

The Vale Renegades Gaming Club presents:

The Scouring of Silex V

A Horus Heresy Narrative Event

On

Saturday 6th and Sunday 7th January 2018

At

Firestorm Games, Cardiff



The Scouring of Silex V

Silex V. An Earth sized, rocky planet on the far side of the Eastern Galactic Fringe. Beyond raising a handful of regiments for the Imperial Army and supplying a modest quantity of food to the wider Imperium it was not a place of note, like many hundreds of other similar planets around the Galaxy. That was before The Horus Heresy.

In the dark, and now mostly forgotten, days of the Horus Heresy every single planet, no matter how small or seemingly insignificant, became as important as it could possibly be. As the Warmaster's forces pushed ever inwards towards Terra the Loyalists entrenched themselves on every single Moon, Planet, or Asteroid that they could defend. Silex V was no exception.

The first signs of the war to come started in the silence of space. The Warp around the Silex system began to stir, at first nothing more than a whisper, before becoming a raging crescendo that rendered the Loyalist Astropaths into nothing more than babbling, spasming wretches. Then the ships of the Warmaster arrived. They didn't bother with scout flotillas or reconnaissance craft, instead opting to leave Warpspace perilously close to the planet's gravity and engage the Imperial fleet head on. Battleships duelled for days, grinding each other's armour to little more than charred husks with salvo after punishing salvo, whilst troops boarded Cruisers and Carriers and fought at bloody close quarters. The engagement lasted for eight Terran days before stalling, and the commanders withdrew to opposing sides of the planet and readied their ground forces. The stalemate in orbit would not decide the fate of the planet.

To the terrified and trapped citizens of Silex V, who had watched as burning debris rained upon their lives for over a week, the unthinkable happened. Two armies of the Emperor's Angels of Death landed on the planet. And they were preparing for war...

Introduction

The Vale Renegades proudly presents The Scouring of Silex V. This is a two day Horus Heresy narrative event starting on Saturday 6th January 2018 and finishing on Sunday 7th January 2018. Please take the time to read carefully through the event pack and any questions you have can be directed to the event organisers using the following email address: valerenegades@gmail.com or directed to our Facebook Page: <https://www.facebook.com/VRgamingclub>

Tickets

The entry fee for the event is £35 and can be purchased using this link: http://www.firestormgames.co.uk/index.php?route=product/product&path=59&product_id=35267. Tickets will be available for purchase until the day before the event, but to confirm some of the prizes on offer we would preferably like to know earlier rather than later so we can provide the best possible event. Your ticket will include entry to the firestorm games battlefields for both days of the event and hot food provided on both days during the lunchtime period in the schedule. The food available will be chosen from the following menu:

Burger and Chips
Chicken Burger and Chips
Chilli con Carne with Rice or Chips
Chicken Curry with Rice or Chips
Vegetarian Option with Rice or Chips

Firestorm Games also have a fully licensed bar and vending machines with snacks and hot drinks available throughout the weekend. Subject to attendance numbers, a cooked breakfast may also be available for purchase on both mornings.

Army Lists

For this event you will be required to submit multiple army lists in our specific Event Format. You must submit a 2000, 2500, and 3000 point list. These represent a reconnaissance force, an engagement force, and a full standing army respectively. Each mission, found in the mission packs document, will tell you which points level you must use.

These lists may use any of the Force Organisation Charts described in the Horus Heresy Campaign and Army Lists books except for the Leviathan Force Organisation Chart. You may take units or items from the various Horus Heresy Campaign Books that state that your opponent must give their permission for you to use them. However, if you do take some of the more obscure items from these books, we would appreciate you letting us know which book they are from so we can find them easily!

Your army lists need not share units, or indeed be from the same force. However, you must remain either a Loyalist or Traitor depending on your declared Allegiance. Note that this may mean certain special characters are unavailable for selection. You must also state your Warlord in each army list – you must do this even if your army contains a character who must be a Warlord.

Each mission, found in the mission packs document, will tell you which points level you must use.

