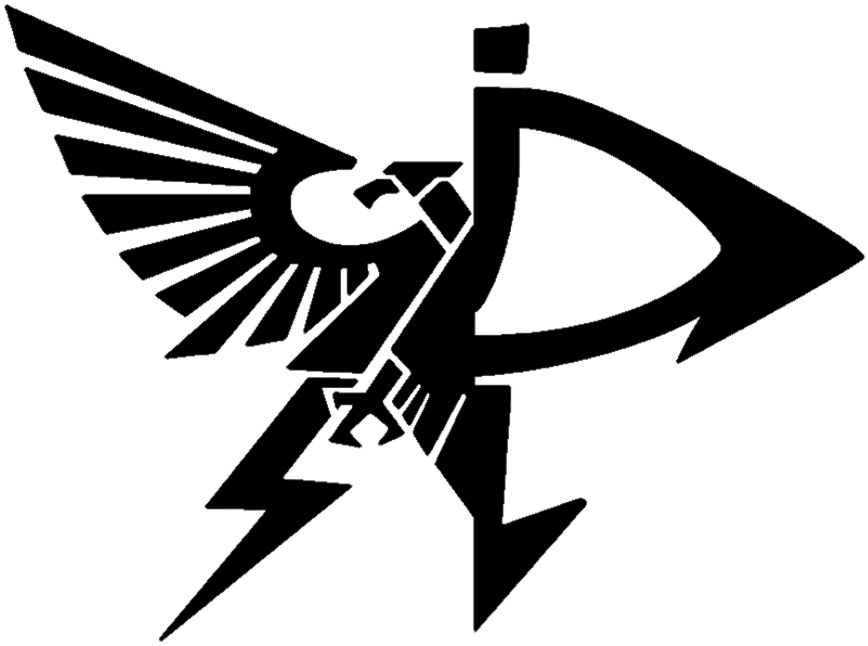
SoCal 2019
30k Player Pack

Mk 1.3



Tournament Organizer: Zach & Teresa

Contact: ztach22@gmail.com

The Death of Illastrus

Late in M31.10 the war finally came to Illastrus. Brought to compliance in the early years of the Great Crusade due to its relative nearness to ancient Terra, Illastrus was a lush death world turned factory for the Emperors innumerable armies due to its massive natural resources uniquely accessible for easy exploitation. As the war front moved ever further into the broader galaxy, Illastrus became a relatively becalmed world. Isolated from the predations of xenos, and eventually relatively removed from well trodden trade routes Illastrian industry ground down to veritable halt. Many of the vast manufactoria lay dormant, however the large population still was able to make a living continuing to mine the massive resource deposits, filling immense silos with whatever was not exported. “One day,” everyone from the lowest indentured laborer to the lord governor hoped, “we will be needed again.” The nature of that necessity was perhaps something far removed from their imagination.

The first rumblings of the civil war, Horus’s betrayal, disaster on the black sands of Istvaan fell upon incredulous ears. Soon the orders came in from Terra itself, the forges were re-ignited, and production began. Illastrus was needed again. Millions of tons of equipment were required to stem the traitors tide: lasguns, flak armor, tanks, munitions. Suddenly the system was full of shipping, massive transports arriving empty and leaving with holds of vital supplies intended for distant battlefields. However this new found importance meant that isolated Illastrus had become notable again, and as the traitors grew closer to Terra their eyes turned to Illastrus as a valuable strategic asset in their final plans. Loyalist elements raced to reinforce the system as Traitor forces drew near. Decades of relative backwater status had left Illastrus woefully unprepared to defend itself. The coming conflict was to be bloody, but the rewards would be worth every drop.

