

SOUTH CHESHIRE HERESY PRESENTS



THE SCOURING OF FORMAXIA SECUNDUS

A 2 DAY NARRATIVE EVENT SET IN THE AGE OF DARKNESS

12th & 13th July 2025
Worleston Village Hall,
CW5 6DN

EVENT SPONSORS

Without the help and support of our sponsors, this event could not take place. Please visit their sites, links below!



Barefoot Miniatures have kindly supplied all terrain used in this event. Without the Support of Max, this would not have been possible! Head over to www.youtube.com/@BearfootMiniatures to check out their YouTube channel and give them a hit on the subscribe tab – the content is great!



Might Melee Games are our local independent stockist. Based in Market Drayton, they have a great shop and offer online ordering. Prizes have kindly been supplied by MMG and we hold regular 'club nights' at their venue.



Wendigo forge is a 3d printing service that offers a printing and sourcing service. If they don't have what you're looking for send them a message on Instagram or Etsy! <https://www.etsy.com/shop/WendigoForge3D>

CONTENTS

The Scouring of Formaxia Secundus – Event Outline

Background – The Formaxia System

The Legacy of Primus

The Battle for Secundus

Event Pack

Special Units



Event Outline

The Scouring of Formaxia Primus

Day 1

9:00 – 9:30am - Player Registration

9:30 – 9:45am - Player briefing, table selection, strategy meeting

9:45 – 1:00pm - GAME 1

1:00 – 1:30pm Lunch (provided) & Single Miniature on Parade

1:30 – 4:45pm GAME 2

5:00pm onwards - Battle Royale – Named characters, Praetors, Primarchs

Day 2

9:30 – 9:45 - Player briefing, table selection, strategy meeting

9:45 – 12:15pm - GAME 3

12:15 – 1:00pm - Lunch (provided) & Armies on Parade

1:00 – 4:15pm - GAME 4

4:30pm - AWARDS CEREMONY

Background

The Formaxia System

Located toward the Eastern Fringes, Formaxia is a well-known 'transit system' first returned to the embrace of the Imperium in 870.M30. Following contact with the VII legion, a temporary garrison was deployed while establishing the compliance of the Formaxian people. The garrison was unnecessary. Formaxia was a harmonious planet in a system that serviced main trade and transit routes into the galactic east.

Formaxia became known as one of the finest systems for resupply. The shipyards at Formaxia Secundus were the pride of the system and many would travel out of their way to ensure Formaxian shipwrights serviced their vessels.

The twin-planets of Formaxia-Hypnos and Formaxia-Thanatos used their unique orbital profile to their benefit, connecting both planets with a space elevator that Mechanicum adepts quietly admired. This allowed both planets to hugely increase their production and the Manufactorium created its own reputation of quality workmanship, efficient production and offering harmonious trade relationships.

The Formaxian system was a shining beacon of Imperial might. Utopian even.

The reputation the system had fashioned for itself put it in grave danger when the treachery of the Warmaster occurred. A jewel system, loyalist forces understood the need to maintain control whilst the traitors looked upon it with envious eyes. Given the strategic import of the system, both as acting as a gatekeeper to the Eastern Fringe and possessing both shipyards and manufactorums of exceptional quality, control of the system was deemed essential by both parties.

As news arrived of neighbouring systems being harassed, invaded and worse, declaring fealty to the Warmaster, the Council of Terra ordered loyalist forces to muster at Formaxia Primus with orders to assemble, defend the system and use it as a base of operations to expand into neighbouring systems to reclaim territory and deny precious resources to the traitors. However, the traitor forces were, as seemed to be the usual case, one step ahead of the loyalists. While mustering commenced, an invasion force made up of multiple legionary forces with both mechanicum and ex-Imperial Army forces arrived with only one intention: claim Formaxia for the Warmaster.

