

The Ironcage Podcast: MOAB Horus Heresy

The Slaughter of Syiax

The planet of Syiax acts as a War World for Segmentum Solar, particularly during The Horus Heresy. During the War for Beta-Garmon, it was deemed necessary for the single continental world to become both a location for reinforcements for resupply and a future hold out when Beta-Garmon would fall.

War came to Syiax with both Loyalist and Traitor forces falling upon the isolated planet on their long march to Terra, Within weeks Syiax had been stripped of all useful war material and personnel as both sides fought to secure what they could.

Transport ships were loaded with pillaged munitions and fuel before rejoining their fleets, while on the planet orbital defence batteries were commandeered and brought to bear on the last few troop ships in orbit, stranding the forces sent to secure the cargo.

It has been two years since those battles, now the battered marines still conduct hit and run strikes and punitive actions on their enemies, motivated not by loyalty to their uncaring masters but by hatred, malice and the desire to see their foes suffer.

Event Details:

The Slaughter of Syiax will be a two-day event hosted by the Ironcage Podcast, with 3 games on Saturday and 2 games on Sunday.

It will be held at MOAB, Sylvania Heights Community and Youth Club, October 5th-6th.

Both days will be 2500pts, using the standard Horus Heresy Age of Darkness rules, if both players agree they may use Mournival rule changes.

The event is narrative focused, rewards and prizes will be provided specifically for narrative achievements and not battlefield victories.

Players can play in any of the two days, dropping in or out as necessary.

Saturday:

8am-8:30am Registration and Briefing

8:30am-11am Game 1

11:30am-2pm Game 2

2:30pm-5pm Game 3

Sunday:

8:30am-9am Registration and Briefing

9am-12am Game 1

1pm-4pm Game 2

Force Composition Rules:

No special characters or primarchs.

All forces are accepted including 3rd party or 3D printed models.

All models must be painted 3 colours minimum.

Saturday Afternoon Bonus Game!

After games wrap up on Saturday, we will be hosting a special free challenge open to all players, you have 30 minutes to fingerpaint a mk6 space marine. We will judge the results and laugh and hand out a prize(s).

Should be a fun way to unwind after a big day and have a laugh.

Marines and some paints will be provided but if you have some specific paints you want to use bring them along.

Ironcage Podcast Links:

Spotify: <https://open.spotify.com/show/6uJpZsXBp7vo6Esagapvxy>

Facebook: <https://www.facebook.com/profile.php?id=100089588873458>

Apple: <https://podcasts.apple.com/au/podcast/the-ironcage-podcast/id1667968169>

Hate and Glory campaign system:

Throughout the weekend your force will be gaining Hate and Glory points,

Hate points are scored for killing the enemy forces and will be added to your mission victory points,

Glory points will be earned by your warlord and can be spent to upgrade them.

Hate points:

+1 for each enemy unit destroyed.

+1 if that unit had the Line subtype.

These points are added to the victory points you score from the mission.

Glory Points:

+2 for completing the game.

+1 if your warlord survives the battle.

+1 for each enemy character killed by your warlord in a challenge.

add another +1 if that character was an independent character, or +2 if it was the enemy warlord.

These points can be spent after a mission to give your Warlord any of the following bonuses, each upgrade can only be taken once:

4pts:

Give your Warlord one of the following abilities:

Adamantium Will (3+)

Battlesmith (4+)

Fear (2)

Feel no Pain (5+)

Furious Charge (2)

Pathfinder

Rage (2)

+1 Ld

5pts:

Give your Warlord one of the following abilities:

Battle-Hardened (1)

Hatred (Characters)

Precision Strikes (4+)

Scout

+1 BS

+1 Movement

+1 S

+1 A

6pts:

Give your Warlord one of the following abilities:

Eternal Warrior

Your Warlord gains an Aetheric Juncture Splicer (see Warmonger unit entry)

+1 WS

+1 T

+1W