Schedule

Saturday October 26th

Rounds	**Start Time**	**End Time**
Registration	8:00 AM	10:00 AM
Round 1	10:00 AM	12:00 AM
Lunch	12:00 AM	1:00 PM
Round 2	1:00 PM	3:30 PM
Round 3	3:30 PM	5:30 PM
Debriefing	5:30PM	6:00 PM

Sunday October 27th

Rounds	Start Time	End Time
Round 4	9:00 AM	12:00 AM
Lunch	12:00 AM	1:00 PM
Round 5	1:00 PM	5:00 PM
Debriefing and Awards	5:30 PM	6:00 PM

Narrative Event

This event is going to be emphasizing narrative play over a competitive environment. To this end, the missions being used, and army sizes and restrictions being enforced are there to create a story that flows from humble beginnings to a spectacular end. A campaign in miniature for all intents and purposes. Along the way the performance of each player and their forces will impact the next mission, and finally be reflected in the disposition of the Loyalist and Traitor armies in the final mega-battle. While winning battles will be important, we hope that it will not be the end goal of the weekend, and that you will all enjoy the story your army and your opponents forces are creating. Have fun!

Rules and Standards Compendium

Models
All models must be fully painted and based to at least a Table Top Quality standard as outlined by Warhammer World

If you have questions or concerns about conversions or counts as message the Event Organizer

FAQ
The Official FW FAQ will be in effect for this event, this includes the Playtest Rules and Errata

If you have questions or concerns about rules issues that have popped up in your games message the Event Organizer, any additional changes will appear here.

Campaign Points:
At the end of each round, either the Traitor or Loyalist Team will be determined the Victor, which will affect the next round. To this end each game played will have a certain number of Campaign Points they award each team depending on the results. Campaign points are used to determine the Victor of each round and the Campaign Points total will be used to determine who is the Attacker or Defender for the Mega-Battle in Round 5. Points are awarded as follows.

Victory - 2 points

Draw - 1 point for each player

Loss - 0 points

If there is a Draw in Campaign Points for a round, the round will go to whichever side scored the most Victory Points that Round. If that is a Draw, it will go to whichever side has the most Campaign Points in the event so far. If that is a Draw it will go to cumulative Victory Points so far.

Variable Army Sizes and Restrictions:
Most Missions have different army point amounts and Tiers. This reflects the different narrative flavors of the campaign at that point. Players are expected to have lists for each point size ready to go before the day of the event. This means a **printed** army list for each game must be ready. If for some reason a player does not have a printed army list ready to go in time, they count as forfeiting the round and the opposing player immediately scores a Victory for their team.

Missions have Tiers reflecting the units available to the players armies for each mission. This is meant to reflect a narrative flow to the event. For instance, it is unlikely that Titans or a Knight main detachment would be used to rescue prisoners, or that Primarchs would be leading a scouting force. Army lists constructed for a mission must abide by the rules for the Tier the mission is using. If a player is found to be violating the Tier of the mission the offending model will be removed from the game.

Tier 1

1. Disallowed Factions
    a. Questoris Knights
2. Disallowed Units
    a. Any characters with the Master of the Legion rule (includes Primarchs) except Legion Delegatus Consuls
    b. Archmagos Draykavac
    c. Constantin Valdor
    d. Lords of War
    e. Tanks exceeding a total AV of 32 (ex. Predators Front AV13 Side AV11 Rear AV10 = 34), Flyers, Superheavy Vehicles
3. Restricted Units (0-1 Choices)
    a. Bikes, Attack Bikes, Jet Bikes, Artillery, Monstrous Creatures, Leviathan Siege Dreadnoughts
4. Disallowed FOC's
    a. Leviathan

Tier 2

1. Disallowed Factions
    a. Questoris Knights
2. Disallowed Units
    a. Primarchs
    b. Archmagos Draykavac
    c. Constantin Valdor
    d. Titan class units
3. Disallowed FOC's
    a. Leviathan

Tier 3

1. Disallowed Factions for Main Detachments
    a. Questoris Knights
2. Disallowed Units
    a. Primarchs
    b. Reaver or Warlord Class Titans
3. Disallowed FOC's
    a. Leviathan

Tier 4

1. No Restrictions

In total each player will need **1** each of the following lists for a total of **5** lists:

1500 point list at Tier 1
2000 point list at Tier 2
2500 point list at Tier 2
3000 point list at Tier 3
3000 point list at Tier 4
4000 point list at Tier 4

Additionally, no Relics or items of Psyarkana are permitted.

Shadow War Roll Offs (pg 175 Book 6):
In order to make a Shadow War roll-off, both players roll 2D6, modified in the following manner.

