

Legions Imperialis

THE SIEGE OF TARLOC

The Final Gambit

Introduction: Legions Imperialis is an 8mm tabletop miniatures game produced by Games Workshop. In games of Legions Imperialis, players play out huge, cinematic games set in the Horus Heresy, where the full might of the Space Marine Legions clashed in world-shattering internecine conflict.



The forces of the Warmaster have been pushed back to their final stronghold in the Heroicus Concordia system, the planet Verimas IV. In a last-ditched gambit to avoid being trapped on the planet and destroyed, the forces of the Warmaster have launched a counterattack on the Agri world of Tarloc with their remaining ships orbiting the planet. The loyalists have consolidated their astropaths in the main Hive City of Tarloc, hoping to push a message out through the warp storms and bring overwhelming force to finish the traitors. The traitors hope to cut the communication of the loyalist forces by assaulting the Hive City and destroy the astropaths within. The city has formidable defences, with a massive wall ringing the city and a fleet in orbit. The traitors have no other option but to directly assault these formidable defences for any chance of survival.

This event will feature a grand battle with loyalist and traitor forces lined up side by side with a huge wall running down the centre of connected tables. Your battle will be one section of the massive assault on the city. As each mission ends and the next begins, the terrain will move, simulating the traitor's advance into the city. Come along and help us forge an awesome narrative

Event Organiser: Jay Hoggins

Registration: Players wishing to participate must purchase a ticket from ADFWGA (<https://www.adfwga.com/herocon>).

Saturday 30 th of November		
Doors open from 0830		
Player Briefings	0850	0900
Round 1	0900	1200
Scoring/Round 2 Pairing	1200	1210
Lunch	1210	1310
Round 2	1310	1610
Sunday 1 st of December		
Scoring/round 3 Pairing	0850	0900
Round 3	0900	1200
Final Score and Prizes	1200	1215

Event Format: This will follow the narrative missions listed in the mission section for each of the respective games, with twists introduced by the TO during the games. This is a Narrative event, and as such, it **should be played with this in mind, including list building.**

Player Requirements: Players should have all the materials needed to play. This includes tokens, models, and associated unit cards or rulebooks.

Players MUST Submit their list to adfwga@hotmail.com NLT 26th Nov 24.

Armies must be a minimum of 1 coherent colour; this may be the base coat for your legion . For those wishing to use 3D printed proxies, to represent their miniatures, please note the following:

- These will be at the TO/EO's Discretion. Please check with them before the event to ensure these models will be accepted.
- Any 3D printed miniature MUST have all other correct Legions Imperialis game components to ensure no significant discrepancies on rules.

Round Details: Players will be assigned pairings and a section of a table. Players are required to play against their assigned opponent on the specified table. Players will be given 180 (plus 1-5) mins to play including set up, tables will already be set up by the TO. If a game has not concluded when the time for a Round runs out, the players finish the current game round and calculate their scores. Where possible and communicated to all players the timings may be brought forward.

Rules Disputes: In the event of a rules dispute players are encouraged to call for one of the organisers. The organisers will confer with the players before addressing the issue in accordance with the current Rules.

Prizes are Supplied by Grimdark Dystopia printing, email Grimdark_dystopia@gmail.com for pricing on all your Epic models.

Mission 1: FLANKING ATTACK

Smoke and flame billowed on the horizon as the traitor hordes approached the wall. The defenders stood defiantly behind the wall protected by the void envelope enveloping the city. The traitor spear tip thrust came directly for the gate, each marine pushing the next one forward trying to get within arm's reach of the loyalist forces.

Points:

2000

Scoring:

As per the main rulebook

Primary Objectives:

As per the main rulebook.

Secondary objectives:

Loyalist: For each turn that the loyalist player can keep two traitor units out of their deployment zone gain 1 VP.