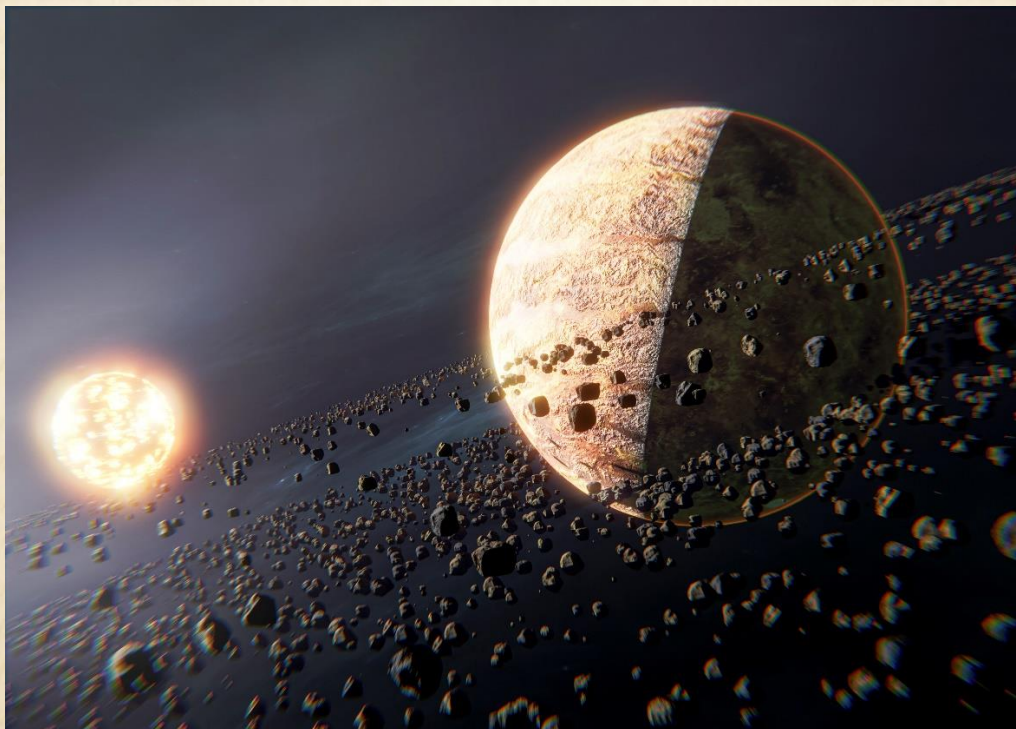
The Legacy of Primus

The opening salvos of the Battle for the Formaxian System were fired at Formaxia Primus. Loyalist armies were using the planet to muster their forces – a central base of operations in the Formaxia system, that was hoped would repel any traitor advance and hold the system for the Imperium.

However, the traitors could not let this pass. Their attack was anticipated, preordained even however it came with a speed of advance as yet unseen in the civil war. Defences were hastily being prepared but few were complete by the time the forces of rebellion arrived in-system.

Bitter fighting over the geo-stationary orbital defence batteries saw control wane from side to side with sporadic magma-shelling on the mustering fields targeting both loyal and traitor forces. Entire armoured companies of Formaxian Yeomanry Guard were destroyed. Renegade mechanicum units were reduced to molten slag. Astartes of both sides paid a terrible price for control of Primus and, although history would ultimately claim the battle ended with the loyalist prevailing, neither side could truly claim victory.

After the battle, skirmishes continued and the traitors committed to harrying attacks from their foothold on the Moon of Vortigon whilst loyalist forces regrouped at Formaxia Secundus. Their arrival coincided with the transit of an Imperial Fist flotilla and the docking of the *Crusade & Endurance*



The Battle for Secundus

Formaxia Secundus was a unique-world in the Formaxian system as the vast majority of the populus lived in orbital habitats built with the specific purpose of providing menial labour for the ever-expanding shipyards. The surface of the planet was covered with mines, manufacturums and orbital-elevators feeding the incessant appetite of the shipyards and drydocks. Ships produced here were coveted and, ton-for-ton, offered the greatest acceleration and top sub-light speeds of any vessels from any production facility elsewhere in the Imperium. Formaxian ships were sought-after by all and found in large concentrations throughout the fleets of the I, V, VI & XIX legions.

