



# Death of a Dream

A Horus Heresy Narrative event at Briscon

[Briscon](#) is being hosted by the Brisbane Gaming Society. This event is being run by [Pubhammer](#), a small Gaming Community located in Annerley. Death of a Dream is a Horus Heresy Narrative Event where players are encouraged to freely craft lists, choose and decline their opponents and have a good time on the days of the event. This event is designed to be more casual with player flexibility and choice the key element we choose to focus on. More information can be found below.

Event Organisers: **Hassan "Teddy" Bulhan & Robert Davis**

Facebook Event: <https://www.facebook.com/events/320509345135225/?ti=as>

Email: Please email any inquiries to [30kbriscon@gmail.com](mailto:30kbriscon@gmail.com)

Special thanks to the blokes at Pubhammer who made this pack possible.

## **Information & Guidelines:**

### **Where:**

[Briscon. 86 Green Terrace, Windsor QLD 4030](#)

### **When:**

28-29<sup>th</sup> of April

28<sup>th</sup> Saturday

8am-5pm

29<sup>th</sup> Sunday

8am-4pm Sign-on and games

4pm-5pm Pack up and Awards

### **Cost:**

\$40 Per Player (Weekend tickets).

\$20 Per Player (Single day tickets).

Price breakdown: \$20 and \$40 for Event coverage.

### **NOTE:**

**Single day players:** This event is geared for a 2 day event. Only players attending with a weekend ticket are eligible for prizes.

**Payment:** When paying for the Event please mention which faction you're signing on for. Traitors or Loyalists and what army you are you bringing.

### **How the event plays:**

Players attending will be fighting for control of a contested world, to represent this world a live map made using Planetary and Mighty Empire tiles. Players in each faction will begin the day by taking turns by choosing tiles to attack and defend. Each player will also receive special objective cards and game altering effects throughout the day, some of these game altering cards and special objectives include: bombing runs, stealth bombs, Narrative specific objectives and Legion secret objectives.

### **What to Bring:**

- Miniatures.
- Age of Darkness Core Rules.
- Army Red Books or Black books.
- Dice and templates
- Tape Measure.
- Pen.
- 6 Objective Markers.

### **Lists:**

- No Relics of the Dark Age.

- Playable Factions: Legion, Solar Auxilia, Imperial Militia & Cults, Mechanicum, Talons of the Emperor, Blackshields.
- Players are advised to bring lists for the following Game modes: 2,500-3,000 point Age of Darkness games, 1,500 point Centurion games, 1,000 point ZM games.
- Players may bring Questoris Knight lists. Though we advise that players bring alternate lists if they are declined games.

**Narrative:**

- Overall Event Narrative will be provided by us in the upcoming Narrative Pack.
- Players **may** register on the [AUS30k](#) website and follow the [Army Creation](#) guidelines to create your army that will be played at the event.

**Gameplay:**

- Players will be playing in their respective teams: **Loyalists or Traitors** (signed on at payment). All games will be tallied up during the day, giving Campaign Victory Points for a total team victory at the end. More info will be in the Mission pack.
- This event will be a tagged event.
- Converted models are welcome as long as they are easily identifiable.
- Models must be WYSIWYG
- Models must have a Minimum 3 colour standard.

**Awards:**

All players will receive an event Tag for participating and we will have 4 Beer Stein Awards to give out on the weekend:

- **The Emperor's Champion (Best Loyalist General)**
- **Arch Nemesis (Best Traitor General)**
- **Initiate (Best Sportsmanship)**
- **Herald of Victory (Best Painted)**