
HORUS HERESY: THE DROPSITE MASSACE OF ISTVAAN V



HOSTED BY:



In the shadow of treachery, the loyalist Legions of the Emperor launch a desperate assault on Istvaan V, seeking to crush the rebellion of Warmaster Horus. The Iron Hands, Salamanders, and Raven Guard descend upon the blackened wasteland, only to be met with betrayal as their supposed allies—the Iron Warriors, Word Bearers, Night Lords, and Alpha Legion—turn against them in a savage ambush.

Cut off and outnumbered, the loyalists fight a desperate rearguard action, but the massacre is inevitable. The once-mighty sons of Vulkan, Corax, and Ferrus Manus are shattered, their forces butchered, and their Primarchs forever changed. Istvaan V becomes a graveyard of heroes, a bitter lesson in Horus' cunning and the price of defiance against the darkness.

FORCE ORGANISATION

This section will outline compulsory list requirements and restrictions.

The event will be structured as a single continuous game over the course of the day, with each player required to bring a standard 3000pt list, constructed as normal using the Crusade Force Organisation chart. The single exception to this is you can ignore the LoW requirements! Allies may be taken as normal.

Each player is encouraged to bring a themed narratively focused list as this helps on the casual end of the spectrum. As such, we have limited named characters, including Primarchs to 1. Each team is expected to communicate and ensure that named characters don't repeat between lists, for characters that can go Loyalist or Traitor the EO will check timestamps and the first person to have submitted a list with that character will get to use them and the other person will have to rejig their list. This of course will only come up if we struggle to fill each individual legion and have to have duplicates.

We would ask that your list reflects an apocalyptic theme, and the setting within the Horus Heresy timeline being the Dropsite Massacre at Istvaan V as war breaks out throughout the galaxy. We want to see massed infantry formations and armour columns with super heavy tanks and titans appearing as well, bonus points if your list matches a formation seen in the book!

The only Rite of War we won't be permitting is the Fury of the Ancients as this one is only fun for the player controlling the army of dreadnoughts and no one else.

You must submit your list to kelpiegames@hotmail.com by 05/05/25 with the title "Istvaan V"

Please bring a copy of your army list for your opponent to view on the day or have access to it.

Schedule for the Weekend

Day 1 (Saturday):

- **09:30 - 10:00:** Registration and participant check-in (30 minutes)
- **10:00 - 10:30:** Deployment (30 minutes)
- **10:30 - 12:00:** Turn 1 (1 hour 30 minutes)
- **12:00 - 13:00:** Lunch (1 hour)
- **13:00 - 14:30:** Turn 2 (1 hour 30 minutes)
- **14:30 - 15:00:** Break (30 minutes)
- **15:00 - 16:30:** Turn 3 (1 hour 30 minutes)
- **16:30 - 17:00:** Break (30 minutes)
- **17:00 - 18:30:** Turn 4 (1 hour 30 minutes)

Day 2 (Sunday):

- **09:30 - 11:00:** Turn 5 (1 hour 30 minutes)
- **11:00 - 11:30:** Break (30 minutes)
- **11:30 - 13:00:** Turn 6 (1 hour 30 minutes)
- **13:00 - 13:30:** Break (30 minutes)
- **13:30 - 14:30:** Lunch (1 hour)
- **14:30 - 16:00:** Wrap-up and any remaining activities (1 hour 30 minutes)
- **16:00 - 16:30:** Optional time for discussions, tiebreakers, or finishing up (30 minutes)

Battle Zone Command

As befitting a campaign being waged across an entire planetary system, the battle zone will require an overall commander, both Loyalist and Traitor.

Battlezone commanders will oversee tactical decisions for artillery and potentially orbital bombardments if the prerequisites are met.

Battlezone Commanders can be decided ahead of time, if not decided beforehand a group vote will take place during registration.

Scoring

Before deployment each player will place 3 objective markers down, 2 in your own deployment zone and 1 in no mans land.

Objectives are scored at the start of your respective turn and are worth the following;

Objective Scoring:

Objectives are scored at the **start** of each player's turn and are worth:

- **Home Deployment Zone:** 1 Victory Point (VP)
- **No Man's Land:** D3 + 1 VPs
- **Enemy Deployment Zone:** 5 VPs

Kill Point Scoring:

Destroying enemy units awards VPs based on their battlefield role and significance:

Unit Type	Victory Points Awarded
Troops	1 VP
Elites	1 VP
Non-Vehicle Fast Attack	1 VP
Non-Vehicle Heavy Support	1 VP
HQs	2 VPs
Armigers/Dreadnoughts	D3 VPs
Fast Attack Vehicles	D3 VPs
Heavy Support Vehicles	D3 VPs
Warhound Titans	D3 +2 VPs
Lords of War (8-20 Hull/Wounds)	D2 + 3 VPs
Lords of War (20+ Hull/Wounds)	D3 + 3 VPs
Named Warlords	3 VPs
Primarchs	5 VPs