Your 2000 points list may not contain any LOW choices, super heavy vehicles, or gargantuan creatures unless it is an army list made entirely of Imperial Knights. If you are taking a Knight list for your 2000 point force it may not include any Titans.

You may, in addition to your three lists, submit one more 3000 point army list using the Leviathan force organisation chart for use in the final mission of the event. This is entirely optional and is to cater to players who have the biggest toys!

Each player's army lists must be submitted prior to the event, by Sunday 24th December 2017 at the latest. Any lists submitted after this stage will still be allowed but will not receive the bonus points for submitting your list on time and in the correct format.

Army List Format

At the top of your list you must state your full name, loyalty (Loyalist or Heretic), a contact email, and (if applicable) any gaming club of which you are a member. Then you must separately detail each list for submission – stating clearly at the top which FoC and Faction you are using.

The example format in which lists must be submitted is detailed below.

Player Name: Leman Russ

Loyalty: Loyalist

Contact: Leman.Russ@Magnusmells.Fenris

Club: Vale Renegades Gaming Club

2,000 point list – Age of Darkness FoC – Space Wolves Faction – Total 2,000 points

HQ

Praetor – 175 Points

Paragon Blade (25)

Aether Rune Armour (20)

Digital Lasers (15)

Mastercrafted (Paragon Blade) (15)

Priest of Fenris (Speaker of the Dead) – 135 Points

Aether Rune Armour (30)

Troops

Grey Slayers X10 – 195 Points

Bolters X10 (20)

Combat Shields X10 (30)

Huscarl:

Power Fist (10)

Artificer Armour (10)

Grey Slayers X10 – 195 Points

Bolters X10 (20)

Combat Shields X10 (30)

Huscarl:

Power Fist (10)

Artificer Armour (10)

Grey Slayers X10 – 195 Points

Bolters X10 (20)

Combat Shields X10 (30)

Huscarl:

Power Fist (10)

Artificer Armour (10)

Fast Attack

Storm Eagle – 245 Points

Armoured Ceramite (20)

Twin Linked Multi Melta (15)