After the Battle of Formaxia Primus, a large reinforcement fleet from the VII legion was despatched, however it soon became apparent that these ships of the line would offer nothing to the defence of the Formaxian system. Whilst transiting a turbulent warp whilst enroute to the system, the fleet was damaged and no longer battle-ready following the harrying of handful of Word Bearer vessels and the psychic attacks that allowed demonic incursions to bypass the Geller fields protecting the ships. Many of the Imperial Navy crew died not only at the hands of the Daemons but also at the hands of their own as the assault drove them into a murderous rage. Legionaries aboard the ships took a huge toll on the beasts spawned by the warp but even so, only a handful remained. 12 escort and supply vessels were lost and only 4 ships reached the system intact. However, the 4 that remained were crucial to both the loyalist and traitor forces. 2 Gloriana Class Battleships, along with a Promethean Class Cruiser and a Tiamat Class Destroyer.

These 4 ships, together capable of achieving control over a whole sector let alone a system, were battered, bruised and ultimately combat-ineffective. With great haste, they were docked at the Formaxian Secundus orbital shipyards and work decreed to commence immediately. Orders were dispatched to incoming Formaxian Yeomanry Guard units to reinforce and defend the orbital habs, resource mines & manufacturums whilst Legions that remained in system flocked to Secundus to reinforce these positions. Of the 4 ships, the *Crusade & Endurance*, a Gloriana-Class Battleship was the least damaged and almost ready to make way and join the defence of the system.

This ship would be the lynchpin of the Battle for Secundus. If the loyalists could repair and launch the vessel, nothing in the traitor fleets would match the fearsome armaments the ship could bring to bear. However, traitor forces were no strangers to the might of Gloriana-Class ships. A ship is most vulnerable when docked and raiding parties were hastily dispatched, tasked with nothing but securing the vessel and turning those guns against the loyalist forces.

Missions

There will be 4 distinct 'planetary surface' missions played over the course of the weekend. Each round will also host 3 zone mortalis games representing the battle for control of the Gloriana-Class Battleship *Crusade & Endurance*. The control of the ship will be critical to the event! Mission parameters and victory conditions will be released prior to the mission being played at the event.

Event Pack

Event General Rules:

What will you need?

- Yourself
- Tape measure, dice & templates
- 2 copies of each army list
- A fully painted army

List requirements:

You will need to create a minimum of two separate lists for this event

- 3250 points 'planetary surface' list (written from the standard AoD ruleset)
- 2000 point Zone Mortalis list

Please submit lists to scheresy@outlook.com by no later than Sat 20TH June 2025

VETO

SCH will vet lists prior to the event, however what some people might consider over-powered is a standard game for others. To aid the enjoyment of the event, please, where possible, build your armies with the intention of both players having a great game! Every player will be afforded one 'Veto' ticket for use at the event. This can be used to elect to change your opponent for one round. This could be done for a variety of reasons and should not be seen as a personal attack! For example, if a player is regularly playing against mechanicum forces and they draw a mechanicum player, they may wish to veto so they can get some variety and a change from the armies they usually face. This is the first time we have used this mechanic and it is a trial at this event. Please feel free to get in touch with any questions and provide feedback about this following the event.

Primarchs are not permitted in this event, however you may take ONE named character per army list (i.e one in your planetary surface list and one in your Zone Mortalis list). The battle for Formaxia has gleaned attention from Legion Command, but is not worthy of the attention of a Primarch. Yet.

Lords of War are permitted using the usual % restrictions published in the official rule books.

ZONE MORTALIS

There will be 3 Zone Mortalis tables at the event, each representing a mission on the road to capturing the *Crusade & Endurance*. The Battleship will start the event under loyalist 'control'. As the event progresses, prior mission results will determine the control of the ship overall as well as what strategic part the ship can play in the wider Secundus campaign. As such, players are permitted to create up to three Zone Mortalis lists:

- 2000 points Combatant
- 2000 points Defender
- 2000 points Attacker

Please note - the relevant list must be used depending on the mission being played. For example, if the mission played stipulates the Traitors are attacking, a Traitor player can take either a Combatant or Attacker ZM list. For this event, players are limited to 2 dreadnoughts per list of either contemptor-pattern, castaferrum-pattern, or one of each. If a 'character' contemptor is taken then this counts towards this allocation.