Vigilator Consul in Army +1
One or more Legion Recon Squad in army +1
One or more Super-Heavy vehicle in army -2

Warlord has...
Legiones Astartes (Iron Warriors) -1
Legiones Astartes (White Scars) +1
Legiones Astartes (Space Wolves) +1
Legiones Astartes (Night Lords) +1
Legiones Astartes (World Eaters) -1
Legiones Astartes (Raven Guard) +2
Legiones Astartes (Alpha Legion) +2
Legiones Astartes (Black Shields) +1

War-Zone Assigned Characters:
If a player chooses not to use special characters as their warlord in any of their army lists for rounds 1-4, they may designate one Warlord (to be used in a majority of their lists) to be a Campaign Character. This Warlord must be a non-unique Independent Character HQ choice (Centurion, Praetor, ect…) taken as normal for their army lists with the exception that the character will cost +20 points.

The player may then approach the Tournament Organizer during the Registration period on Day 1 to create their character using the following rules and apply the modifications to their printed army list.

1. Make Three Rolls on the Characteristic Increase Table (pg 218 Book 4) or any of the Advances Tables (pg 219 Book 4). If the rolls take them above the Maximum Character Advancement as noted on the same page they can make a re-roll.
2. Select a Warlord Trait table eligible for the character and roll three D6, re-rolling any duplicates. One of the results will be chosen by the player as the characters permanent Warlord Trait for the rest of the event.
3. The Character must have an appropriate name by which your opponents will learn to fear them!!!!

So for instance, Tom wants to use the same Praetor as his Warlord for every mission except mission 3 (units with Master of the Legion aren't allowed for that mission). He wants to use the Praetor as a Campaign Character and so purchased them for the relevant army lists with +20 points, so for instance:

Praetor Samson the Hammer 100 points base + 20 points (Campaign Character option) + 25 Thunder Hammer + 25 points for Iron Halo = 270 points.

At the start of Day One, Tom arrives at the start of the Registration period (8AM) to sit down with the TO and make his special Campaign Character rolls. He rolls on the Characteristic Increase Table, increasing Samson the Hammers wounds by 1, and after rolling 3 times on the Space Marine Warlord trait table and chooses Child of Terra from the results (pesky 1's to wound with a thunderhammer!). These changes are noted on the army lists and are signed by the TO.

And the end of each game over the course of the event, as part of the post-game book keeping each player in the game may make an additional roll on the Characteristic Increase Table following the rules for step one above but with these additional rules.

If the player scored a Victory they may make two rolls on the Characteristic Increase Table. If the player scored a draw or a loss they can make one roll on the Characteristic Increase Table. These rolls should be witnessed by their opponent and verified by the TO before the next round starts.

Number of Players

If there are an odd number of players, than one player determined randomly may be required to sit out each round. The same player cannot sit out multiple rounds, and the bye will be determined randomly each round.

Day One

Mission One - Hunter/Hunted

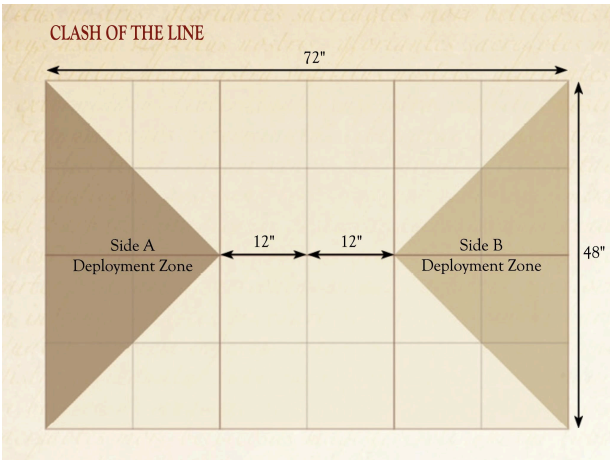
Perhaps due to the machinations of the warp or the simple vagaries of fate, the bulk loyalist and traitor forces arrived in Illastrian near space at almost the same time. Loyalist forces found a safe haven in the planetary capital Lodestrike City, the massive spaceport easily facilitating the landing of cohorts the Imperial Army as well as companies of Legionnaires. The traitors meanwhile found a foothold in the manufacturing citadel of Ignatus-Hierrach, the hereditary tech-clade that controlled the forge-fane openly welcoming the hosts of the Warmaster. From these first footholds, vanguard forces were soon striking out as each side attempted to secure as much ground and as many strategic locations as possible. Within days, skirmishes began to break out. The initiative of the whole campaign could hinge on these relatively minor engagements, with the decisions of unknown officers deciding the fate of a world.