Thematic Bonus Objectives:

Throughout the game, special objectives can be issued or revealed at key points in the battle. These may include:

- **"Hold the Line!"** – Control at least 2 home deployment objectives for 2 consecutive turns (+3 VPs).
 - **"Vengeance for Istvaan!"** – Slay a Traitor Primarch if you're Loyalist (+5 VPs).
 - **"The Perfect Trap"** – Have at least 3 units deep strike or outflank into enemy deployment (+3 VPs).
 - **"Shut down their Command!"** – Kill two enemy Warlords from a single army in a single turn (+2 VPs).
-

Scoring Adjustments per Phase:

To keep scoring reflective of the massacre's narrative, scoring dynamics change as follows:

- **Phase 1:** Standard scoring rules.
- **Phase 2 (Establish a Foothold):** Controlling no man's land objectives generate double VP
- **Phase 3 (The Betrayal):** Traitor units gain double VP for destroying Loyalist HQs.
- **Phase 4/5 (Desperation):** Loyalists gain +1 VP per destroyed enemy unit representing their desperate counterattacks.
- **Phase 6 (The Rout):** No more Objective Scoring—each loyalist unit that is wholly within 8" of the centre of the battlefield at the end of the game scores 1VP, they also give up an extra 2VP if destroyed. Only unit destruction counts for points as the battlefield descends into chaos.

Ongoing Reserves

Given the nature of apocalypse games, we have decided to incorporate a form of ongoing reserves to allow the game to last the full day, even if you get tabled your army can repeatedly come back!

All units (with the exception of named characters and primarchs) will enter ongoing reserves on the turn they are destroyed and will return on the following turn on your own deployment zone unless you have a deployment based RoW, if this is the case speak to the EO about how this will work.

The following rolls will be used to bring units back;

Troops (3+)

Fast Attack, Knight Armiger (4+)

Heavy Support & Elites (5+)

HQ and Lords of War [8 or less Hull Points / Wounds] (6+)

Lord of War [8 to 20 Hull Points/Wounds] 2d6 (10+)

Lord of War [20 to 30 Hull Points/Wounds] 4d6 (20+)

For a unit to go into ongoing reserves it must be totally destroyed, including any dedicated transports.

Mission Rules

Phase 1: The Loyalist Landing (*No Reinforcements Yet*)

- Loyalists deploy with full strength and go first, believing in a swift victory.
- Traitors may only deploy Sons of Horus, Emperor's Children, Death Guard & World Eater units.

Phase 2: The Bitter Resistance (*Reinforcements Arrive*)

- Ongoing reserves begin for all units destroyed in Phase 1.
- All remaining Traitor forces arrive and deploy behind Loyalist forces.
- Standard reinforcement rolls apply.
- *The Loyalist advance slows as they wait for "Loyalist" forces to bring up reserves to hold key positions.*

Phase 3: The Betrayal Unfolds (*Reinforcements Gain Momentum*)

- Traitor units return on a +1 to their reinforcement rolls, symbolizing their pre-planned ambush.
- Loyalist units still return as normal, but may only re-enter through their original deployment zone. (Rite of Wars supersede)
- Any destroyed Loyalist HQ units take an extra turn to return to reflect confusion and command breakdown.

Phase 4: The Loyalist Desperation (*Reserves Struggle to Keep Up*)

- Loyalist reserves now suffer a -1 penalty on reinforcement rolls, reflecting their deteriorating logistics and morale.
- Traitor reinforcements may enter from any table edge, representing their encirclement efforts.
- Named Loyalist Characters still cannot return but for every Loyalist Primarch still alive they add +1 to reinforcement rolls, 2+ being the lowest a roll can be modified to.

Phase 5: The Death of Ferrus Manus (*All Hope is Lost*)

- Loyalists must now roll at -2 for all reinforcements, symbolizing shattered morale after Ferrus' fall.
- Traitors gain automatic return of one Fast Attack and Elite unit per legion, showing their overwhelming force.
- Any loyalist Primarch (if still alive) provides a +1 reinforcement bonus within to bring a unit in within 12".

Phase 6: The Rout (*Last-Ditch Efforts*)

- Loyalist reinforcements now return on a 6+ only, as their forces flee or are annihilated.
- Traitors have full control and may bring in reserves freely on a 2+, ensuring total dominance.
- Any remaining Loyalists can attempt a desperate breakout, moving twice but taking D3 wounds per unit.