



The Scenica Maelstrom

At the American Team Championships

June 26th-28th

Players must still purchase their ticket on the ATC website.

[ATC Horus Heresy](#)



ATC

AMERICAN TEAM CHAMPIONSHIPS



The Scenica Maelstrom is a **three** day event, and will consist of a variety of missions, and ways to play! We will be using the most up to date rules from the Horus Heresy: Age of Darkness rule set including all Legacy PDFs. There will be special rules implemented for this event. No other rules other than those the EOs have permitted in this packet will be allowed. You must use the same army list for each mission with no alterations to the list allowed.

Rules

- Players are required to have a copy of the main rulebook and your faction rules. These may be physical or digital. You are also expected to have all items needed to play your army (templates, dice, tape measure, etc.)
- No use of models or factions that do not have rules available by June 25th.
- Event Organizers will have the final say on all rule's interpretations. We will hear out both sides of the question and make a ruling.

Painting Requirements:

Every model must be painted to a 3-color minimum and based appropriately. "Battle Ready" or better painted armies preferred. Any model that does not meet these standards is at risk of disqualification at the EO's discretion.

Narrative Spirt

- This is a **Narrative event** and as such we **expect** you to bring fun or thematic lists. We are doing this to tell a unique story. There are no podium prizes for winning every game. We want to make sure everyone understands this is upfront.
- With this being a unique story, and in the spirit of the narrative, we will continue our restrictions of no units with the **unique** subtype keyword. This includes all **named Characters & Primarchs**. The warriors of legend that we read about were not at every battle in every system all at once. We want you to forge the story of your own Praetor!

Event Specific Rule

Heavy Terrain – Heavy Terrain is very powerful, and blocks all line of sight, meaning that you can not shoot or charge into Heavy Terrain. For this event, if two opposing forces are both wholly within a heavy terrain feature, then they may snap fire at the opposing unit in the shooting phase, and declare a charge and volley fire in the assault phase. You **can not** place any objective in **Heavy Terrain**

EVENT EXCLUSIVE:

Infiltrated by the Twin-headed Snake:

If there is an imbalance in Loyalist versus Traitors or vice versa, then some may be given this moniker. You will retain all of your abilities and detachment bonuses, but you will play for the faction that has the fewer number of players.

Duty Eternal:

Armingers, and all Dreadnought chassis gain Eternal Warrior (1)

Scenica Maelstrom Gambits:

Gunslinger - If this Gambit is selected, then the model controlled by the player may treat any pistol it is currently equipped with as a melee weapon. If the model is equipped with 2 or more weapons with the assault keyword, it gains an additional +1 attack.

Stoic - This Gambit may only be used once per challenge by each player. This Gambit may only be selected by a model that has half of its wounds or less, rounding up, remaining.. Subtract 1 from this model's WS. The model gains **Feel No Pain (4+)** for this challenge round only.

Collateral Damage - If this Gambit is selected, then the model ignores the "Duel Isolation" rule. Any hits that miss the challenger are instead resolved against the opponent's unit at -2 strength.

Persuade - If this Gambit is selected, then the model controlled by the player halves its attacks rounding up. Add +2 to this model's **Focus Roll**.

Oath of Moment

"On this matter, and by this weapon, I swear..."

Before each game you may select a single Oath of Moment. You may choose the same Oath of Moment as a previous mission, however you must subtract the number of campaign points you score from the same Oath of Moment by the Mission number. I.e. If you choose the same Oath from Mission 1 and Mission 2 you subtract 2 Campaign Points from the total to a minimum of 0.

For the Teams event each player selects their own Oath of Moment. If both players on the same team select the same Oath of Moment then an additional - 3 to the total campaign points is incurred.

Harvest their gene seed!: You must select 1 unit from your army. If that unit routes or massacres an enemy unit during the assault phase instead of consolidating, pursuing or gunning down actions, you may attempt to instead harvest the fallen warriors gene seed. Make an intelligence check using the lowest intelligence within that unit. If successful this unit successfully harvests the gene seed. If the unit survives until the end of the game they gain Campaign Points based on how many units they harvest. If a model in this unit is equipped with a Narthecium it may subtract 2 from the intelligence check. This Oath, if selected multiple times, must use the same unit in each game.

Harvest 1 unit gain 1 CP 2-3 units 1+D3CP 4+ units 3+D3 CP.

David vs. Goliath: Defeat a model with a Weapon Skill of 7 or higher, in a challenge, with a model that has a Weapon Skill of 5 or lower. Gain +5 CP

First Blood, Last Breath: You must be the player to massacre both the first and last enemy unit in the game. Enemy models that run off the battlefield count for this Oath of Moment. Gain +4 CP

Our ground, our banner!: If your model with a Legion Standard, Company Standard, or Icon of Allegiance is in the center of the battlefield, or as close to the center as possible, if there is a terrain feature or impassable terrain blocking the center, they may choose to plant the banner. For every turn this model stays in this spot it gains +1 CP. If the model is removed as a casualty, before the end of the game, the Campaign Points are lost.