PLANETARY SURFACE FORCE

The remaining tables at the event will represent battles taking place on the surface of Formaxia Secundus. Players will need a single 3250 point army list for their chosen force. Allied detachments are allowed, as are Lords of War up to a maximum points value of 25% (812 points). Players are free to create their list using any published Rite of War. However, please see below limitations that may impact this choice.

- Talons of the Emperor – the Formaxia campaign is still in its infancy. The battle is gaining the attention of the Custodian Guard and advanced elements are arriving in system. Talons of the Emperor forces may only be taken as an ALLIED DETACHMENT totaling no more than 750 points.
- Dreadnoughts / Leviathan Dreadnoughts – no more than THREE dreadnoughts (contemptor or castaferrum) or leviathan dreadnoughts may be taken in a single Surface Force list

AERIAL UNITS

The vast majority of the populace of Formaxia Secundus lived in orbital hab units and communities, with very little human life found outside of the mines and manufacturums of the surface. Aerial travel was not only commonplace, but essential.

Legion Forces heavily relied on their mainstay aircraft during this time and whole squadrons of Xiphon Interceptors, Fire Raptor Gunships and Storm Eagle transports were a common site at Formaxia Secundus. With this being the case, the following amendments to the standard unit entries are applicable at this event:
Legion Xiphon Interceptor Squadron: up to 2 additional Xiphon Interceptors may be taken at an additional cost of + 100 points each.

Legion Storm Eagle Gunship – reduce the points cost to 180 points

Legion Fire Raptor Gunship – reduce the points cost to 210 points.

Legion Fire Raptor Gunship Squadron: up to 2 additional Fire Raptor Gunships may be taken at an additional cost of + 190 points each.

All Legion Storm Eagles, Fire Raptors & Xiphon Interceptors gain the 'Jink' special rule.

Jink – when targeted by enemy fire, the controlling player can opt to 'jink' affording the model / squadron a 4+ invulnerable save. However, all shooting attacks in the following controlling players turn are fired as snap shots.

Special Units

All Special Units from Formaxian Campaigns are eligible to be played at this event.

Character Contemptor Dreadnoughts

Representing warriors who have fallen during the Battle of Formaxia Primus, Character Contemptor Dreadnoughts contain the interred remains of a Legion Consul in the resolute chassis of a Contemptor-pattern dreadnought. There are six upgrade options available to the Contemptor Dreadnought as illustrated below, one of which MUST be taken. Contemptor upgrades may be taken as per the Liber Astartes / Liber Hereticus publications.

Character Contemptor – non-compulsory HQ 0-1

195 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Contemptor	8	5	5	7	7	7	4	3	10	2+/4++

Forgelord Contemptor - +40 points

A Forgelord Contemptor gains the Battlesmith (4+), Master of Automata and Legiones Thallaxes special rules.

Wargear:

The Forgelord Contemptor is armed with a Gravis Powerfist with built-in combi-bolter and Gravis Bolt cannon.

The Forgelord Contemptor is also equipped with a Contemptor-pattern machinator array (*Str +2, AP2, Shred, Armourbane, Melee*) and may take a cortex controller for +15 points.

Librarian Contemptor - +45points

A Contemptor Librarian gains the Psyker sub-type and may select a single Core Psychic Discipline from the following list, or from any legion-specific Disciplines available (as long as the Contemptor Librarian has the appropriate variant of the Legiones Astartes (X) special rule): *Biomancy, Divination, Pyromancy, Telekenesis, Telepathy, Thaumaturgy*

Wargear:

The Contemptor Librarian replaces its Gravis Power Fist with a Gravis Force Weapon retaining the in-built Combi-bolter. (*Str 7, AP2, Melee, Rending 5+, Force*)

The Contemptor Librarian may take a psychic hood for +15 points.

Contemptor Champion - +35 points

A Contemptor Champion must increase his Weapon Skill to 6. In addition, the Contemptor Champion gains the *Never Back Down* special rule.

