

TENTCON 2020 Age of Darkness Narrative Event Primer

Introduction

Welcome to the Horus Heresy Narrative Event for TENTCON 2020! Due to COVID-19 restrictions, the narrative event will be held as a series of simultaneous one-versus-one force-on-force games. However, they are linked through a variety of special rules and events.

Force Structure

Each army should be made using an army list from the Age of Darkness book series, and should follow all the Age of Darkness rules, with the single exception that the **Leviathan** Age of Darkness detachment is not permitted. Army lists will be 1000 points. Make sure to check the Special Rules section when building your army, since the rules affect the operation of certain units.

Event Structure

The event will consist of two or three linked games (with 4 to 6 players) managed by an umpire/adjudicator/game master. These games will be set in the *Sigma-Rho 97114* Mechanicum Research Station orbiting Allaira, and will represent simultaneous events at different locations across the orbital station. Each location will be represented by a 4x4 table, but happenings on one table will affect the others. Examples of such interactions will be provided in the Special Rules section of the document.

Tables

Table 1 will represent the landing pads; now that the forces have established themselves, securing the way out remains a top priority!

Table 2 will represent the station's Command Center and the area around it; obviously, finding out what happened is vital!

Table 3 will represent the station's primary storage and living facilities. Normally, securing them is a low priority, but given the absence of any communication, finding out if anything is alive down here has grown in importance.

Special Rules

Each table at the event represents one player's Area of Operations (AO) within a larger structure; rules listed here will apply at each and every table. So what one player does may affect the conditions on another table!

Whispers in Waiting: Something is very wrong at the station - it is dark and silent as a tomb. Upon arrival, hails go unanswered and scouting teams report only pristine abandonment at the landing docks. As your forces unload onto their pad to move deeper into the orbital station, some swear they can hear voices susurrating sibilantly in their ears. All units (even Stubborn ones!) are at -1 Leadership for the battle, and Vehicles (other than any type of Dreadnought) have one fewer Hull Point than normal; the skittish crews are more likely to abandon them (even fully functional) when afraid!

Hull Breach: Any shooting weapon capable of harming Armor Value 12 must roll against Armor Value 12 when a "miss" is rolled (or a blast template's central hole does not land on a unit). The first time a penetrating hit against AV12 is achieved, then the table where this shot was taken instantly suffers from the **Decompression** special rule - and at the end of that table's current player turn, the other tables also instantly suffer from the **Decompression** special rule as well, regardless of where they are in their process. *Designer Note: Be careful using anti-tank weapons on an orbital station. It may be prudent not to bring any at all and focus on close combat weapons to disable your enemy's armored vehicles!*

Decompression: The atmosphere of this AO is violently rushing out, leaving a still silence in its wake. All units move d6" in a straight-line direction determined by a scatter die unless they have Hull Points or the Void Hardened special rule, representing the atmosphere whirling madly in a dash to escape the punctured research station. Afterwards, all attacks have the Rending special rule (per Zone Mortalis rules for void fighting) unless the target unit has the Void Hardened special rule.

Secret Objectives: Each table will have two objectives the players must accomplish - one for the Loyalist and one for the Traitor (or one for each player, if the confusion of war pits erstwhile allies against one another). These will be kept secret, but rest assured that each objective will impact the other tables as soon as it is achieved.

Tight Terrain: Vehicles and monsters will be hard pressed to navigate the tight spaces inside the orbital station, and what appears to be open ground will still be littered with all sorts of delicate equipment. Any Vehicle or Monster on a base greater than 60mm (or with a hull footprint with a longer dimension!) cannot move further than 6" per turn, and must take a dangerous terrain test with each move.

Heavy Cover: All terrain on each table is area terrain that provides a 4+ cover save except for open ground, which still provides a 6+ cover save due to the orbital stations numerous alcoves and crawl spaces where units can hide - or inadvertently fall into!

Interoperability: At any time, a player may decide to loan an ally a unit. They may do this by moving their unit off any edge of their board during the movement phase. The unit will arrive as if from reserves on the table edge of the player who they were sent to on the next movement phase of that player, and must remain under their control for the rest of the game. It loses any special rules it had from its detachment, and does not gain any special rules from the player who receives the unit. A player may only deduct one unit from their 1000 point roster in this way.

Designer's Note: Make sure to clear it with the umpire if this is done; certain units may be ruled as taking an extra turn to move (such as a 20-man tactical squad trying to navigate the tight confines to a different AO on which they were not briefed) or the like.

Enclosed Combat: Units may not deep strike unless they do so by teleportation. Furthermore, jump units and jet units always take a dangerous terrain check if they move more than 6", and it is impossible for them to fly over terrain (it is assumed to touch the ceiling). Furthermore, aircraft may not be taken unless they are in Hover mode for the entire game, as maneuvering at speed inside of an orbital station is impossible for all but the most ace of pilots, and they are needed elsewhere.

Designer's Note: Other special rules may exist, but are secret! They will be revealed when they become relevant by the umpire...

Narrative (the good part!)

A video is received by all forces in proximity to Allaria, bearing the seal of the Mechanicum's internal security department, the Praefecture Magisterium. The recording is encoded, and takes several ship-cycles to process and decompress into something usable.

"THIS IS MAGOS MALAGRA AVAERNIUS SCYNNA OF THE PRAEFECTURE MAGISTERIUM." A voice says. Only audio, so far. **"THIS WILL BE MY FINAL REPORT TO..."** something very loud can

be heard in the background - a mechanical whine. **“...TO THE MAGISTERIUM. SIGMA-RHO 97114 APPEARS TO HAVE HAD SOME KIND OF ACCIDENT. THE STATION WAS CONDUCTING NORMAL OPERATIONS, IN THIS CASE STUDYING THE ‘PARADISE DOMES’ ON THE PLANET BELOW TO UNDERSTAND THEIR MYSTERIOUS WORKINGS [BY THE OMNISSIAH’S GRACE AND IN ACCORDANCE WITH STATION DIRECTIVE 1], BUT SOMETHING HERE HAS HAPPENED. I AM UNABLE TO FULLY PROCESS... *process*... *process*...”** The visuals finally cut in, showing a ragged and badly degraded Mechanicum adept of some kind, speaking directly to the camera.



Behind him, the world is grey and hazy, though the sounds of mechanical operation - and what could be, perhaps, the shouts and thumps of fighting and gunfire, though unclear - still can be heard. The Magos drowns them out and continues speaking. **“I CANNOT *proc*- UNDERSTAND...**

UNDERSTAND FULLY THE OCCURRENCE. SOME OF THE PERSONNEL HERE HAVE BEGUN TO ACT ILLOGICALLY. SEEKING WHAT THEY CALL “PERFECTION” IN THE STRANGEST... perfection... PERFECTION....”

The adept begins to visibly malfunction, twitching as the glow of his myriad cybernetic sensors flickers erratically. **“Der-FEC-TION. I WILL BE PERFECT, IN HER EYES. THE OMNISSIAH CALLS ME; I HEAR HER THE perfection OF STEEL. THE FLESH IS WEAK. SILICONE AND STEEL, THAT’S RIGHT. I MUST... I MUST DESTROY MY FLESH. Too much remains. I FEEL IT: OOZING... PUTRESCENT. It is not PERFECT. I AM NOT PERFECT.”**

With this bizarre declaration, the Magos’s mechadendrites pry at his skull, peeling and crunching through the plasteel-reinforced cage that housed his brain until, at the last, he collapsed, revealing behind him only a few frames of a curious scene:



Something terrible has happened here. Your directive, Force Commander, is to root it out.