



## The Scenica Maelstrom

### At the American Team Championships

July 11<sup>th</sup>-13<sup>th</sup>

Please Pre Register [Here](#), Players must still purchase their ticket on the ATC website. [ATC Horus Heresy](#)

- This is a **Narrative event** brought to you by Scenic City Heresy and Bama Heresy, 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. NOT. A. 40K. TOURNAMENT!**
- This is a 3 day event, we encourage our participants to participate as much as possible.
- **Every model must be painted to a 3-color minimum and based appropriately. "Battle Ready" or better painted armies preferred. We will be live streaming as well as taking photos to promote future events and sponsorships. Any model that does not meet these standards is at risk of disqualification at the EO's discretion.**
- 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 July 10th.
- 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.



## Event Schedule

### Friday, July 11<sup>th</sup>

**Note: Friday is intended to be team games. It's also for those that have grudge matches or want to play a specific individual or narrative. Players should have models and lists to play 1500 points with a partner. Pair up with available players or one will be assigned to you and game until your heart is content. We will provide structure/objectives/tasks for the team games, with our overall narrative, but this does not include open play.**

Time	Activity	Points	Rules
1200 - 1700	Doubles-Team Games  Open Play	1,500 per player	<ul style="list-style-type: none"><li>• Praetors get Consular Upgrades</li><li>• Impacts Campaign Narrative</li><li>• Open play is optional</li></ul>
1700 - 1800	Dinner	Dinner	Dinner
18:00 – 20:30 20:30 – 21:00	Final Doubles Round Contemptor Cage Match Primarch Brawl	1,500 per player	<ul style="list-style-type: none"><li>• Cage Match bring 1 Contemptor to fight others</li></ul> If you'd rather play Primarch Brawl bring a Primarch. No Ascended Primarchs (Fulgrim/Angron/Horus or any others who may be released) <ul style="list-style-type: none"><li>•</li></ul>

### Primarch Brawl

Welcome to the inaugural Primarch Brawl! In a bracket style format, the Primarch (or equivalent, i.e. Valdor or Runestorm Sovereign/ Named Daemon) of your choice will battle it out in a death match to see who is the last Primarch standing. The brackets will be single elimination, with a losers bracket for the chance at a come back win!

### Contemptor Cage Match



We also welcome back the contemptor cage match! A WWE style Smackdown, contemptors enter a ring in waves for an epic free for all showdown! There can only be one left standing...

## Saturday, July 12<sup>th</sup>

**Saturday will consist of 3 Front Line games using 2,500 points. These games will be 1 v 1 with custom missions to tell the bulk of the story for this campaign. Please have your army pre-built and ready to start by 08:30 Saturday Morning.**

Time	Activity	Points	Rules
0800	Check-In for Solos Event	N/A	<ul style="list-style-type: none"><li>• Praetors get Consular Upgrades</li><li>• Lords of War and Super Heavies allowed</li><li>• 5 Battle Rounds</li></ul>
0830 - 1130	Game 1	2500	See above
1130 - 1230	Lunch	N/A	N/A
1300 - 1600	Game 2	2500	See above
1615 - 1915	Game 3	2500	See above





# Sunday, July 13<sup>th</sup>

We have brought back the ever popular Zone Mortalis Mega-Battle, except we will dedicate Sunday.

ZoneMortalis list building rules provided by Games Workshop will be used as will the ZM reactions.

Time	Activity	Points	Rules
0800	Check-In	N/A	N/A
0815 – 12:30	ZM Mega-Battle	1,000 points	Bring an appropriate list for Zone Mortalis using 1,000 points. No Consular upgrades for Praetors allowed.
12:30 – 12:45	Awards Ceremony	N/A	N/A
12:45 – 13:15	Help break down tables for the event and reminisce about epic moments from this year's ATC!	N/A	N/A