The Armies: Tier 2, 2000 Points

Set Up:

1. Determine Warlord Traits and Psychic Powers.
2. Before the game begins, both players should divide their forces into roughly equal groups based on the number of units they have in their army (not including fortifications they have purchased). They must then choose one of these sections of their force to be the “Hunter” section, and one to be the Reserve. This arrangement represents each force fielding a vanguard of hunters to locate and isolate the enemy’s own hunters so that their main body can be brought to bear.

Deployment: Clash of the Line



1. Make a Shadow War roll-off as described in the rules compendium. The Winner may decide that the Night Fighting Special rule is in play for the first D3 Game Turns. This takes precedence over any other special rules regarding Night Fighting.
2. Roll off. The winner determines their deployment zone and deploys their Hunter force, as well as any fortifications they possess into their deployment zone. The other half remains in reserve.
3. The player who deploys second then deploys their Hunter force, as well as any fortifications they possess into their deployment zone. The other half remains in reserve.

First Turn:
The player who deployed first also has the first turn, unless their opponent can Seize the Initiative.

Game Length:
The game lasts for six turns.

Victory Conditions:
Primary Objectives
Death Toll: At the end of the game, each side gains 1 Victory point for each enemy unit they have destroyed or that is Falling Back at the end of the game.

Mortal Blow: A unit entirely wiped out on the turn it arrives from Reserves is worth an additional Victory point to the player who destroyed it.

Secondary Objectives
Slay the Warlord

Execution: Each enemy unity wiped out by a Sweeping Advance earns the side that destroyed them an additional Victory Point.

Mission Special Rules
Night Fighting, Reserves, Price of Failure

Campaign Effects:
The losing side will be the Defender in the next mission.

Mission Two - The Noose

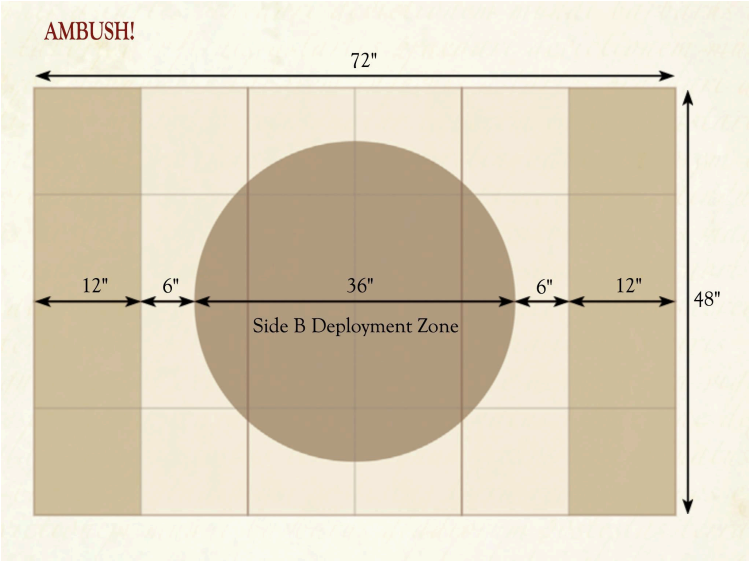
After early breakthroughs several large contingents of defenders found themselves cut off and surrounded by the rapidly advancing enemy. There was only one hope for salvaging the situation, a breakthrough out of the encirclement, which might help turn the tide back in their favor!

The Armies: Tier 2, 2500 Points

Setting Up the Game:

1. Determine Warlord Traits and Psychic Powers

Deployment: Ambush!



The Defender must deploy in the Side B Deployment Zone, the Attacker must deploy in the 12" zones along the short edges of the table.