The Contemptor Champion is armed with a Contemptor-class Boarding Shield (increasing the invulnerable save to 4+) and a Contemptor-pattern power blade (*Str 9, AP2, Melee, Rending 5+*)

Contemptor Chaplain - +35 points

A Contemptor Chaplain is able to be joined by an infantry unit in the same way as a Legion Consul. The Contemptor Chaplain and all models in a unit it joins gains the *Stubborn* and *Hatred (everything)* special rules.

The Contemptor Chaplain is armed with a Master-Crafted Gravis Powerfist with built-in combi-bolter and Gravis Bolt cannon.

Contemptor Armistos - +15 points

A Contemptor Armistos gains an augury scanner and cognis-signum for no additional points cost. In addition, the Contemptor Armistos may add the 'Master crafted' rule to ONE ranged weapon of the controlling player's choice for no additional points cost. This must be declared at the start of the game being played.

Contemptor Vigilator - +35 points

A Contemptor Vigilator is armed with a Master-Crafted Contemptor-pattern long rifle (range 72", Str 10, AP1, Heavy 2, Sunder, Armourbane) and may not be armed with either a Gravis power fist or a gravis chain fist. In addition, the Contemptor Vigilator is equipped with Dreadnought Cameleoline, adding +2 to the cover save of the model (e.g. a 6+ cover save becomes a 4+) to a maximum of 3+. The Contemptor Vigilator gains the *Marked for Death* special rule.

Formax-Pattern Exo Harness (Sentinel / Abeyant).

Produced in limited numbers, the Formax-Pattern Exo-Harness is a wearable exo-skeleton designed to enhance the durability of the operator as well as augmenting the combat effectiveness of the pilot. Available as a non-compulsory HQ choice to Mechanicum and Solar forces, the Formax-Pattern Exo-Harness has the following profile:

Formax-Pattern Exo-Harness – non-compulsory HQ 0-1

175 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Contemptor	8	4	5	6	7	5	4	4	10	2+/4++

Wargear:

Master-crafted Power Sword

Archeotech pistol

Iron Halo

It Will Not Die

Frag & Krak Grenades

Hatred: HQ Units

Cortex-controller

Cognis-signum

Battle-Hardened

The Master-crafted Power Sword may be upgraded to a Master-crafted Charnable weapon (+5 points), a Master-crafted Power Fist (+10 points) or Master-crafted Thunder Hammer (+15 points)

Solar Auxilia – Formax-Pattern Sentinel

Formax-Pattern Sentinels may further be armed with 1 special weapon and 1 heavy weapon from the Solar Auxilia army list for the associated points cost.

Mechanicum – Formax-Pattern Domitar

Formax-Pattern Abeyant may further be upgraded with the same options list presented on the unit entry for the Magos Dominus on Abeyant as listed on page 25 of Liber Mechanicum

Previous Event Units:

Zone-Mortalis Specific Units

Defensor-Breachers

Defensor Breachers are specialist units of Tactical Support Marines with the added protection of a boarding shield. Any Tactical Support Squad taken as part of a 'Defender' Zone Mortalis list may opt to take Boarding Shields at a cost of +5 points per model. If this option is taken, this unit may not take chainswords as specified in the Legion Tactical Support Squad unit entry. If this unit is taken, reduce the squad movement characteristic to '6' and replace the Unit Type to 'Infantry (Heavy, Line)'

Assault-Breachers

Assault Breachers are specialists in assaulting fortified positions and dug-in defenders. Relying on their unparalleled speed and fury at arms, Assault Breachers are found where the quarters are closest and the fighting most intense. Any Breacher Squad taken as part of an 'Attacker' Zone Mortalis list may replace ranged weapons with chainswords at a cost of +5 points per model. All Legion Breachers in the unit must carry chainswords & boarding shields. The unit sergeant may take options as listed in the Legion Breacher Squad unit entry. If this unit is taken, increase the movement characteristic to '8'. For every five models in the unit, one Legion Assault Breacher may take a flamer, meltagun, graviton gun or lascutter for the points cost listed in the Legion Breacher Squad unit entry.

