



The Last Stand

Sunday 23rd February 2025

9.30am to 7pm

Format:	Narrative Event Day
Number of Games:	Three 1000 point games
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 determine the fate of one of the regions on Tarsak IV, setting the scene for Act IV of **The Scouring of Tarsak IV**.

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 fate of an entire region now hangs in the balance. As one side digs in, ready to repel the invaders and maybe even drive them back, the attackers deploy Kill Teams ahead of their main forces to dismantle their foes fortifications.

The state of Tarsak IV at the start of this Warhammer 40,000 event will be determined by our Warhammer 40,000 narrative campaign and Kill Team narrative event day: Death From Above. This event will start with a briefing that sets the scene on Tarsak IV and introduces objectives for each faction.

Your Crusade Force

Players must bring a Crusade Force capable of fielding a 1000 point army. There is no Crusade Point limit.

Players may bring their Crusade Force from the **Encroaching Shadow** campaign, or start a new 1000 point Crusade Force according to the standard rules found in the Core Book.

Most Thematic Army

Enter our **Most Thematic Army** competition by writing a short description of your Crusade Force (up to 300 words) to display alongside your army in our painting competition. Players will vote on which armies they feel are the most thematic representation of their backstory.

Painting and Modelling

Painting Requirement:

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

Conversions and Kit-bashing:

Narrative campaigns are the perfect place for conversions and kit-bashing! Wherever possible, please ensure that all miniatures accurately represent their entry on your Crusade Card (i.e. What You See Is What You Get).



Rules

Source Materials

Core Rules: We will be using the **Core Rules** with the latest **Balance Dataslate** and **Munitorum Field Manual** (all of which are available from Warhammer Community).

Crusade Rules: We will be using the **Tyrannic War** crusade mission pack for missions, campaign-specific Battle Honours and Agendas. You may also use any faction-specific Battle Honours, Agendas and campaign content from your faction's **Codex**.

The Tyrannic War crusade mission pack can be found in the Tyrannic War campaign book or the Leviathan Core Book - a store copy is available in-store for your use.

Army Lists: You should use your faction's Codex to build your army (or their Index if no Codex is available). You are also allowed (and even encouraged!) to use units from **Warhammer Legends** and **Imperial Armour** - these unit lists are available from Warhammer Community.

Warhammer Community documents may be downloaded from:

<https://www.warhammer-community.com/en-gb/downloads/warhammer-40000/>

Terrain Rules

The terrain rules from the Core Rules will be in play.

Any Ruins will be laid out such the area that they cover is clear (e.g. all ruins will consist of opposite corner pieces). Line of sight may be drawn through windows or over low walls for all ruins.

Players should expect to encounter most terrain types during their games.

Battlefields

All games will be played on narratively themed battlefields that reflect the missions that are being played. Battlefields may strongly favour one side or consist of few ruins for units to hide behind, forcing players to adopt different playstyles.



Teams & Zones

Teams

Players will be divided into two teams:

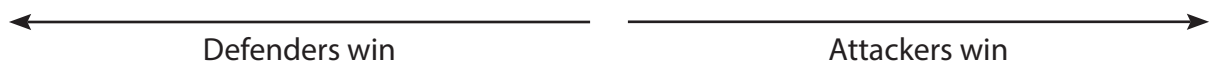
- **Invaders** will attempt to destroy the Defence Force's base
- The **Defence Force** will attempt to hold back the attackers and drive them from the region

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.

Zones

The battlezone for this event will be divided into the 5 zones:

Zone 1: Outskirts The Defence Force hunts down the last of the Invaders!	Zone 2: Attacker's territory The Defence Force invades the Invaders' territory to drive them out.	Zone 3: Defensive Line The Defence Force has formed a defensive perimeter around their base.	Zone 4: Base Interior The Invaders breach the Defence Force's base and try to destroy it.	Zone 5: Evacuation Zone The Defence Force must hold out long enough to be evacuated.
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- All players will start in Zone 3.
- If the Invaders are victorious then battles will progress into Zone 4 and eventually Zone 5.
- If the Defence Force is victorious then battles will progress into Zone 2 and eventually Zone 1.

Players will move to a new zone based on the result of their previous battle. The game master will pair players off for the next mission (some players may need to be moved to different zones in order to avoid players facing off against the same opponent multiple times).