1. The Defender chooses whether to deploy first or second.
2. The player who deploys first deploys their entire force, including any fortifications they possess, except for units held in Reserve, into their deployment zone.
3. The player who is deploying second then deploys their entire force, including any fortifications they possess, except for units held in Reserve, into their deployment zone.
4. After both armies are deployed but before rolling to Seize the Initiative, the Defender indicates a single point on the Attacker's table edge, and marks this point using a token or marker. This point represents the Defender's Escape Point, as detailed under the mission's Primary Objectives.

First Turn:
The player who deployed first also has the first turn unless their opponent can Seize the Initiative.

Game Length:
After five turn, roll a D6. On a roll of 4+ a final sixth turn is played.

Victory Conditions:
Primary Objectives
Slip the Noose: The Defender's objective in this mission is to reach the Escape Point by which their army will evade the rapidly encircling enemy force. At the end of the game, the Defender is awarded 2 Victory Points for every scoring unit that is entirely within 12" of the Escape Point marker.

The Attacker's objective is to cut off withdrawing forces, and so for each of the Defender's units (scoring or otherwise) that end the game more than 12" from the Escape Point marker, the Attacker earns 1 Victory point.

Secondary Objectives:
Slay the Warlord, Attrition

Mission Special Rules
Night Fighting, Reserves, Price of Failure

Enveloped: The Defender may not keep any units in reserve using the Outflank rules. They may still Deep Strike units from reserve, and Flyers entering the table from reserve but arrive from the same table edge the Defender places their Escape Point on.

Campaign Effects:
The Losing Side will be the Attacker in the next mission

Mission 3 - Liberation Mission

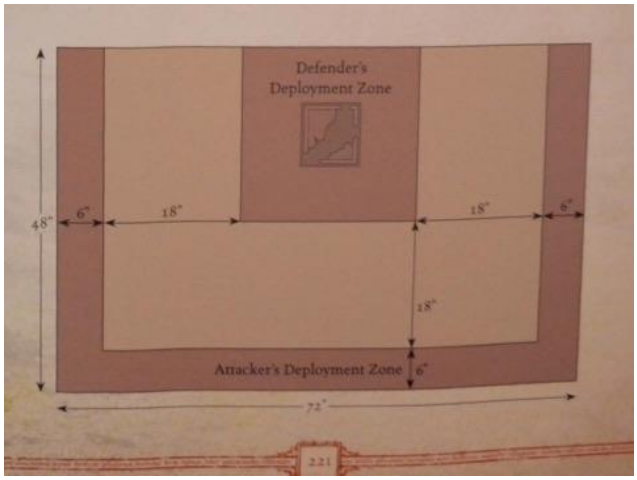
After the early stages of the campaign, especially the encirclements and daring breakthrough actions that followed, several high profile captives had been secured around the warzone. It was believed that these prisoners had magenta level information that could lead to significant strategic advantages for the side that controlled them. To this end several efforts were launched to liberate captives from safehouses behind enemy lines, and though the battles were small compared to some of the other efforts occurring on the planet, they were no less important to the wider war as time would tell.

The Armies: Tier 1, 1500 points

Setting Up the Game:

1. Each player should roll for their Warlord Traits and Psychic Powers.
2. The Defender then rolls a D3+2. This is the number of Captive markers/models used in the game.

Deployment:



1. The Defender deploys their army in their deployment zone first. They also deploy their Captive markers/models anywhere within their deployment zone. Captives cannot be within 6” of the table edge or 4” of another captive. Note that the Captives do not count as part of the Defenders army as so cannot be attached to units or otherwise moved by them after they have been deployed.
2. The Attacker then deploys their army in the areas indicated on the map.

First Turn:
The Attacker has the first turn, unless the Defender can Seize the Initiative!

Game Length:
After six turns, roll a D6. On a roll of 4+ a final sixth turn is played.

Victory Conditions:

Primary Objectives

Liberation Mission

Several valuable captives were captured in the previous battle, and are represented in game by the Captive markers/models. These officers, experts, or political prisoners have vital strategic information regarding local resources that could prove vital for the later stages of the campaign. The Attackers gain 2 Victory Points for every Captive they control by the end of the game. The Defenders gain 1 Victory Point for every Captive still in their deployment zone by the end of the game.

