

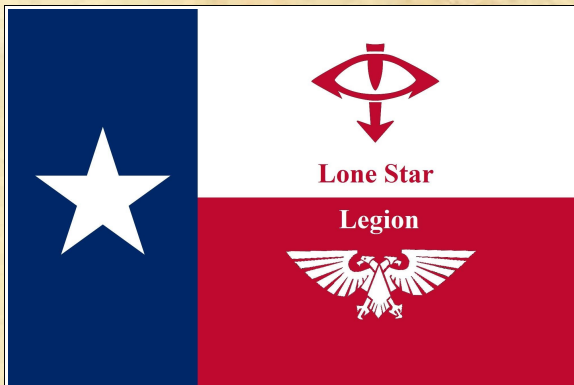
The Battles of the Infinite Abyss

2017 Texicon Horus Heresy Narrative

The Battles of the Infinite Abyss

Presented by The Lone Star Legion

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July 7-9 2017

Hurst Conference Center 1601 Campus Drive Hurst, TX 76054

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The Battles of the Infinite Abyss

"He who fights with monsters should look to it that he himself does not become a monster. And if you gaze long into an abyss, the abyss also gazes into you." Ancient Terran Scholar

The horror of civil war grips the galaxy, the brutal truth of the events at Isstvan have been revealed, and the battle lines drawn between brothers. In such a galaxy spanning war there were no shortage of super-weapons, but perhaps none had more potential for destruction than the leviathan *The Furious Abyss*. Unleashed by Lorgar upon the Ultramarines at the onset of the Heresy, disaster was narrowly averted with the vessel's destruction in the skies of Macragge.

But was the threat truly eliminated? Word now comes that Lorgar hedged his bets and construction of the *Furious Abyss*' sister ship is almost complete. But where? When? To what ends? A ragtag group of loyalist Astartes set out to discover the truth, with the full might of the traitor legions arrayed against them. As they grow closer to their goal, the stakes and the forces involved on both sides escalate to a final crescendo. But can they make a difference in time, or will another device of ultimate destruction be unleashed upon the galaxy?

Over the course of three days you will decide the outcome – Each day's Narrative Track events are stand-alone activities which will combine to dictate the final resolution.

Schedule

Friday 6:00 PM to 10:00 PM

- **Blackguard One**– A GM moderated 30k Squad Based Activity (16 players)
- **30k Open Gaming** (10 players)

Saturday 9:00AM to 7:00PM

- **Battles for the Abyss** – Three Round Horus Heresy Narrative Battles (30 players)

Sunday 11:00AM – 3:00PM

- **The Ultimate Abyss** – 30k Narrative Megabattles (16 players)
- **Blackguard One Prime** – A GM moderated 30k Squad Based Activity (16 players)

About Narrative Events

What this event is all about is thematic, narrative, dramatic and action filled games where the story and your forces are the focus. Everything involving this event is designed around this concept. One of the hallmarks of a good story is that the journey is much more important than the destination - whoever wins or loses doesn't really matter. Because it's a war game there are going to be winners and losers, but that's not what this event is about – its about creating those engaging stories with your fellow players. So if winning is what's most important to you this is probably not an event for you – there's lots of other tournaments available. Here winning is a pleasant side effect, not the prime objective, the missions may not be 'fair', and the players with the most battle points probably won't win a prize. But if you're coming to join a group of like-minded people with the goal of everyone having a great time then you won't be disappointed.

Appearance

Armies should be fully painted. An important part of creating the narrative is having attractive fully painted forces, and people want to play against beautiful armies. If a model is not painted it will not be allowed in play.

WYSIWIG is not mandatory, but models should effectively represent the war-gear equipped. See the upcoming event primer for full details.

Event Details

A full set of event primers and rule FAQs will be available shortly, however the below outlines provide sufficient detail for event selection and force creation.

Blackguard One - A Horus Heresy Story – A GM moderated 30k Squad Based Activity. Players will direct their small tactical teams towards various objectives in attempts to discover, or conceal, details regarding the Abyss fleet's construction. The event outcomes will affect the progression of the overall storyline and the following day's battles.

- Each player constructs a force comprising one HQ and one Troop/Elite/Fast Attack unit not exceeding 300 points total (1 HQ + 1 squad unit total).
- No HQ's with Master of the Legion or Orders of High Techno-Arcana are allowed.
- Named Characters are not permitted.
- No Vehicles may be taken.
- Unit abilities dependent on additional forces may not function (eg there's no-one on the other end of the Vox to answer the Master of Signal's barrage request).

Essentially you're creating a mid-level hero character and a few red-shirts to wander around with them.

Game play will be a unique blend combining tactical objective selection and maneuvering, multiple fast-paced skirmishes against NPC and opponent forces using 30k rules, story-based encounters, and character progression - all moderated by gamemasters to keep the action moving.

Battles for the Abyss – Three Round Horus Heresy Narrative Battles. The stakes escalate as large scale forces on both sides engage to push in on the system and discover (or protect) vital intel leading to the stardock's location.

- Each Player's force shall be 2500 points complying with the Age of Darkness Force Organization Chart.
- Lord of War (including Primarch's) up to the 25% maximum point limit and Allies may be taken.
- Alternative force organization charts are not permitted with the exception of Questoris Knights (which are allowed).
- Theme forces such as Shattered Legions and Army of Dark Compliance forces are not allowed.
- Relics are not allowed.
- Fortifications other than Aegis Defense Lines are not permitted (due to potential terrain/mission conflicts)

The Ultimate Abyss – 30k Narrative Megabattles.

The final massive battle over control of the starport.

- 3000 point force comprised of Titans, Knights, Super Heavy Vehicles, Vehicles, and Powerful Heroes.
- Players may round out forces with other units, however no single wound models allowed.
- There is no FOC requirement.

Blackguard One Prime– A GM moderated 30k Squad Based Activity. Amidst the carnage of the Megabattle players will once again direct their small tactical teams towards completing critical objectives while fighting underfoot of titans to determine whether the final mission outcome ends in success or failure.

- Force construction is as per Blackguard One noted above.