

NOVEMBER
ECHO WARGAMING



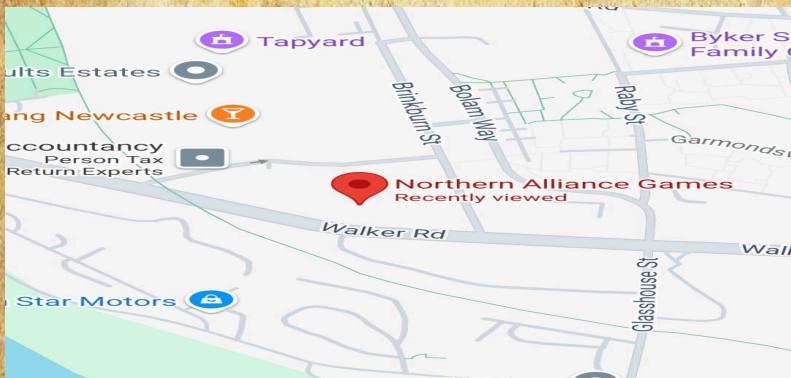
Scourging of the Belphegor Cluster

Overview

The Scouring of the Belphagor Cluster is a Horus Heresy narrative event, with the 'Loyalist' forces of "The Emperor" battling against the 'Traitor' armies of "The Warmaster - Horus Lupercal"

Having fun playing games against like minded people is the primary goal of this event, and creating a great story full of victory, heroics and heartbreak is the secondary.

Venue



Address

Northern Alliance Games
Hoults Yard,
6 Maling Court,
Walker Rd,
Newcastle-Upon-Tyne,
NE6 2HL

The event will take place at **Northern Alliance Games (NAG)**. Parking is available at the venue for a fee, or a small walk away from the venue for free .

Food will not be provided as part of the event but there are snacks, soft drinks and various hot drinks for sale at NAG. There are multiple different food venues in the area as well as a brewery around the corner. Alcohol is not sold at NAG, but you may bring your own.

Timings - These are approximate and subject to change if needed.

Saturday - 0900 - 0945 - Doors Open/Registration

0945 - 1000 - Faction Meeting + Mission Brief

1000 - 1330 - Game 1

1330 - 1430 - Lunch

1430 - 1445 - Faction Meeting + Mission Brief

1445 - 1815 - Game 2

1815 - onwards - Free gaming, Heresy Quiz

Sunday - 0900 - 0945 - Doors Open/Registration

0945 - 1000 - Faction Meeting + Mission Brief

1000 - 1330 - Game 1

1330 - 1430 - Lunch + Armies on Parade

1430 - 1445 - Faction Meeting + Mission Brief

1445 - 1815 - Game 2

1815 - 1830 - Awards + Thanks

Event Essentials

What to Bring

- 1 - A friendly mindset,
- 2 - All dice + templates required to run your army,
- 3 - All rule books/easy access to your army + unit rules

Optional but useful

- Copies of your army list,
- A Pen
- 6 Objective Markers

Conduct

- This event is intended for a "Fun First" mentality, there are no awards on offer for winning.
- Please come with the intention of having a good time for yourself and your opponent.
- Please try to have as much WYSIWYG in your army as possible.
- Models **MUST** be fully painted and based.
- In the event of a rules dispute, please try to come to a fair compromise between you and your opponent. If you are unable, a member of the November Echo team will make a decision that will be binding for the rest of play.

Player Agreement

By attending this event you agree to these rules.

The November Echo team has the right to ask anyone to leave the event if they deem your behavior unacceptable for any reason, and no refund will be given in the event of this.

There is no quitting policy, no matter how badly the dice are rolling. You may not concede the game before it's end. People have paid to play these games and they should get the whole thing.



Faction Meeting + Mission Briefings

Before each game there will be a short faction meeting to plan the disposition of forces as well as a briefing to make sure everyone understands the mission objectives and give a chance for any questions.

This will be lead by your respective faction leader.

Loyalists - Dee Turnbull

Traitors - Ed Anderson

Faction Leaders will work with players to create the most agreeable outcome, however they will always ultimately have final say in decisions.