Traitor: For each section of wall destroyed gain 1 VP

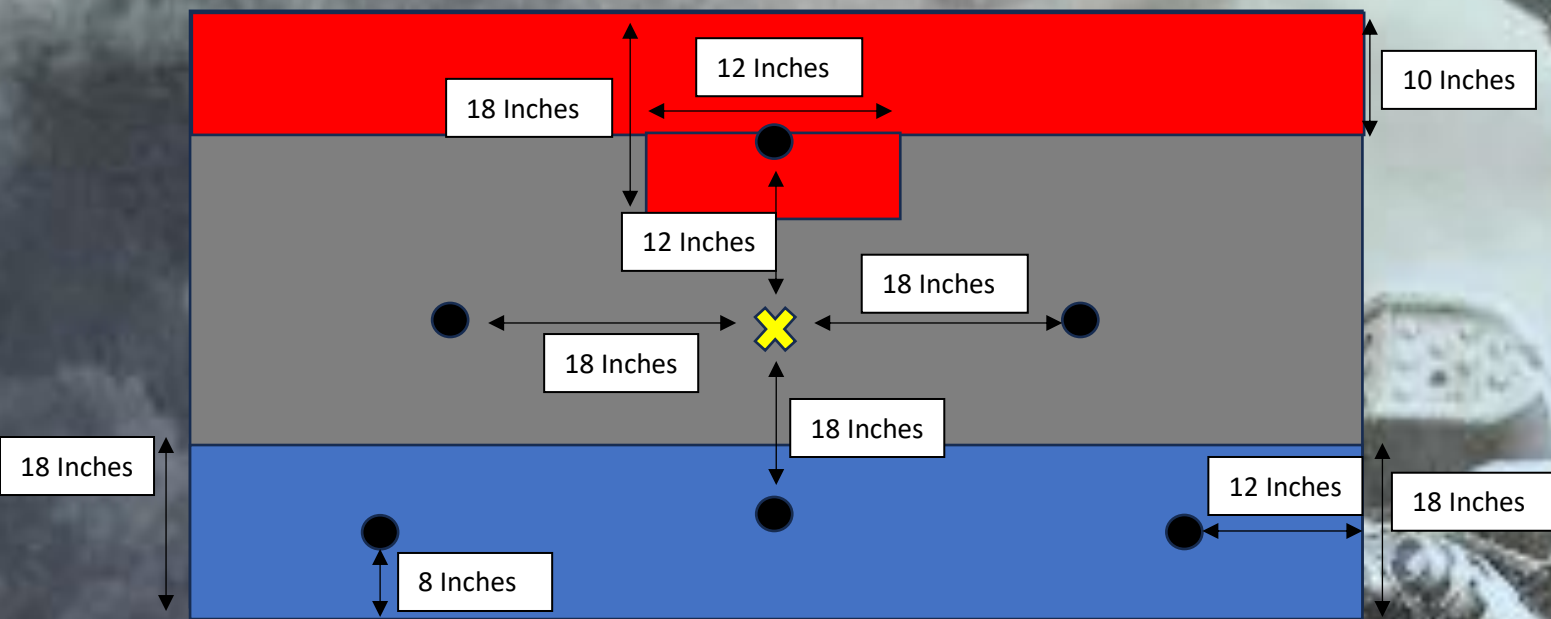
Special Rules:

Loyalist Void Shields: All loyalist units being targeted via ranged weapons from outside the blue section are granted a 6+ Invulnerable save within the blue section.

Traitor Masses: Traitor units may select up to 250 points of infantry, walkers, tanks, and jet bikes that can be brought back on the board once destroyed. This can occur only once, and a tally must be kept of the points used.

General: The Wall. The wall is treated as a vehicle that can garrison (1) troops per length. Models garrisoned on the wall have a 5+ cover save, a 2+ CAF, and a -1 to hit. Each wall section has 6 wounds and a 3+ save. The wall can be climbed by using 2 inches of movement.

Flankers and Infiltrators: Attacking units with outflank or infiltrate special rules cannot do so behind the defenders' walls.



Mission 2: DEVASTATION

With the traitors now within bolt range of the city and the wall in tatters, the forces of the warmaster and the Emperor wrestle over control of the breach. Thousands of warriors die as they fight tooth and nail to push back the opposing forces. The battle in space still rages as the signs of the unimaginable forces at play in orbit begin to show.