Secondary Objectives

Slay the Warlord, Attrition

Mision Special Rules

Reserves

Zero Dark 30

The attackers have planned the rescue strike to occur in the early morning hours, utilizing the cover of night to make their way as close to the captives location as possible without being detected. Night Fight automatically occurs during turn 1 and turn 2. Starting on turn 3 roll a D6, on a 4+ the sun has risen and the rest of the game is played without the Night Fighting rules.

Captives

These represent wounded Imperial Army officers, tortured Legionnaires and even Illastrian dignitaries apprehended for local information. They all use the following profile.

	WS	BS	S	T	W	I	A	Ld	Sv
Captive	3	3	3	3	2	3	2	7	5+

Weapons and Equipment: Hand Weapon and Laspistol

Special Rules:

Stubborn, Independent Character, Fated (4+ Invulnerable Save), Captive

Captive - Captives cannot be moved until they start a turn in base to base contact with an Attackers unit. At that point they are considered a part of the Attackers army for all intents and purposes.

Objective Secured: All units can score for this mission. However, infantry units count as scoring even if there are enemy units that are attempting to contest an objective. Contesting infantry units still will deny each other as normal.

Campaign Effects:

The Winning Side Becomes the Hunters in the next mission.

Day 2

Mission 4 - Relic Hunt

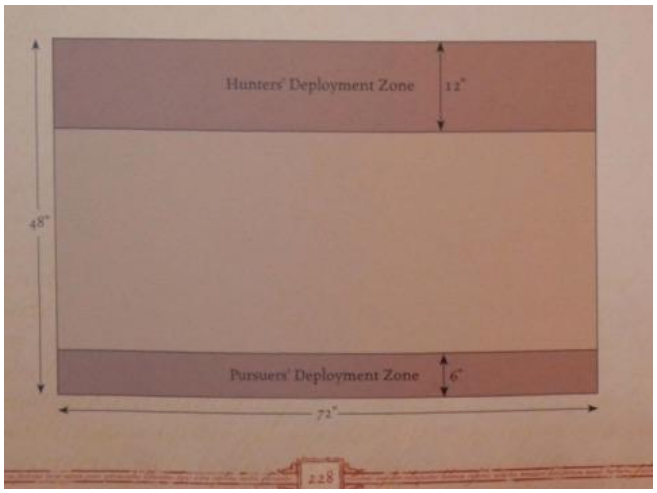
Both sides had gleaned information from captives both liberated or freed, although only one side had gained enough confident knowledge to launch an expedition of considerable size. These hunters were not unnoticed however, and as they set out into the vast ruined arcologies of Illastrus in search of a strategic advantage, pursuit was not far behind having been on the lookout for a move of this kind. The long buried secrets of Illastrus would not be secured without a fight.

The Armies: Tier 3, 3000 points

Setting Up the Game:

1. Players should determine their Warlord traits and Psychic Powers.
2. Both players should take it in turns (starting with the Hunters) to deploy 6 objective markers. The markers should not be closer than 6" to a table edge or 12" from each other.

Deployment:



1. The Hunters' choose their table edge, and deploy as indicated on the map above.
2. The Pursuers' then deploy their army as indicated on the map above.

First Turn:

The Pursuers' side gets the first turn, unless the Hunters can Seize the Initiative.

Game Length:

After five turn, roll a D6. On a roll of 4+ a final sixth turn is played.

Victory Conditions:

Primary Objective

Location Unknown: Each of the objective markers represents a potential location of the relic both sides are seeking, but neither side knows the true location where the relic is hidden. At any point, if a unit with the Infantry type comes within 3" of an objective, roll a D6. On a 6, a relic has been discovered. This can occur several times per game. A unit cannot attempt to reveal a relic if it is embarked in a vehicle. If only a single objective remains to be investigated and the relic has yet to be found, the last one is automatically revealed to be the relic's location. Once revealed, Relic objectives otherwise follow the rules for Controlling objective markers on pg 146 of the Age of Darkness rulebook.