Take the High Ground!: At the end of the game if you control the tallest terrain piece on the battlefield gain 3 CP.

Secure the Perimeter!: Divide the table into 6 equal quadrants. At the end of the game, Gain Campaign Points based on the number of quadrants you have models wholly within each quadrant. +1 CP per quadrant.

Retrieve the Machine Spirit. You must select 1 unit from your army. If that unit destroys a vehicle during the assault phase instead of consolidating actions, you may attempt to instead retrieve that vehicle's machine spirit. Make an intelligence check using the lowest intelligence within that unit. If successful this unit successfully retrieves the machine spirit. If the unit survives until the end of the game they gain Campaign Points based on how many units they harvest. If a model in this unit has the Battle-Smith special ability it may subtract 2 from the intelligence check. This Oath, if selected multiple times, must use the same unit in each game.

Retrieve 1 unit gain 1 CP 2-3 units 1+D3CP 4+ units 3+D3 CP.

Event Schedule

Friday, June 26th

Note: This is a Team Event where each player on a team brings 1,500 points. If you do not have a team mate, you may be paired up with someone else who does not have one, or we will be one for you! Pairings will begin shortly after. Each Round will last four game turns or 3 hours. We will have a break after the first round for 45 minutes. Before the second, and final game there will be a short debrief, then pairings begin anew. After game 2 we will jump into our Special Events!

Time	Activity	Points	Rules
1200 - 1700	Doubles-Team Games	1,500 per player	<ul style="list-style-type: none">• Impacts Campaign Narrative
1700 - 1800	Dinner	Dinner	Dinner



Saturday, June 27th

Saturday 27 June, will begin registration at 9:00 AM.

This is a Frontline event where each player brings 3,000 points to do battle in a thematic pair of missions. Each round will last four game turns or 3 hours. We will have a break after the first round for 45 minutes. After the second and final game there will be another debrief on what the final day will look like. After the second game we will have Open Play available for anyone who wishes to continue playing.

Mace and I have decided that Saturday will only be 2 official games in order for those of us traveling may get some time to experience Chattanooga and all of its beauty. There are a lot of cool things to do, and we want this to also be a fun trip for everyone who brings their family members! If you want to continue playing there will be accommodations to do this!



Sunday, June 28th

Sunday 28 June, we will begin setup at 9:00 am.

This is a final mission in a Zone Mortalis Mega-Battle. Each player may bring up to 1,500 points. This battle will last until 1:30 PM and will be the crescendo of the battle.

Time	Activity	Points	Rules
0900	Check-In	N/A	N/A
0815 – 12:30	ZM Mega-Battle	1,000 points	Bring an appropriate list for Zone Mortalis using 1,500 points.
12:30 – 12:45	Awards Ceremony	N/A	N/A



Special Events!

We will have 3 special events for players to participate in.

Contemptor CAGE Match

First is the exclusive and yearly chaos known as the **Contemptor CAGE Match!** To participate you simply need to bring a contemptor to enter a chaotic Royal Rumble style game.

Primarch Tournament of Champions

The Second exclusive event will be the **Primarch Tournament of Champions**. Each player who wishes to participate may bring their favored primarch. They will then be paired against other players' primarchs in a 1 v 1 battle using the Gambit system. Yes, Dorn versus Dorn can happen in a Primarch Mirror Match!~

Praetor Fight Club

The Third event will be **Praetor Fight Club**. We understand not everyone has a Primarch of their legion. In this case, we will allow you to bring a single non-unique model with the Master of the Legion special Rule. This will work in the same method as the **Primarch Tournament of Champions**.

FAQ

- **Named Characters** are not in use for this event, we want you to forge the story of your own warlord
- **Players Allegiance:** Participants must play the same faction and allegiance for the event unless assigned/approved by an Event Organizer.
- **Kitbashed:** Converted and models featuring 3d printed components are welcome. They should be clear and concise in their intent and loadout. We encourage our players to create unique armies that tell a story.
- **Rules, FAQ and Codex:** GW official rules only and authorized event specific rules listed in this packet.
- **Judge, Jury and Executioner:** Event Organizers will have the final say on all rule's interpretations. We will hear out both sides of the question and make a ruling. We encourage our participants to quickly resolve things and move forward. This is a game where we all just want to have fun and show off our toys.
- **Quit Policy** We expect all players to see the game through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, the narrative campaign we are creating. In the unlikely event that a player does concede before the game has reached its natural conclusion, then the conceding player earns a loss and zero points. The winning player records a win and records all objectives and points achieved.
- **Table Layouts Terrain** will be set out on tables prior to their games. Before each game please gently adjust the terrain to follow the mission or scenario specific rules. If you have any issues with terrain placement please ask one of the Event staff for assistance.

Contact Us

If you wish to ask any questions, discuss any conversions or to find out more about our events, please feel free to get in touch with us. Catch up on all the latest Local Heresy news and events by finding us at the below Facebook groups:

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Scenic City Heresy

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Bama Heresy

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