Points:

2250

Scoring:

As per the main rulebook

Primary Objectives:

As per the main rulebook.

Secondary objectives:

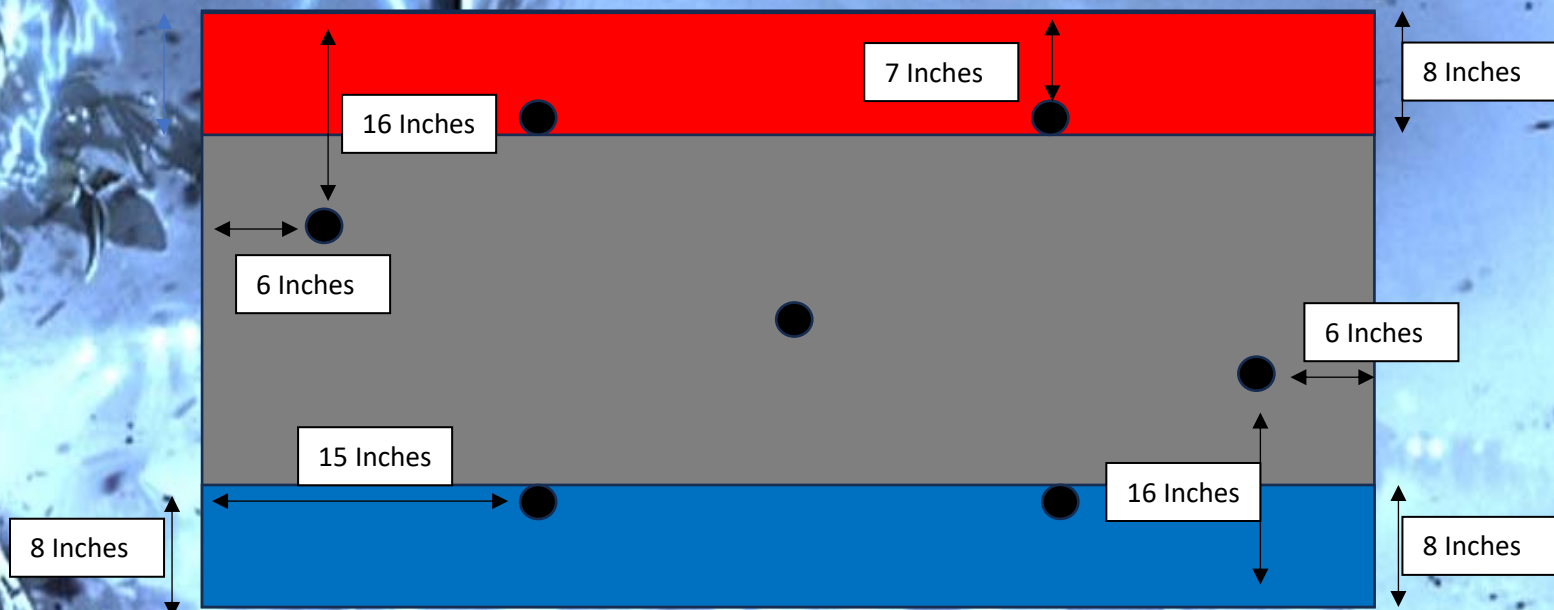
Traitor: Control the battlefield

Loyalist: Control the battlefield

Special rules:

- Tactical Orders

A white envelope will be opened at the start of turn 2, each game will have one of these on their table.



Mission 3: RETRIEVAL

The Warmasters forces are now within the city the loyalists fight delaying actions to slow them as they advance through the city. Booby traps are spread throughout the city with their locations sometimes forgotten by the Militia forces as they flee in panic.

Points:

2000

Scoring:

As per the main rulebook

Primary Objectives:

As per the main rulebook.

Secondary objectives:

Traitor: Tip of the spear

Loyalist: Inviolable

Special Rules:

- Tactical Orders

A white envelope will be opened at the start of turn 2, each game will have one of these on their table.

