

The Taking of Phyrix

STEPPES OF PERDITION



INCURSION
LEVEL EVENT

The story so far...

Following their failure to secure the Hadreon Mining facility, loyalist forces have regrouped at Cannix Superior. More valuable than ever, the shipyard world has allowed loyalist battlelines to regain and maintain composure as the generals and strategists plan the next stage of attack. The Inner sphere of the Phyrrix system is now more closed off than ever. With the Traitor forces securing the Maiden World of Eedix, sporadic and far flung revolts and uprisings are beginning to erupt throughout the out system. While Cannix is securely under the guidance of the Emperor's Will, the Deathworld of Alchaor remains a pitched battlefield; neither the loyalist or traitor forces have been able to secure a strong foothold from which to route the opposing force.

Intercepts of coded vox chatter indicates a smugglers run breaching the inner sphere exist; though all attempts to divine its location have proven fruitless. As such the loyalist forces prepare to bring the full might of their repaired fleet to secure Hadreon.

On the eve of the offensive, a private Vox is received from a flotilla of transport craft belonging to a Rogue Trader fleet frequenting the system. In exchange for their independence and immunity from Imperial retribution, the Admiral of the Rogue Trader fleet shares the location of the smugglers run: Ex Vulnere.

With the location exposed, Ex Vulnere becomes the primary focus of the loyalist forces. Using the assault on Hadreon as a diversion, Imperial forces are transported to Ex Vulnere using the bulk of retrofitted security and transport craft. This proves to be a huge gambit for Imperial forces: should the traitors know of Ex Vulnere the bulk of imperial ground forces will be obliterated. However, should they survive the treacherous route they will arrive in the outer orbit of the Steppes of Perdition.

The Steppes of Perdition consists of the planetary body Perdition and its moons Proteus and Yemeni. While quite fertile and verdant, the moons serve as a rose crown on a fetid skull. A desolate reminder of the age of darkness, Perdition is an irradiated wasteland. Blast craters stretching beyond the horizon, wreckage from the dark ages and golden age of technology repeatedly wrested from the sands only to be buried again in the next storm.

The communications relay located on Proteus, and the data-processing hubstation and archaeotech reclamation facility of Yemeni are the primary focus of the loyalist attack; yet there may be an even greater prize residing on Perdition.

With sandstorms raging on the planets' surface, an even greater storm of steel and fire erupts as loyalist forces launch their attack on the traitor forces securing the moons. As death comes once more to the Steppes of Perdition, a bygone life, an ancient power begins to wake beneath the surface of Perdition.

What stalks this hallowed hellscape – and who shall incite the true fury of Phyrrix?

LIST CONSTRUCTION

The following guidelines for construction must be adhered to in all lists. Please note any restrictions are in place for narrative purposes – these restrictions are meant to represent the fallout of Act 1: Hubris.

Lists must be constructed according to the 30k Age of Darkness Army Construction Rules using one of the following FoC's (Standard Age of Darkness FOC/ Onslaught FOC/ Castellan FOC). **Leviathan detachments are not permitted at this event.** Please have all pertinent rules documentation on hand throughout the course of the event.

Players may choose one of the following options for their list:

- Single 3000pt list
- Single 2500pt core list, with two 500pt sideboards*

*** Sideboards are not separate 1000 point lists - they MUST fit within the FOC**

Players may construct their lists using any Rites of War or Force Organization Chart so long as it adheres to the guidelines below:

- Warlords – players must have a single warlord that is used throughout the event, and must be represented in each list used.
- Warlord Traits – Warlord traits will be rolled for ONCE before the first round, and will be KEPT for the entirety of the event. This also applies to character that allow you to choose traits.
- Lords of War are permitted
- Custodes - Custodes units are limited to Allies only
- Primarchs – Primarchs are disallowed as they are not present at this point in the campaign
- Special Characters – No named characters are allowed at this event.

A NOTE ON WARLORDS:

We encourage players to continue using warlords from any prior incursion level event(s), your warlord maintains the honors/dishonors held at the conclusion of each event.

ZONE MORTALIS:

Players wishing to play Zone Mortalis should prepare lists for 750/1000/1500pts using standard ZM 30k Rules.

The Taking of Phyrix – Steppes of Perdition

Painting Rubric

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Name: _____ Circle one: Loyalist/Traitor

Players will be asked to self-assess their army using the provided rubric. You will need to write your name on the top of this sheet and set it out during the Saturday lunch break. Remember: the maximum painting points a player can earn is **25**. During the lunch break, our paint judges will look at how you scored your army, inspect your army, and make any adjustments to your point total (up or down). If your sheet is gone, that is how you'll know we judged your army.

Initial Judging	Points
The army is not fully painted/ at least one model in the army has primer as a base color.	0
The army is fully painted, but only to the most basic requirements (3 color minimum).	10
Army is fully painted, and is painted beyond minimum standards. Give benefit to this unless there are models in the army that have an undercoat as one of its three colors.	15
Model Basing	Points
Bare bases, no flock	0
Basic one flock/ Clear bases/scenic bases	1
Multiple textures present/Basic highlighting	3
Advanced basing – multiple textures/advanced highlighting/	6
Theme:	Points
No cohesive theme to army design/paint job/ basing or army is mismatch of various themes/forces	0
Models have a unifying theme that is clearly visible	1
The models have advanced theme with additional character/ narrative accuracy (EX: squad markings, veteran marking, accurate background color schemes)	3
The army theme is unique & memorable with extreme attention to detail – characters and squad leaders are unique, units have unique marking and tell a visual story (Ex: kill markings, names, etc)	6
Painting Skills	Points
No advanced techniques, basic block painting – lines are not crisp, paint looks chunky	0
The models incorporate basic highlight/shading/weathering	2
The models incorporate layering with highlights or blending (but not seamless)	4
The models have been shaded with seamless blending/advanced weathering techniques	6
Display Board	Points
No display board/ bare bones basic (EX: cookie sheet, Tupperware lid)	0
A prepared display base for the army with some flock, painting, etc.	2
An exceptional display board that is themed to the army/army theme	4
Details	Points
No extras	0
The army has rough freehand work, basic unit markings, and/or basic vehicle weathering	1
The army has quality freehand work, clean unit markings, and/or vehicle weathering	2
The army has exceptional freehand work, stellar unit markings, and/or realistic vehicle weathering	4

Total (if the total exceeds 25, only award 25 points):