## Event Rules and Restrictions/List Building Guidelines



- **Named Characters** are not in use for this event, we want you to forge the story of your own warlord
- **Custom Warlord:** Players may upgrade a single Praetor with upgrades from the Legion Consularis list with an increase of 15 points above the listed value of that specific Consularis model.
- **Warlord Narrative:** Campaign points will be awarded to participants that provide a biography of their Warlord that includes their accomplished deeds and misadventures. The more narrative your army, your attire and overall experience is taken into consideration for the 2025 Scenic City Herald
- **Shattered legions** are discouraged due to the complexity of the rules and time constraints of the event
- **Marine & Custodes** players may only bring a total of 2 dreadnoughts to this event
- **Lords of War and Super Heavies** are allowed for the Saturday event. There is no 25% cap on your army composition for using Lords of War, but you are limited to a single Lord of War unit for your army list, unless you are playing Questoris Knights.
- **Flyers – Vehicles with the Flyer sub-type** may begin each mission on the board rather than in reserves at the start of the game.
- **Ruinstorm Daemons** will treat all their positive and negative modifiers as if it is **One** game turn later than the actual game turn. This means they will treat **Game Turn 1** as if it were **Game turn 2** and treat **Game turn 4** as if it were **Game turn 5**. **Maximum of One (1) Sovereigns** allowed.



- **Reactions** – Units can only be reacted to once in each phase. I.e. Interceptor may be performed once per unit. Multiple units cannot simultaneously react to the same unit in the same phase.
- **Named Characters** are not in use for this event
- **Players Allegiance:** Participants must play the same faction and allegiance for the event unless approved by an Event Organizer.
- **I Am Alpharius:** Due to widespread infiltration by the sons of Alpharius, players may be asked to play as Loyalist or Traitor to balance out sides, that will be done on a volunteer basis if the issue arises.
- **Kitbashed:** Converted and models featuring 3d printed components are welcome. They should be clear and concise in their intent and loadout.
- **Rules, FAQ and Codex:** GW official rules only and authorized event specific rules listed in this packet.
- No use of models or factions that do not have rules available by July 10th.
- **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.



We will be implementing SN: Battle Reports house rules into this event. These rules are as follows



## LASTING TEMPLATES

YOU'VE NO DOUBT BEEN IN THE SITUATION BEFORE, YOUR OPPONENT HAS RAINED DOWN SOME BARRAGE WEAPONRY ON YOUR TROOPS, NOW COMES THE LASTING TEMPLATE UNDER THE UNIT. MODELS HAVE TO BE MOVED AND PUT BACK, AND WE'VE ALL ACCIDENTALLY PICKED UP THE BLAST MARKER BY MISTAKE.... IT'S A PAIN AND IN OUR VIEW CAN SLOW DOWN THE GAME, SO WITH THAT IN MIND WE'VE CUT OUT THE ADMIN, AND KEPT IT SIMPLE.

IF YOUR UNIT HAS BEEN HIT BY A BARRAGE WEAPON THAT REQUIRES A TEMPLATE TO BE LEFT BEHIND, TO REPRESENT DANGEROUS TERRAIN OR SIMILAR EFFECTS - INSTEAD OF MOVING MODELS (THAT SHOULDN'T BE MOVED ANYWAY), YOU SIMPLY ADD A DIFFICULT TERRAIN MODIFIER TO THAT UNIT, SO -2 TO THEIR MOVEMENT.

IF THAT UNIT WOULD SUFFER DANGEROUS TERRAIN (THROUGH THEIR RULES OR THE RULES OF THE TEMPLATE WEAPON) THEN THE UNIT WOULD ALL TAKE TESTS AS REQUIRED (ONLY ONCE PER PHASE) - UP TO A MAXIMUM OF 10 MODELS IN THE UNIT. BATTLES WOULD BE FLUID, TROOPS RUNNING AND WHOLE AREAS COULD SUFFER BOMBARDMENT, SO WE FELT IT TO BE MORE THEMATIC TO!



## DEEP STRIKE/RESERVES

THERE IS NO BETTER FEELING THAN WHEN YOU BRING THAT TASTY TERMINATOR SQUAD DOWN FROM DEEP STRIKE, IN THE PERFECT SPOT, READY TO GO TO WORK. - YOUR OPPONENT LOOKS ON IN HORROR UNABLE TO RESPOND AS YOU MUSICALLY LAUGH WITH GLEE.