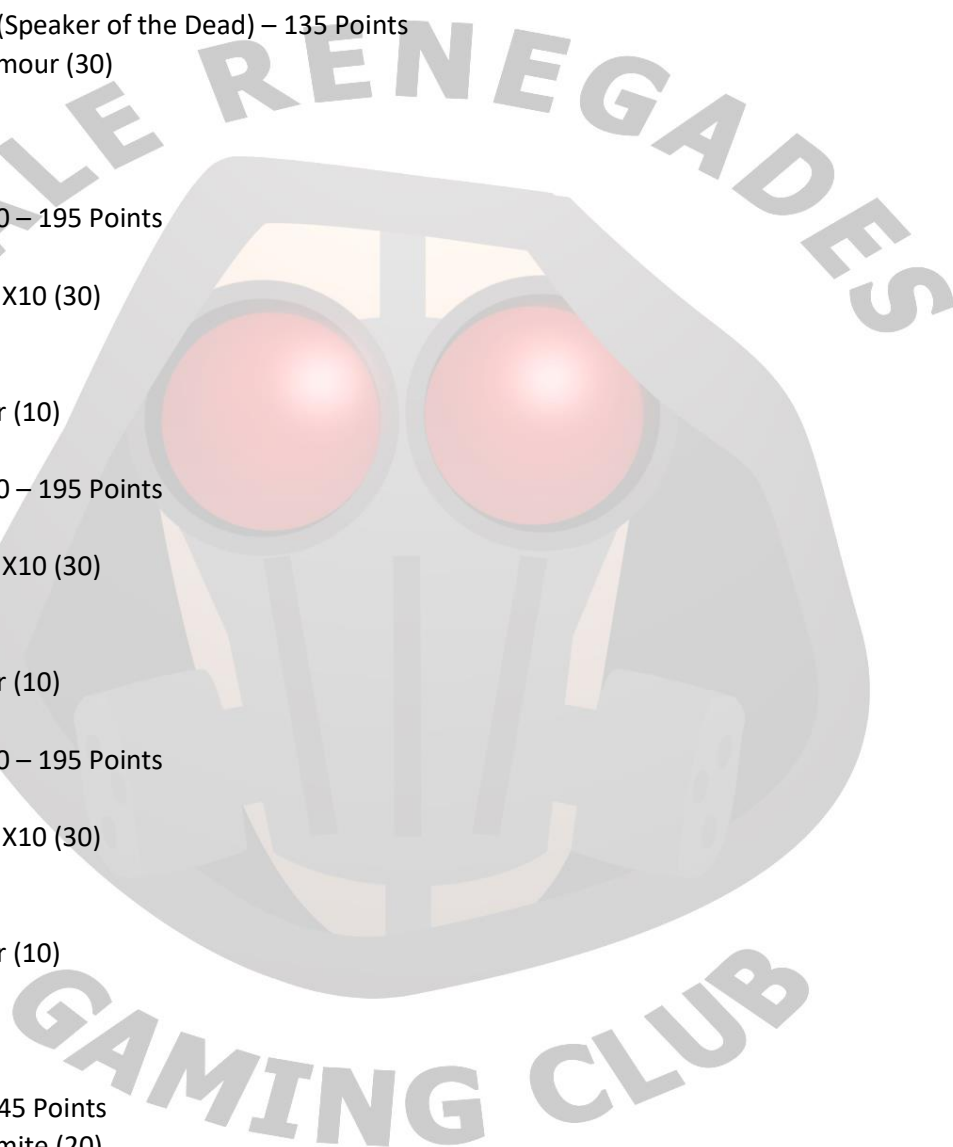
Heavy Support

Sicaran Battle Tank – 210 Points

Armoured Ceramite (20)

Dozer Blades (5)

Heavy Bolter Sponsons (20)



Deredeo Dreadnought – 240 Points
Armoured Ceramite (20)
Aiolos Missile Launcher (35)

Leviathan Dreadnought – 410 Points
Siege Drill (5)
Armoured Ceramite (20)
Phosphex Discharger (15)
Dreadnought Drop Pod (100)

If you cannot make a 3000 point list then don't panic! Just submit the maximum force you can make and let us know.

Schedule

Saturday

Registration: 08:30 - 09:00
Announcements: 09:00 - 09:15
Round 1: 09:15 - 12:15
Lunch: 12:15 - 13:15
Round 2: 13:15 - 16:15
Break: 16:15 - 16:30
Round 3: 16:30 - 19:30

Sunday

Registration: 09:00 - 09:30
Round 4: 09:30 - 12:30
Lunch: 12:30 - 13:30
Round 5: 13:30 - 16:30
Presentation: 16:45 - 17:00

Mission Overview

The missions can be found in a separate mission pack shown on our website alongside this document. They include the 5 missions used for the event as well as Scoring Sheets.

In this event we will attempt to match you up against players from the opposing forces in the Horus Heresy. The first round will be randomly drawn and then the Swiss Pairings method will be used from that point onwards. If you cannot be drawn against a member of the opposing team you will have to use your imagination!

Mission 1 – Recon – 2000 Point Skirmish

In the dead of night the first opposing forces of the Warmaster Horus and The Emperor made planetfall on Silex V. Small scouting forces established initial landing zones before pushing ahead towards suspected enemy positions. Their primary goal was to report on the oppositions force strength and composition, to assess where vulnerabilities could be exposed. The first firefights and skirmishes hinted at the fire and fury that was to come.

Mission 2 – Escalation – 2500 Point Battle

After initial contact between recon forces both sides committed reserves and heavy weapons to the fight in earnest. The result was a sudden and unexpected escalation of the war for Silex V. and a clash between two large and hastily prepared armies. The commanders of both forces were given simple orders to cause as much damage to strategically important targets before withdrawing back to their muster points.

Mission 3 – Supply Ambush – 2000 Point Skirmish

Away from the front lines, recon forces were redeployed with a number of tasks in mind. Harassing local civilians, setting up mobile command posts, and creating fall back areas were all important – but of the greatest significance were ambushes upon enemy supply lines. Without fresh ammunition, troops, and armour getting to the front lines – neither side would be able to gain an upper hand.