Each Relic objective is worth 5 Victory Points

Secondary Objectives:

Slay the Warlord, Attrition

Mission Special Rules:

Reserves, Night Fighting, Price of Failure

Mission Accomplished: A unit that controls a Relic objective one it has been identified gains the Fearless and Counter-Attack special rules while controlling it.

Insider Information:

Once per game, when the Pursuers would roll to investigate an objective marker, the Hunters may automatically make the roll count as less than 6.

Campaign Effects:

Immediately after this mission is played the Loyalist and Traitor teams should total up the number of Relic Objectives they controlled at the end of the round. For every relic controlled each team can choose to make that amount of rolls on either the Relics of the Dark Age of Technology table (pg 222 Book 4), or Archaeo-Tech table (pg 201 Book 4). Re-roll duplicate results. Any items acquired this way can be parceled out to the players for use in the mega-battle.

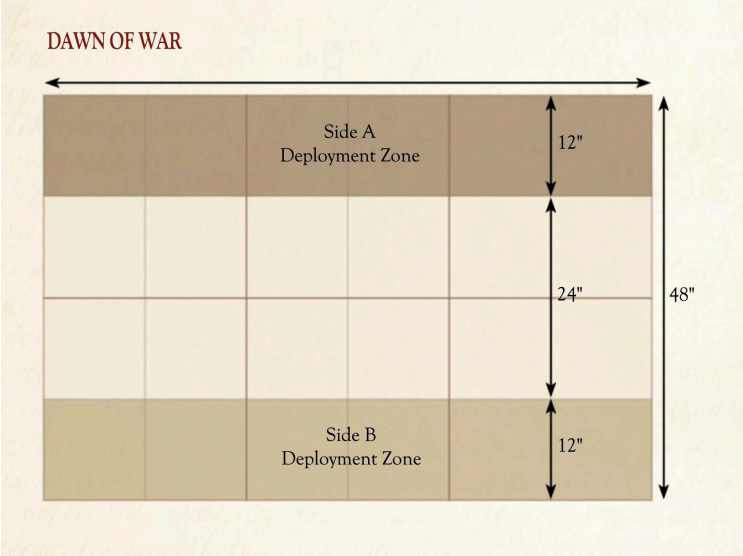
Mission 5 - Fortress of Blood

After the desperate search for the relics, the time had finally come for a last accounting. The native-born inhabitants of Lodestrike City and Ignatus-Hierrach trembled within their hive towers and forge-fanes awaiting to see where the hammer would fall, as both Traitor and Loyalist hosts gathered their strength for the final apocalyptic battle which would decide the fate of a world. Death stalked Illastrus.

The Armies: Tier 4. Teams, the Attackers have 4000 points per player, the Defenders get 3000 points per player, with no restrictions. In addition any relics won from the previous mission should be allocated to players before the game starts and are not taken into account as far as points.

Setting Up the Game:
Players should determine their Warlord Traits, and psychic powers. Both teams should also nominate a team captain.

Deployment:



1. The Defending team deploys first. Before placing any models down, for every 72”x48” table being used, the defending team must choose a ruin or building in their deployment zone to count as a Headquarters. Headquarters buildings cannot be closer than 36” to one another, and must be within the Defenders deployment zone. After this step, the Defenders deploy their entire army except for Reserves.
2. The Attacking team then deploys their entire army except for Reserves.

First Turn:
The Defending team goes first unless the Attackers successfully Seize the Initiative.

Game Length:
After five turn, roll a D6. On a roll of 4+ a final sixth turn is played.

Victory Conditions:
Primary Objectives
Every Headquarters Building is worth 5 Victory Points

Secondary Objectives:
Slay the Warlord, Attrition

Take the City
At the end of the game, every ruin on the battlefield (besides Headquarters) that are occupied earns the occupying units side 1 Victory Point. A ruin is counted as occupied if one or more scoring units have the majority of their models within the ruin, and no enemy scoring units can claim likewise.

