



# Sabhal's Tithe III -Seeking Midnight-

## A Horus Heresy Event

The witch-craft *Hecate* has reached its destination, disgorging warbands both Loyalist and Traitor not into the void of space as expected, but onto a mist-shrouded, swamp-choked planet that already thunders to the sound of war.

The voice you first heard broadcasting from 21:60, declaring the planet variously for the Emperor or the Warmaster, and later whispering the from the darkness aboard the *Hecate*, echoes all around you as you race through the mist toward the fighting. It sounds like Sabhal. It sounds like your Primarch, your Sergeant, your oldest friend. You know better than to listen.

Don't you?



## Welcome back

to system Sixty-One: Twenty! Possibly.

Over the course of three games you will uncover the secrets of the war on 61:20, and what your involvement here means for the galactic conflict.

## Force Dispositions

You will muster an army of 3000 points following the rules in the Horus Heresy Age of Darkness rulebook.

This is full-scale warfare across open battlefields and crumbling megastructures. There are no additional restrictions on force building.

You may choose one Infantry unit in your army that is not a Scoring unit (and does not have a rule stating it can never be a scoring unit) to represent the spear tip of your operations aboard the *Hecate* in the previous event. That unit is considered a scoring unit for this event. If it is displaying the Sabhal's Tithe campaign badge (a gothic archway with gold coins spilling from it) it controls objective markers from 5" away instead of the usual 3".

Sign up and register your army list at

<https://tabletop.to/sabhals-tithe-iii> on or before the Thursday before the event!



## Schedule

10.00 - Shop Opens.

10.15 - Roll Call, Briefing.

10.30 - Orders issued, first round begins.

13.30 - First round ends. Lunch break.

14.00 - Second round begins.

17.00 - Second round ends.

17.15 - Final round begins.

20.15 - Final round ends.

20.30 - War Stories.

20.35 - Awards, event ends.

## Voucher of Moment

Each player receives a £5 JustPlay voucher for taking part.

## Prizes

We'll have some custom prizes available on the day including trophies for the Best Painted and Best Play - more info on those below, and more prizes to be announced soon!



## Best Looking Army

During the first round, the TO will nominate some armies for the Best Looking Army award. They should be displayed on tables 1 & 2 during the lunch break. During the break, each player should cast 1 vote for the army they believe has the best aesthetic. Your Voucher of Moment is dependent on your casting a vote!

The player with the most votes receives a trophy and a Forge World voucher.



## War Stories

After the last round, players will gather to reinforce the bonds of camaraderie by sharing tales of the battles they fought throughout the day.

Each player who wishes to take part will have just 15 seconds to describe to the group the most heroic, lucky, villainous or otherwise epic play made by one of their units during one of their games. Dramatic delivery and embellishment is encouraged.

The winner of this award is determined purely by the enthusiasm and volume of the applause (or boos) that greets their tale - as long as their opponent can verify it contains at least a core of truth!

The winner of this award receives a trophy and Forge World voucher.

## Painting and Modelling Requirements.

All models used in games must be fully painted, including the base, to a "clearly finished" standard. In addition all models must be WYSIWYG, with the usual exceptions of grenades and such wargear.



## Additionally

In order to tell the story of the unique events of Sabhal's Tithe, players will each be given a set of secret orders, with one to fulfil each mission. These should be opened at the beginning of the relevant round, and kept secret from your opponent until they are achieved, at which point you should reveal the secret order so your opponent can verify it was completed.

## The Outcome

The results of your games, along with the resolution of certain Secret Orders, may lead the Traitors or Loyalists to gain a vital upper hand in the Horus Heresy. Governor Sabhal's hand is about to be revealed, and his foes, friends and pawns will finally learn who they are!

## Missions

The following missions score VP (how you win the game) and Team Points, determining the outcome of the campaign! Winning a game always earns your team 1 additional team point. More missions will be revealed closer to the event!



## Mission 1

### Lights in the Mist

*Advancing into the mist-shrouded darkness, the whispers on the edge of your hearing are drowned out by the sounds of furious fighting. If only you could find and silence your enemy, you could get back on track...*

### Deployment Map: Search and Destroy

#### Deployment: Staggered

#### Setup:

Place one objective marker in the centre of the battlefield and one in the centre of each non-deployment quarter of the battlefield.

#### Scenario Rules:

Each player scores 1 Victory Point at the end of their turn for each objective marker they control and 3 Team Points for controlling the central objective at the end of the game.

The central circular zone of the deployment map is Difficult Terrain.

Each player selects one infantry unit from their army during deployment. If that unit doesn't have the Deep Strike rule it gains the Outflank rule and may only enter the battlefield from the enemy board edge. In either case, the chosen unit may only be deployed from reserves wholly within the enemy deployment zone. The chosen unit may include Independent Characters but not a transport.