Mission 4 – Maelstrom of War – 2500 or 3000 Point Battle

Before committing their full forces to a final fight both sides engaged in large pitched battles to secure vital land from which to launch their final assault. Whether these were large airfields to use as muster points, habitation centres in which to entrench artillery, or planetary defence fortifications – all were essential to gaining an advantage in the last battle.

Mission 5 – All or Nothing – 3000 Point Full Scale Engagement

The fate of Silex V was to be determined upon a final, central battlefield. Thousands upon thousands of troops clashed in bitter and bloody close quarters. Fighters and bombers engaged in vicious dogfights above the battlefield, whilst screaming artillery shells landed amongst immense columns of armour. All of this was dwarfed by the immense God Engines of Mars and the terrifying splendour of the Emperor's own sons – his Primarchs. Only by the total destruction of the enemy would victory be assured...

Event House Rules

This event will be using all of the core GW rules, FAQs, and Horus Heresy Campaign Books and Age of Darkness Books. There are a few exceptions detailed below:

- In the Assault phase any squad member in possession of grenades may use them, not just one
- The Invisibility Psychic Power is changed so that Invisible Units are targeted at BS1 and hit on 5s in assault
- The Castellan Stronghold is the only unit banned from this event. Please note that this is out of practical reasons – we do not have Realm of Battle Boards at our venue

The cut off date for rules to be used for this event will be Sunday 24th December. No rules, units, or FAQs released after this date will be in use.

Prizes

The following prizes, subject to attendance, are on offer at this event:

- The Emperor's Champion – Loyalist with the most Event Points. In the case of a tie the points each player conceded will be considered. The player who conceded the least points will win.
- The World Burner – Traitor with the most Event Points. In the case of a tie the points each player conceded will be considered. The player who conceded the least points will win.
- Best Painted Army – Voted for by all players
- Best Painted Individual Miniature – Voted for by all players
- Wooden Spoon – Player with the least Event Points. In the case of a tie the points each player conceded will be considered. The player who conceded the most points will win.... or is it lose?
- Best Sport – Player with the highest Sports score. In the case of a tie the player with the highest Event Points will win.

- Warmaster Chud's Test of Fealty – During Lunchtime on the Saturday we will have a quick fire quiz to test your knowledge of the Horus Heresy universe compiled by our very own Horus Heresy Guru - 'Warmaster Chud'. Can you stand up to his elite encyclopaedical knowledge?

Event Points

Event Points will decide the rankings at the end of the weekend and there are a total of 80 Event Points Available on offer.

- 5 Event Points are given for submitting lists on time and in the correct format
- 45 Event Points are available from the results of games
- 15 Event Points are available for the theming of your army lists
- 15 Event Points are available for sports scores

Game Results – There are 9 Event Points on offer during each game for game results

During each of the five missions, players will have to complete a Primary and one or more Secondary Objectives to score Victory Points. Special rules granted by units selected in your army list (such as the Price of Failure rule) are also added to the players total Victory Points. These Victory Points are converted to Event Points on a differential basis using the table below. This table is also on your Score Sheets that will be provided separately.

| | | |
|-----------------|----------------------------------|----------------|
| Mighty Victory | Win by 5 Victory Points or more | 9 Event Points |
| Pyrrhic Victory | Win by 1 to 4 Victory Points | 7 Event Points |
| Draw | Equal Victory Points | 5 Event Points |
| Noble Loss | Lose by 1 to 4 Victory Points | 3 Event Points |
| Annihilation | Lose by 5 Victory Points or more | 1 Event Point |

In the case of a tabling or a player conceding the victor will receive 9 Event Points and the loser 1 Event Point. In exceptional circumstances the event TO may decide that a game halted in mid flow can finish with its current score - this is to cater for unforeseen circumstances beyond a player's control.