HOWEVER, AT TIMES PEOPLE CAN USE DEEP STRIKE TO 'DAISY-CHAIN' THEIR UNITS ACROSS THE BOARD FOR A GAMING ADVANTAGE, CAPTURING AN OBJECTIVE OR ENSURING A CHARGE - WE FEEL THIS GOES AGAINST THE SPIRIT OF THE GAME AND THE LORE. DEEP STRIKING UNITS WOULD TRANSLATE INTO THEIR POSITION BUNCHED TOGETHER!

SO WE'VE IMPLEMENTED A RULE WHERE EACH MODEL IN A DEEP STRIKING OR RESERVES UNIT HAS TO BE WITHIN 4" OF THE INITIAL MODEL DEPLOYED AS PART OF THE DEEPSIKE (10 MODELS OR LESS OR 5" FOR 10+ MODELS IN UNIT) - STOPPING THOSE LONG CHAINS BEING MADE!

(UNLESS THERE ARE SPECIFIC SPECIAL RULES THAT ALLOW OTHERWISE)







## ARTIFICER ARMOUR

ARTIFICER ARMOUR IS A USEFUL UPGRADE FOR YOUR SERGEANTS AND OTHER SQUAD LEADERS, PROVIDING YOU THAT SOLID 2+ SAVE.

HOWEVER, BEING A CONTINUOUSLY RELIABLE SAVING THROW FOR YOUR UNITS CAN OFTEN LEAD TO STRANGE INTERACTIONS. YOUR SARGENT FOR EXAMPLE 'TANKING' EVERY SAVE, LEAVING AN UNTHEMATIC AND SKEWED RESULT - DID THEY LEAP INTO ALL OF THE ONCOMING FIRE? CATCH EVERY PIECE OF SHRAPNEL FROM THAT BLAST? IT CAN CREATE 'FEEL BAD' MOMENTS FOR YOUR OPPONENT TOO, SO WE'VE COME UP WITH A TWEAK ON THE RULE!

IF YOU PAY FOR AN ARTIFICER UPGRADE (UNLIKE THOSE WHO HAVE IT ALREADY AS WARGEAR) THEN YOU CAN ONLY USE THAT SAVING THROW UP TO THE INITIATIVE OF THE MODEL TAKING THE SAVING THROW. EXAMPLE: A TACTICAL MARINE SERGEANT WOULD BE TO TAKE UP TO 4 SAVING THROWS, THE REST WOULD GO ON TO THE SQUAD.



## COMBAT SPILL OVER

IN THE HEAT OF BATTLE, MIGHTY GENERALS AND FIERCE WARRIORS RAMPAGE THROUGH THE RANKS OF THE ENEMY. AT TIMES, BRAVE SOULS WILL CHALLENGE THEM IN SINGLE COMBAT AND ARE RUTHLESSLY CUT DOWN FOR THEIR EFFORTS.

THE CHALLENGE RULE IS AN AMAZING PART OF THE HORUS HERESY GAME, BUT IT CAN BE MANIPULATED TO CREATE UNTHEMATIC SCENARIOS. PRIMARCHS OR INFAMOUS CHARACTERS WOULD OFTEN END UP IN A CHALLENGE WITH A LOWLY SARGENT AND HAVE THE WEIGHT AND FURY OF THEIR MARTIAL PROWESS TRUNCATED BY THE DUEL. PEOPLE WILL INTENTIONALLY CALL A CHALLENGE, KNOWING IT WOULD NEGATE THESE EXTRA WOUNDS, MEANING MANY UNITS WITH STUBBORN OR INEXORABLE UNFAIRLY BENEFIT IN THESE CIRCUMSTANCES.

WE'VE ALLOWED THESE ADDITIONAL WOUNDS TO 'SPILL OVER' INTO THE CONTINUING COMBAT. A PRIMARCH OR OTHER HQ FOR EXAMPLE WOULD DISPATCH A UNIT LEADER AND CONTINUE FIGHTING OTHERS BEFORE THEIR FOE HIT THE GROUND. THIS STOPS UNTHEMATIC SITUATIONS AND 'GAMING' COMBAT RESOLUTION, AND HELPS THE FLOW OF THE GAME!





## 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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