Mission Special Rules:
Reserves, The Price of Failure, Night Fighting

Headquarters
The defending side must determine the type of important structure each Headquarters building represents. To do this for each Headquarters building the Defenders make a roll on the Headquarters table (page 203 Book 4) and re-roll any duplicate results. The results apply for the rest of the game. They are scored in the same manner as normal ruins in the Take the City Secondary Objective, with the exception that they are worth 5 Victory Points. Each Headquarters also counts as having a Voidshield which extends to the base of the terrain piece. Voidshields are AV12, intercept all shots at units behind them until they are destroyed, and are destroyed on any glancing or penetrating hit. Voidshields can be raised again after being destroyed on a 5+ rolled at the end of the Defenders turn.

Another Scale of War
As long as any enemy Titan Class or Super-Heavy vehicle is on the table, Titan's must move towards, shoot, and charge those models if they make those actions that turn if possible. A player using a titan should make an effort to move to be within weapons range of enemy superheavies and titans, and attempt to eliminate them before focusing on bog standard infantry. However, Titan's with weapons that cannot hurt any super-heavy vehicles or Titans may shoot them as normal.

Sub-city Bunkers:
There are extensive bunkers underneath the landscape that can act as a secret avenue to move about the battlefield as well as hiding numerous defensive and offensive controls that could turn the tide of battle. This area of the battlefield counts as a Zone Mortalis, and is only accessible by entrances set up around the main Fortress of Blood Table. Each entrance corresponds to an area on the Zone Mortalis table, and a unit may move between the tables by moving into base contact with an entrance/exit marker during their movement phase. They are immediately placed at the corresponding marker on the opposite table using all of the same rules as disembarking from a vehicle.

Within the Zone Mortalis are several objective markers that will be properly distinguished.

Void Power Relays:
These Relays control the Voidshields that are protecting the defenders Headquarters. Each Relay in control of the Defenders gives a +1 bonus to the roll to re-establish one Voidshield per relay in their turn. Relays in control of the Attackers destroy a Voidshield on a Headquarters building in the Attackers turn, or can penalize the roll to re-establish a Voidshield in the Defenders turn by -1.

Orbital Defensive Array Controls:
These controls allow remote access to the powerful near-orbit defense satellites that protect Illastrian space. Control of these objectives allow the use of the Orbital Bombardment once per objective during the shooting phase of the Team that controls them. Use the following profile for the weapons platforms:

	Range	S	AP
Orbital Lance Battery	∞	10	2

Special Rules: Large Blast (5”), Lance, Inaccurate, Barrage

Inaccurate: Designed for voidwarfare, these weapons are hard to use properly in ground warfare. This weapon always scatters, and rolls 3D6 on the scatter roll. If a hit is rolled, the controlling player may remove one of the dice from the scatter roll, but the small arrow is used to scatter the rest of the distance.

SoCal Open FAQ/Errata

General FAQ:

1. The following units cannot move into or be deployed on the second or subsequent levels of multi-story buildings or ruins unless there is a clear ramp or some other means that would realistically allow them to reach the level (no air dropped Leviathans):
    a. Walkers, Cavalry, Bikes, Artillery, Tanks, Monstrous Creatures
        i. Note this does not apply to Jump/Flying Monstrous Creatures, or Vehicles with the Skimmer type
2. Templates and Multi-Level Buildings/Ruins
    a. If the center of a barrage weapons template is over a level of a ruin, it is considered to only effects models that are both under the template and also on the same level of the ruin that the center of the blast template is covering. In this manner, units can "hide" from barrage weapons under multi-story ruins.
    b. If a player is firing a flamer or blast template at a unit in a multi-level building or ruin, then they must declare which level will be affected by the template. Only models on that level of the structure count as being under the template for resolving hits.

Errata:

All Malcador type tanks gain the following special rule:
"Stable Firing Platform: This vehicle can fire all of its weapons at full Ballistic Skill, and is immune to the effects of Shaken or Stunned results on the Vehicle Damage table."

In all cases of the rule Primary Weapon, include this text.
"A weapon that has the Primary Weapon rule, cannot be destroyed by a Weapon Destroyed result on the Vehicle Damage table."

Book 8 Malevolence:

Pg 291 Under the Legion Primus Nullificator Consul
Replace "May choose to take Psyker (Mastery Level 1) for +5 points, but must select powers from the Santic Daemonology discipline." with "May choose to take Psyker (Mastery Level 1) for +5 points, but must **generate** powers from the Santic Daemonology discipline."