Best Sport – There are 3 Event Points on offer during each game for Sporting conduct

After each game players will score their opponent, out of 3, on their conduct during the game. This has nothing to do with the result of the game or the composition of your opponent's army, but how your opponent interacted with you. Were they friendly and easy to deal with? Were they interested and engaged with you – did they want you to enjoy the game? Did they win or lose with grace, and were they fair and courteous when any disputes came up?

These points will go towards each players final Event Points total and towards the Best Sport Award.

Army Theming Score – There are 3 Event Points on offer during each game for Army Theming

As all Heresy players will know, one of the greatest aspects of the Heresy Hobby is to create and view amazing themed armies and the Army Theming Scores are an opportunity to reflect on this. After each game players will score their opponent, out of 3, on their army theming and style.

As with the Sports Scores do not think about the results of the game. In addition, do not think about the painting of the army (we have a painting competition for that!). Instead look at the units chosen – do they reflect the Legion or army list that is being used? A gunline World Eaters army would get a very low score here for example, so would a Raven Guard list full of tanks. However a Night Lord's army made of fast moving troops or a White Scars army made up of bikes, jetbikes, and fast moving transports would be ideal. Could you see your opponent's army list style really working in a Horus Heresy novel? Is it believable?

Whilst this can be a very subjective issue, try to use the rule of cool to judge your opponent's army.

Best Painted Army and Individual Miniature

On the weekend any players who want to will be able to place their army and a single miniature from their army in the two painting competitions we will be running. Please note that all models must be part of at least one of a player's submitted army lists. Please also note that summoned units may not count.

All players will then cast two votes. Their first choice will receive ten points, whilst their second choice will receive five. The Army and Individual Miniature with the highest total of points will win their respective category. To be eligible for the Best Painted Army award all your models must be fully painted and based. Entrants may not vote for themselves!

Other General Points

- All models must be painted to a minimum of a three-colour standard and must be fully based. Primer counts as a colour. Any models found to not adhere to this may be removed from a player's army list at the discretion of the TOs. Because of the nature of this event we do encourage all armies to be fully painted if possible!
- We expect models to adhere to WYSIWYG as much as possible, however we are always willing to make exceptions for interesting and unique conversions and modelling projects as long as they are not modelling for advantage. If you are unsure as to whether one of your own conversions would be allowed or not then please get in contact with us.
- Third party models and bits are more than welcome - again please follow the same process as described for unusual conversions.
- There is to be no spectating of games by anyone other than TOs. In addition, players are not to interfere with games that they are not playing in. We are prepared to make exceptions in the case of parents for players under the age of 16.
- In the case of disputes the ruling of the event TO is final. Please try to resolve all disputes amicably between players before calling over a TO as a last resort – we are all sensible adults and expect a certain level of common sense from players. In the case of unsporting like conduct we have a disciplinary system in place as follows below:

Fair Play Card System

A fair play card system will be in place deal with any unsporting like conduct during our event. This is in place purely to ensure all players enjoy their experience with us and that a fair and proper result is recorded.

There are three cards in use – orange, yellow, and red. To date we have not had to issue a single card and we do not expect any issues at this event either.

Each card is explained below:

Orange Card

You will be given an orange card if any player reports you to a TO for foul play or very unsporting behaviour. If we think a player is over complaining then this could resolve in themselves receiving an orange card.

An orange card does not affect your Event Score but it will mean that the judges will be watching your games more closely to ensure that the foul play or unsporting conduct does not continue.

Yellow Card

A yellow card will be issued if a problem persists from an orange card. A yellow card is more serious than an orange card and will result in a 10 point deduction from a players Event score. Any players who are yellow carded will be very closely monitored by the TOs for the rest of the event.

Red Card

This is a last resort if all other cards fail to resolve a problem. A red card will mean ejection from the event immediately and a potential banning from future Vale Renegades Events. A red carded player will not receive a refund of their ticket.

Venue and Contact Details

We have access to firestorm games battlefields for the weekend. If you have any further questions about the event then please direct your queries to valerenegades@gmail.com and we will endeavour to answer them as soon as possible.

Venue Address:

Firestorm Games (Cardiff)
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Cardiff
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