

SECONDARY OBJECTIVES

Meat Grinder: At the end of the game, players score 1 Victory point for each enemy unit destroyed that had the *Line* sub-type at the beginning of the game.

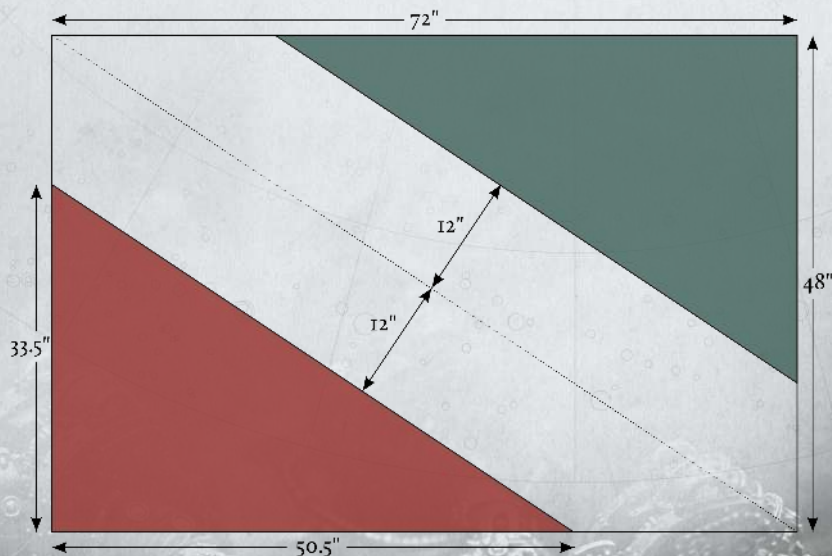
MISSION SPECIAL RULES

Reserves, Electronic Warfare.

Electronic Warfare: Each player can once per game, including after deployment, require the scattering of the Objective marker to be rerolled.

DEPLOYMENT MAP

A players battlefield edge is all parts of the table edge in their Deployment Zone.



MISSION IV:

SPEARHEAD OCLUS

Having suffered massive casualties at Gamma-7 and forced to retreat, the remaining forces attempted a risky counterattack to push their enemy back to Oculus Lux starport.

OBJECTIVES

First the Defender chooses which short table edge will contain the Defender Deployment Zones. The Attacker then places an Objective marker to Sector 1. The Defender then places an Objective marker to Sector 2. After this, the players alternate placing Objective markers freely to Sectors 3 and 4 until a total of five Objective markers have been set. All Objective markers must be at least 12" from any table edge and other Objective markers.

DEPLOYMENT

The Attacker first deploys their army. The Defender then deploys, freely splitting their forces between the two Defender Deployment Zones.

FIRST TURN

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

GAME LENGTH

The game lasts for five turns.

PRIMARY OBJECTIVE

Attacker: The Attacker scores Victory points for controlling a specific Objective marker at the end of their Player turn as follows:

- Game turn two: 1 Victory point for one Objective

marker in Sector 1

- Game turn three: 1 Victory point for one Objective marker in Sector 2
- Game turn four: 2 Victory points for one Objective marker in Sector 3
- Game turn five: 3 Victory points for one Objective marker in Sector 4

Defender: The Defender scores 1 Victory point for each enemy unit destroyed. Additionally, the Defender scores 1 Victory point each time an enemy unit Falls Back.

SECONDARY OBJECTIVES

First Strike: Destroying at least one enemy unit during the first Game Turn scores 1 Victory point.

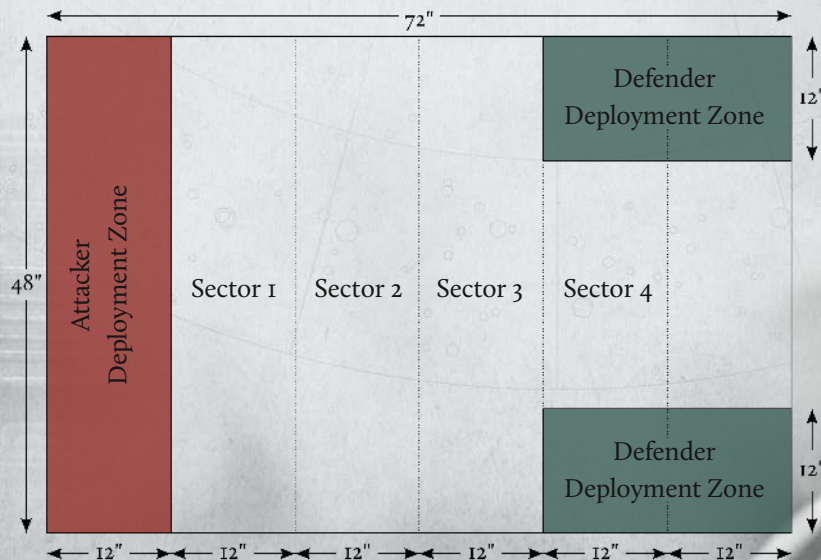
The Price of Success: Players score 1 Victory point for each enemy Dreadnought destroyed.

MISSION SPECIAL RULES

Night Fighting only if the Attacker wishes to roll for it. *Reserves*.

DEPLOYMENT MAP

A player's battlefield edge is all parts of the short table edge in their Deployment Zone.



MISSION V:

RUNNING THE GAUNTLET

In the chaos of the escalating war, the surviving units of the Oculus conflict found themselves cut off from support and surrounded by enemy forces. The already run down troops made a desperate push through enemy lines to either reach safety or to sell their lives dearly.

DEPLOYMENT

The players roll off and the winner may choose to deploy first or second. The player who deploys first chooses one of the long table edges for their Deployment Zone(s) and deploys their army. The other player then deploys.

The Defender may freely split their army between the two Defender Deployment Zones.

FIRST TURN

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

At the beginning of the first Attacker Player turn, the Attacker selects a single point on the opposite long table edge as the Escape Point.

GAME LENGTH

The game lasts for five turns.

PRIMARY OBJECTIVE

Attacker: At the end of the game, the Attacker scores 3 Victory points for each of their Scoring units wholly within 12" of the Escape Point.

Defender: The Defender scores 1 Victory point for every enemy unit destroyed or Falling Back at the end of the game.

SECONDARY OBJECTIVES

Attrition: At the end of the game, the side that has destroyed more enemy units scores 1 Victory point.

Slay the Warlord: Destroying the enemy Warlord scores 1 Victory point.

MISSION SPECIAL RULES

Reserves, Night Fighting.

DEPLOYMENT MAP

A player's battlefield edge is all parts of the long table edge in their Deployment Zone.

