

Brought to you by Jason, Shawn, and Kevin of SHorus Heresy Gamers. This is not an event managed by Shorehammer.

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Shorus Heresy 2025

The Apocalypse is upon Anvil 206, the tides of the warp are in violent upheaval, up is down, down is up, human sacrifice, dogs and cats living together, mass hysteria!

The combined forces of the Dark Angels and Raven Guard were able to bring the supposed "Space Wolves" and their renegade Mechanicum allies to a decisive battle. Amongst the killing fields of Anvil 206 they put the traitors down.

The orbital platform has become a grave for all aboard. The White Scars fought valiantly against the Emperor's Children but were cut down to a man. Meanwhile the Imperial Fists fought the Alpha Legion posing as Salamanders as they Alpha Legion tried to sow more discord amongst the Loyalists.

In the streets of the Capitol, the World Eaters and Word Bearers burned with rage as they tore into the Iron Hands and a chapter of Dark Angels. The Loyalists fought to hold back the Traitor tide but were overrun.

Narrative Rules

Horus Heresy Apocalypse style big battle: The game will be played along one big massive table. The table will be divided into "zones" that are 3' x 4'. Your deployment zone is 3'x 1'. Anything not able to fit will go into reserve. You will play 1 v 1 against the person on the other side of your section. Your objective is to control your zone. There are no turn limits, you play until one person's forces are completely wiped out.

Once you clear your zone you may join an adjacent zone. You will join either the game to your left or to your right, on whatever turn that game is on and help your ally. If you are joined by an ally, you will not be able to join a new zone. You both finish that zone.

Anything that scatters into an adjacent zone while the zone is active will be handled as follows: If your blast marker lands on the other table, it only hits what's in your zone. If your deepstrike scatters onto the other zone, it lands right at the edge of your zone. If it scatters off your or your opponents table edge, then it's a mishap. If the adjacent zone has been cleared, then it's a

mishap.

Results from Shorus Heresy 2024:

Loyalist forces gain an additional 100 points of models to start with. Additionally Loyalist Primarchs can be fielded.

Traitor forces will be able to move up to 6 pieces of terrain up to 6" in any direction or remove that terrain piece. Up to 4 ZM tiles may be swapped or removed. All Leadership values count as 2 less and vehicles start with 1 less hull point. Traitor Primarchs can be fielded. One destroyed Traitor titan can return at full strength or one below half strength can be returned to full strength.

Force/Team Composition

Loyalist: 1600 points; up to 1 named character may be taken.

Traitor: 1500 points; up to 1 named character may be taken.

Primarchs or Primarch-esque characters are taken free of cost but can not have any retinue models; i.e. the Wolfkin of Russ or the Iron Circle for Perturabo.

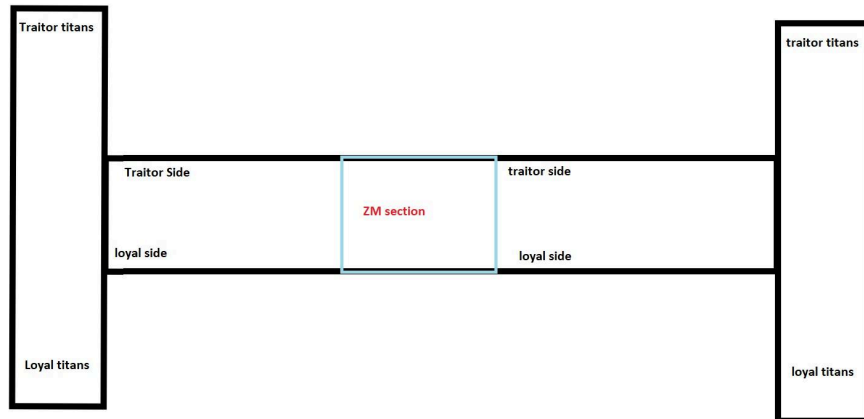
Titans: If you have a titan, bring it! We have a titan section on the table for the battle. See the map below. Titans will fight each other

Traitor forces will modify the board before deployment and can choose deployment zones.

Loyalist forces will choose zones and deploy fully.

Traitors then choose zones and deploy fully.

Traitors can choose to go first or second, no seize rolls.



Packet info is subject to change based on rule

releases between now and Shorehammer

Shorus Heresy Match Play Doubles:

Event will be 1500 points per player per team

Standard force org

No named characters (unique units)

Each player on a team's warlord will count for Slay the Warlord

Games will last for 4 turns

Core Secondary Objectives

Slay the Warlord: If a player causes the enemy Warlord to be removed as a Casualty for any reason before the end of the battle, that player scores 1 Victory point.