Planetary Surface Force Specific Units

Legion Siege-Engineer Consul

A battle-commander that has been christened in the fires of countless sieges across the galaxy, a Seige-Engineer is a specialist in the art of preparing defence lines and repelling the advance of enemy forces. This is a Consul-upgrade available to a Legion Centurion for a cost of +35 points and makes the Centurion a non-compulsory HQ unit.

Wargear

The Siege-Engineer is armed with a master-crafted Astartes Shotgun with the following profile:

Range 18" Str 5 Ap3 Assault (3) Concussive (1). The Siege-Engineer may take weapons available to the Legion Centurion unit entry.

Melta Bombs

Augury Scanner

Refractor Field (gives the model a 5+ invulnerable save against all shooting and close combat attacks)

Special Rules

The Legion Siege-Engineer gains the Demolition Charges special rule.

Demolition Charges. At the start of the game, the Siege-Engineer gains D3 sabotaged defenses. During the game, if the Siege-Engineer is still alive, then during the shooting phase he may detonate demolition charges placed in the sabotaged defences. On a successful roll to hit, the defensive structure* selected detonates and all models within 3" take a single Str7, AP3 hit.

*defensive structure – a single piece of terrain, bunker, defence line or similar

Special Units

Planetary Surface Force Specific Units (continued)

Heavy Support

Sabre Defence Platforms.....85 points

Sabre Defence Platforms are found across the Imperium. Armed for a variety of purposes, these immovable platforms can target heavy armour at range or provide waves of super-heated promethium to those foolish enough to get too close.

A Sabre Defence Platform has the following profile

	M	WS	BS	S	T	W	I	A	Ld	Sv
Sabre platform	-	1	4	1	7	2	1	1	-	2+
Legionary gunner	7	4	4	4	4	1	4	1	7	3+

Unit Composition:

- 1 Sabre platform
- 2 Legion Gunners

Wargear

- Bolt pistol (Legion Gunner only)
- Bolter (legion Gunner only)
- Power Armour (Legion Gunner only)
- Frag & Krak grenades (Legion Gunner only)
- Twin Gravis heavy bolters

Options:

Up to 2 additional Sabre Defence Platforms (including 2 Legion Gunners).....75 points

A Sabre Defence Platform may exchange its Twin Gravis Heavy Bolters for:

Twin Gravis Lascannon.....40 points

Twin Gravis Melta Cannon.....30 points

Twin Heavy Conversion Beam Cannon.....35 points

Twin Kheres Assault Cannon.....25 points

Twin Volkite Macro-Saker.....20 points

Weapons Profiles:

Weapon	Range	Str	AP	Type
Twin Gravis Heavy Bolter	48"	5	4	Heavy 12, Twin-linked
Twin Gravis Lascannon	48"	9	2	Heavy 4, Sunder
Twin Gravis Melta Cannon	24"	8	1	Heavy 4, Armourbane (melta) Twin-linked
Twin Heavy Conversion Beam Cannon	up to 18"	7	-	Heavy 2 Blast 3" Blind
	18"-42"	9	4	Heavy 2 Blast 3" Blind
	42"+	12	1	Heavy 2 Blast 3" Blind
Twin Kheres Assault Cannon	24"	6	4	Heavy 12, Rending (6+)
Twin Volkite Macro-Saker	45"			

Prizes & Awards

At the end of the event, the following prizes & awards will be announced:

- **Best painted army**

Award for the best painted army as voted for by event attendees

- **Best painted single miniature**

Award for the best painted single miniature as voted for by event attendees

- **Best character contemtor**

Award for the best converted & painted character contemtor as voted for by event attendees

- **Player's Hero**

Award for the best opponent of the weekend. Voted for by event attendees and SCH representatives.

- **Overall Victor**

Awarded to the player who scores the most Victory Points over the course of the weekend. Prize will be split in the event of a draw.

- **Oath of Moment**

Award for the most heroic, most legendary in-game event. Voted for by SCH representatives.

- **You had one job!**

The 'Leeroy Jenkins' award! Award for the biggest in-game fail. Voted for by SCH representatives.

Please note: all prizes are subject to change without notice and are based on an event uptake of 24 players minimum.