



Death from Above

Sunday 8th February 2025

9.30am to 6pm

Format:	Narrative Event Day
Number of Games:	Three
Location:	Black Dragon Games 17 Burton Street, Melton Mowbray, LE13 1AE
Free Parking:	<ul style="list-style-type: none">• Free parking is available in Burton Street car park (2 minute walk from the shop)• <i>Please check parking restrictions carefully</i>
Food:	<ul style="list-style-type: none">• Snacks and refreshments are available in-store• There are a number of venues close to Black Dragon Games that serve food• You are welcome to bring your own food to the shop

Narrative Events

Narrative events are all about telling a story!

These events focus on enjoying a collective story as we play through themed missions. In battle you may find yourself making decisions which are not tactically sound because they are narratively satisfying.

In narrative events, victory comes in the form of progressing the story in favour of your faction. In this case, the team that emerges victorious will set the scene for the Warhammer 40,000 narrative day that follows.

Prizes will be awarded for Most Sporting, Best Painted and Most Thematic.



Preparation

The Story So Far

The Tarsak system has spent a century alone, trapped within a warp storm and beset by the horrors of the Empyrean. But now the storms have abated and the people of Tarsak IV are reunited with their beloved Imperium, mere days before the arrival of a Tyranid Swarm.

With the arrival of a crippled T'au fleet, the awakening of a Necron Tomb and the continued spread of Chaos corruption, Tarsak IV is fighting for its survival.

The state of Tarsak IV at the start of this Kill Team event will be determined by our Warhammer 40,000 narrative campaign, which is still in progress. This event will start with a briefing that sets the scene on Tarsak IV and introduces objectives for each faction.

Your Kill Team

Players must field the same faction in all games, but may bring as many models as they like to the event. Players will select their operatives for each battle in step 2 of the Game Sequence from the Airborne Assault Mission Pack.

Equipment

The following equipment can only be selected by your Kill Team if you bring models for it: Ammo Cache, Razor Wire, Barricades (light, heavy or portable), Comms Device, Mines, Ladders, Smoke Grenades.

Painting and Modelling

Painting Requirement:

All models and equipment must be painted to "Battle Ready" standard and based.

Conversions and Kit-bashing:

We love conversions and kit-bashing! Please ensure that all miniatures accurately represent the weapon loadout on their datacard (i.e. What You See Is What You Get). Custom miniatures and barricades should be the same size as the model they are representing.

Rules

This event uses the following rules sources:

- The Rules (Kill Team Core Book)
- Airborne Assault Mission Pack (Hivestorm Dossier)
- Universal Equipment (Hivestorm Dossier)
- Core Rules Update Log (Warhammer Community website)



Teams & Missions

Teams

Players will be divided into two teams:

- **Attackers** will attempt an airborne assault to secure key strategic sites
- **Defenders** will attempt to hold their territory and drive back the attackers

The factions that make up each team will be determined by the outcome of our Warhammer 40,000 narrative campaign and will be announced at the event briefing.

Airborne Assault Mission Pack

All players will play 3 missions from the Airborne Assault Mission Pack.

Mission 1:

- Players on the Attackers team will be randomly paired against players on the Defenders team
- All players will play Airborne Assault Mission 1A

Mission 2:

- Defenders who won mission 1 will play Airborne Assault Mission 2B, while defenders who lost mission 1 will play Airborne Assault Mission 2A
- Attackers will be randomly paired against players on the Defenders team

Mission 3:

- Missions will be assigned to attackers based on the result of mission 2:
 - Attackers who won 2A will progress to 3A
 - Attackers who lost 2A or won 2B will progress to 3B
 - Attackers who lost 2B will progress to 3C
- Defenders will be randomly paired against players on the Attackers team

The gamemaster may choose to manually pair some players for Mission 2 or Mission 3 (rather than randomly assigning them) if there are narrative reasons to do so. Wherever possible, players will not play against the same opponent more than once (whether pairings are randomly assigned or chosen by the gamemaster).

Killzones

Most games will be played on the Killzone Volkus terrain set. In the absence of sufficient Killzone Volkus sets for all players, some games may be played on similar terrain pieces from other sets.



On the Day

Event Schedule

09:30 - 09:45	Registration
09:45 - 10:00	Briefing
10:00 - 12:00	Mission 1
12:00 - 13:00	Lunch
13:00 - 15:00	Mission 2
15:00 - 15:30	Break & Painting Competition
15:30 - 17:30	Mission 3
17:30 - 17:45	Tidy up
17:45 - 18:00	Campaign Results and Awards

What to bring

- Your Kill Team
- Rules for your Kill Team
- Any equipment that you wish to use
- Rulers
- Dice
- Hivestorm Dossier (if you own a copy)

Judges

If players are unable to determine or agree on a ruling then the event judge will make a final decision on how any given rule is to be interpreted.

The Judge may be a player in the event.

Prizes

£5 Black Dragon Games vouchers will be awarded for the following:

- Best Painted Kill Team
- Most Thematic Kill Team*
- Most Sporting Player

All awards will be peer-voted.

**We know that some players love to kit-bash or create really thematic paint schemes. Players will vote on which Kill Team they think is the most thematic. Any equipment that you have included in your Kill Team may be included as part of your entry.*



To the victor the spoils...

Victory Conditions

Teams will score points based on the outcomes of mission 3:

Mission:	Attackers Win:	Defenders Win:
3A: Hunt from Above	Attackers score 3 points	Attackers score 1 point
3B: Airborne Seige	Attackers score 2 points	Defenders score 2 points
3C: Secure Extraction Site	Defenders score 1 point	Defenders score 3 points

The team that scores the most points will be declared the victors.
Their alliance will receive a bonus in the Warhammer 40,000 narrative day.

If the number of points scored by the winning team exceeds the number of points scored by the losing team by more than the number of players on each team then the winning team will be awarded a Major Victory, and their alliance will receive a much larger bonus in the Warhammer 40,000 narrative day.

What next?

The outcome of this event will set the stage for the Warhammer 40,000 narrative event day that concludes Act III of our Grand Narrative Campaign: The Scouring of Tarsak IV.

Act IV of The Scouring of Tarsak IV will include both a Warhammer 40,000 campaign and a Kill Team campaign.