Giant Killer: If a player causes an enemy model with the Super-heavy, Knight, Titan or Lumbering Sub-type to be removed as a casualty, then that player scores 2 Victory points (this may only be scored once per battle, regardless of the number of qualifying units removed as casualties)

Last Man Standing: If, at the end of the battle, a player has more units that are not Falling Back on the battlefield than all enemy players combined, then that player scores 1 Victory point. If that player has twice as many units that are not Falling Back on the battlefield than all enemy players combined, then the player scores an additional Victory point

Break Their Ranks: If a player causes one or more enemy units to have all of their remaining models removed as casualties (units that Fall Back of the battlefield count for this purpose) in their First Player Turn as the Active Player, then that player scores 1 Victory point. If at least one of the units whose models were removed as casualties was an Elite or HQ choice then that player scores an additional Victory Point

Game 1: Sudden strike using the Dawn of war deployment map

Victory Conditions:

Shifting Priorities

- At the end of each of their player turns after the first, the Active Player may select a number of Objective markers from among those that they control based on the current Game Turn (as shown below). The Active Player scores 1 Victory point for each Objective marker selected, but those Objective markers must then be immediately removed and may not be scored again by either player
 - On Game Turn One, no objectives may be chosen or scored
 - On Game Turn Two, a single objective may be chosen and scored
 - On Game Turn 3 and all further Game Turns, two Objectives may be chosen and scored
- Players may also score Victory points from the Core Mission Secondary Objectives.
- At the end of Game Turn Four, the player with the highest total of Victory points is the winner

Strategic Advantage

Before beginning set-up, the players should roll off. The winner of this roll-off gains Strategic Advantage

Objectives

Before any models are deployed onto the battlefield, and starting with the player with Strategic Advantage, players must alternate placing Objective markers anywhere on the battlefield that is not within any player's Deployment Zone, is at least 6" from any battlefield edge, is at least 12" from any other Objective marker and not within any area of Impassible Terrain.

A total of six Objective markers must be placed for this mission

Deployment

- Once all Objective markers have been placed, the player with Strategic Advantage must select a Deployment Zone and deploy their entire army. Once the player with Strategic Advantage has deployed all of their units, the player without Strategic Advantage must set up all of their own units in the Deployment Zone that was not chosen by the opposing player.
- If there is no position where the controlling player can legitimately deploy one or more of their units according to deployment rules of the mission being played, those units may be placed into Reserves instead. Where this is the case, those units that cannot be deployed are placed immediately into Reserves-but cannot be assigned to any previously declared Reserves Action
- Once both players have deployed all of their units, the first turn begins

The First Turn

The player with Strategic Advantage takes the first turn, unless the opposing player can Seize the Initiative.

Mission Special Rules

Missions all have the Reserves Mission special rule. Additionally, the player with Strategic Advantage may choose to begin the battle with the Night Fighting special rule in effect.

Game 2: Strike and Fade using the Vanguard strike deployment map

Victory Conditions:

Tides of War

- At the end of each of their player turns, the Active Player scores a number of Victory points equal to the current Game Turn if they control the Objective marker. Once any Player has scored Victory points from the Objective, it must be immediately scattered D6+6" as described in the rules for Objectives
- Players may also score Victory Points from the Core Mission Secondary Objectives
- At the end of Game Turn Four, the player with the highest total of Victory points is the winner

Strategic Advantage

Before beginning set-up, the players should roll off. The winner of this roll-off gains Strategic Advantage

Objectives

Before any models are deployed onto the battlefield, a single Objective marker must be placed at the center of the battlefield, or as close as is possible without the Objective being placed within Impassable Terrain. Once the Objective marker has been placed, it should be scattered D6+2" - if this would place the Objective marker off the edge of the battlefield or on Impassable Terrain, the player with Strategic Advantage must move the Objective marker the minimum possible distance in the direction of their choosing so that it is on the battlefield and not on an area of Impassable Terrain. If a 'Hit' symbol is rolled while scattering the Objective marker, then the Scatter dice must be re-rolled until a result that is not a 'Hit' is rolled.

A single Objective marker must be placed for this mission

Deployment

- Once all Objective markers have been placed, the player with Strategic Advantage must select a Deployment Zone and deploy their entire army. Once the player with Strategic Advantage has deployed all of their units, the player without Strategic Advantage must set up all of their own units in the Deployment Zone that was not chosen by the opposing player.
- If there is no position where the controlling player can legitimately deploy one or more of their units according to deployment rules of the mission being played, those units may be placed into Reserves instead. Where this is the case, those units that cannot be deployed are placed immediately into Reserves-but cannot be assigned to any previously declared Reserves Action
- Once both players have deployed all of their units, the first turn begins

The First Turn

The player with Strategic Advantage takes the first turn, unless the opposing player can Seize the Initiative.

Mission Special Rules

Missions all have the Reserves Mission special rule. Additionally, the player with Strategic Advantage may choose to begin the battle with the Night Fighting special rule in effect.