



Day of Ascension

The Eidun's Fall Campaign – Part 5

Introduction

This is the **placeholder** rules pack for Day of Ascension, a narrative Horus Heresy event at JustPlay in Liverpool on 05/03/2023. This pack covers the rules of the event and will give you all the information that you need to have a great time!

The Story

TBA!

All About the Campaign

Eidun's Fall is a **narrative campaign** which takes place across multiple events at JustPlay. You do not need to play in any of the individual events to take part in future events. The story will unfold as events go on! Check out the [#eidunfall](#) hashtag on Twitter and Mastodon for pics and reports of previous events.

All About the Event

Relics of Ages Past is the fourth event in the series. It is a **narrative event**, pitting the Loyalist forces of the Emperor against the Traitorous forces of the Warmaster.

Each game will be played against a random opponent of the opposite faction, and the outcome of the day will have an impact on the ongoing campaign.

All missions are fully custom, and the event will have objectives other than simply winning every game.

The event will be fully gamemastered, including various extra decisions, options, and story points to enhance the narrative experience. For example, in a previous event players had secret agendas, the option to call in support (including from other players)

Games will place a heavy emphasis on objectives so do make sure that you bring those **Line** units with you!

Painting and Modelling

All models must be **fully painted and based**. This means:

- A minimum of 3 colours applied
- Detail painted appropriately
- A fully coloured & textured base

Ultimately, models should be painted to a standard that looks good on the tabletop within your painting ability. To protect everybody's experience, we will politely ask you to remove any models that are not painted and based.

Armies and List Submission

All armies will be 2000 points and must be either **traitor** or **loyalist** as per the ticket type that you purchased for the event. If you're flexible with which side you play, there's a ticket for that, too.

Lists must be submitted in advance to horusheresy@justplay.events, with a **deadline of 26th February** to allow time for list checking. Sooner is better if you can though! Please submit lists in a readable format.

Lists will be checked for suitability. This is a narrative event, and as such we want everybody to be able to use cool, thematic lists and experience exciting, full games. Please make sure that you construct your lists in the spirit of the event and avoid "competitive tournament" style lists.

After list submission, you will be contacted with any relevant feedback on your list. Please ensure that you're prepared to take this feedback into account!

Army List Restrictions

The following are disallowed at this event:

- Primarchs
- Titans

The following restrictions are used at this event:

- Your list may include a maximum of 2 dreadnoughts of any kind
- Your list may include a maximum of 1 Knight model

- Legio Custodes may **only** be taken as an allied detachment. You may not spend more than 1000pts on Legio Custodes units.

Contact Details

More information on our events can be found here:

<https://justplay.events>

List submission email address:

horusheresy@justplay.events

Appendix: Previous Event Narratives & Results

Sanguis Extremis (Event 1)

Eidun's Fall was a relatively unknown mining world, the sole habitable planet of five orbiting a dull yellow star. So named for Magos Explorer Eidun who originally discovered the world, only to perish in a freak seismic event during initial exploration of the planet, it was largely unremarkable still save for the small outpost now maintained there by the Mechanicum. The Magi dutifully oversaw the locals' extraction of the world's small but rich mineral deposits, with shipments regularly leaving for all over Segmentum Tempestus, with some even bound for Mars itself.

So it was that after the forces of Horus took up arms against the Emperor, both the Loyalist and Traitor forces took an interest in securing those resources on Eidun's Fall not already claimed by the Mechanicum for themselves. Reconnaissance forces clashed for months to little effect, as both sides sought to bring what reinforcements they could muster to the remote planet. More recently, an exploratory mining expedition under the guardianship of the Iron Hands Legion unearthed a cache of Archeotech weapons hidden deep in an underground cavern, and the interest of forces on both sides in the sector has been piqued; multiple advance war parties now converge on Eidun's Fall, and it is there that our story begins...

Winner: Traitors

Logos Lectora (Event 2)

After weeks of fierce fighting in the foothills of the Arrak Mountains, the forces of the Warmaster were in firm control of the prime landing zones. Multiple caches of archeotech weaponry and esoteric equipment had already been discovered, with some smaller prizes already shipped off-planet to aid in the ongoing war efforts. Scholars on both sides, though, were firm in their belief that what had been uncovered so far was nothing compared to the prize that lay hidden somewhere in this vast mountain range, as data gathered so far pointed to an ancient Xenos fortress somewhere in the area. Such an armoury could turn the tide of the war for whoever could claim it!

As the Heretics search the mountains, the Loyalists launch a counterattack to establish a beachhead, and deploy multiple roving war parties to stymie the search efforts. It is imperative that Horus' incumbent forces do not find what they are looking for!

Winner: Traitors

The Long March (Event 3)

Despite a fierce assault on the landing zones of the Traitor forces, the Loyalists did not manage to break through their defences and were forced to drop by air into the mountains. The forces of the Warmaster, therefore, were first able to secure intelligence as to the potential location of the ancient xenos stronghold. However, bitter losses on both sides took their toll, and weeks turned into months of vicious warfare, with both sides fighting an extended attack-and-withdraw campaign around the shattered ruins of ancient cities throughout the mountains.

With the difficulties moving materiel around the warzone, both sides relied increasingly on air support for victory. Gaining the upper hand in the air war could well secure the victor a window to finally conduct an unimpeded search on the ground...

Winner: Loyalists

Relics of Ages Past (Event 4)

After months of constant and brutal warfare, the location of the Xenos fortress had finally been discovered. In a far part of the Arrak mountain range, a continuous, giant cliff face hundreds of miles long dominated over a rocky landscape that may have once been urbanised. Somewhere in

the vicinity of the crumbling ruins, so the gathered information suggested, lay the entrance.

So it was here that the final clues resided, troves of ancient machinery holding the final pieces of the puzzle. With air support secured, the Loyalists have had the upper hand, but who would be first to uncover the secrets of the relics of ages past and claim the prize that would turn the tide of the war in their favour?

Winner: Loyalists