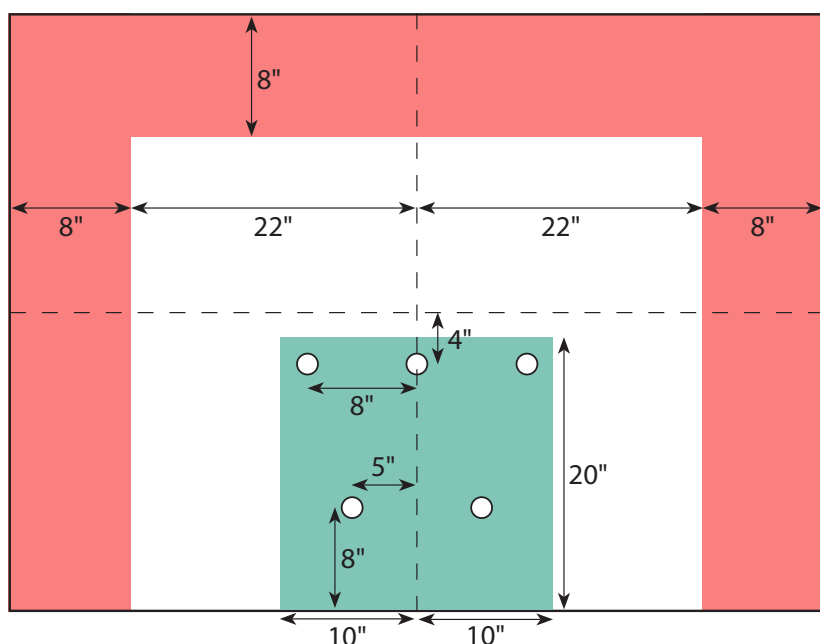
Missions

Missions

All games will be played at 1000 points in highly asymmetric missions where attackers and defenders take on different roles. The table below shows the missions that will be played in each Zone. All missions are taken from the Tyrannic War Crusade Mission Pack.

	Narrative	Mission	Modifiers
Zone 1	The Invaders have been routed and must now fight for their very lives as they withdraw.	Routed Prey	Invaders are the defenders
Zone 2	Having turned back the Invaders, the Defence Force now advances into enemy territory to destroy their makeshift base.	Screaming into the Void	Defence Force are the attackers; Score 15VP if your opponent's Warlord is destroyed
Zone 3 (Game 1)	The Defence Force has prepared explosive charges to decimate the Invaders...now they just need to prime them...	Insurgency	Defence Force are the attackers
Zone 3 (Game 3)	With the defensive line destroyed, the Invaders and Defence Force now commit to a desperate fight to gain the upper hand.	Rotting Biomass	Ignore <i>Biohazard</i> rule
Zone 4	The Invaders have breached the defensive perimeter and are driving the Defence Force back, destroying key infrastructure as they go.	Against the Swarm	Invaders are the attackers
Zone 5	All is lost! The Defence Force is surrounded and must hold out long enough to be evacuated.	Planetary Evacuation	See alternative battle map below

Zone 5 Map



On the Day

Event Schedule

09:30 - 09:45	Registration
09:45 - 10:00	Briefing
10:00 - 12:30	Game 1
12:30 - 13:00	Lunch
13:00 - 15:30	Game 2
15:30 - 16:00	Break & Painting Competition
16:00 - 18:30	Game 3
18:30 - 18:45	Tidy up
18:45 - 19:00	Campaign Results and Awards

Mission times include time for choosing Agendas & Crusade Blessings and updating Crusade Cards

What to bring

- Your Army
- All rules for your army (physical or digital)
- Rulers
- Dice
- Printed copy of your army description (if entering Most Thematic Army)
- We recommend bringing lunch with you, as this event only has a 30 minute lunch break

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

£10 Black Dragon Games vouchers will be awarded for the following:

- Best Painted Army
- Most Thematic Army
- Most Sporting Player

All awards will be peer-voted.



To the victor the spoils...

Team Points

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

	Invaders Win:	Defence Force Wins:
Zone 1	Invaders score 3 points	Invaders score 2 point
Zone 2	Invaders score 2 points	Invaders score 1 point
Zone 3	Invaders score 1 points	Defence Force scores 1 point
Zone 4	Defence Force 1 points	Defence Force scores 2 point
Zone 5	Defence Force 2 points	Defence Force scores 3 point

Victory Conditions

The points difference between the two teams will determine the outcome of the event:

Points Difference	Outcome	
2 points or less	Stalemate The Invaders have suffered as much damage The Defence Force's base. Neither side can claim victory.	
3 to 5 points	Defence Force Victory The Invaders have been comprehensively driven back with little damage to the Defence Force's base.	Invaders Victory The Defence Force's base has been damaged beyond repair and must be abandoned.
6 points or more	Defence Force Total Victory The Invaders have been decimated and driven from the region permanently.	Invaders Total Victory The Defence Force's base has been obliterated and their forces overrun.