Army Selection + Restrictions

All Armies must be selected from official Forge World/Games Workshop publications.
Where entries or rules have been updated the latest version must be used.
Unless otherwise stated in this rule pack.

Army Selection Criteria

+ Once again please remember this is an event that encourages fun for both you **and** your opponent - please bear that in mind when designing you list +

+ 3500 Points

+ Legacy units are allowed

+ Named Characters are allowed, but must be booked with the November Echo team as each character is limited to one per event

+ Dreadnoughts Limited to max 4 (i.e. 2 Contemptors + 2 Leviathans)

+ Dreadnoughts may not be taken in 'Talons' i.e. each dreadnought will take up 1 force org slot

+ Demon Sovereign limited max 1

+ Moritat consuls limited to max 1

+ Telepathy Librarian consuls limited to max 1

+ Players that attended the Dien Primus event may use their character along with their 'advancements'. However they must be the warlord if brought

+ Lords of War are allowed

+ The 25% Lord of War limit may be ignored for anyone wishing to bring a Thunderhawk, Stormbird, Ares, Orion, Mastodon or the Tormentor

+ If you wish, you may bring a 2nd list with no restrictions. If you, your opponent and a TO agrees. You may play your game with this list instead.

All Lists must be submitted to @novemberechowargaming@gmail.com by the end of 2nd March. This is to allow the team to give them a once over and possibly ask you to tone down some elements of your force if we feel it is a little "over tuned".

Painting Standard

All units **must** be fully painted and based to a table top standard. If you are unsure if your army meets the required standard please email the team at novemberechowargaming@gmail.com with pictures of your models and we will let you know asap if they need more work or not.

If at the event your models are not painted + based to an acceptable standard, you will be asked to remove them from the board and to play without them.

3d Prints

We are happy for players to use 3D printed models or parts at our event as long as they clearly represent the model intended. If in doubt please get in contact with the team as above and we will give you an answer asap.

House Rules

These house rules will be in play for all games during the event and where applicable replace the standard rules from the official rulebook. Please don't hesitate to ask a member of the team for clarification in the event of any doubt.

+ A unit with the 'Line' subtype also gains the rule 'Objective Secure'
Objective Secure - A unit with this rule is not prevented from holding an objective if a 'denial' unit would normally do so. Enemy units that also have 'Objective secure' rule are treated as normal.

+ Callidus assassins may **NOT** deny objectives while under the effects of the 'polymorphine' rule

+ Flyers gain a 5+ invulnerable save during the **phase** they arrive (this does not apply to any drop pod type arriving via 'Drop Pod Assault' i.e. Kharybdis or Dreadclaw)

Awards and Prizes

Best Painted - Loyalist and Traitor - Attendees and Event organisers will vote for the 2 armies (1 from each faction) they feel are the best painted during lunch on the Sunday.

The player from each faction with the most votes will win the prize.

Favourite Army - Loyalist and Traitor - Attendees and Event organizers will vote for the 2 armies (1 from each faction) they feel are their 'Favourite' during lunch on the Sunday. This could be based on any individual subjective criteria i.e. coolest theme, awesome conversions etc.

The player from each faction with the most votes will win the prize

Favourite Opponent - Loyalist and Traitor - Players will be asked to vote for the opponent they had the most fun playing against over the course of the weekend. The player from each faction with the most votes will win the prize as well as a free ticket to the next November Echo event!

Spot Prizes - small prizes (mainly bags of sweets) will be given out randomly throughout the event based on a number of random criteria - mainly whatever Ed's daughter feels like.

The Belphagor Cluster

One of the closest groups of systems to the human home world of 'Terra' is known as the Belphagor Cluster.

Due to its proximity to the Sol System and its density of planets, it had the honour of being one of the first compliance actions of the 'Great Crusade' involving multiple Legions of the Astartes.

With the wide array of planets and the diversity of resources they provide, the Belphagor cluster has been an important source of resupply to the Imperium since its indoctrination. None of the systems have escaped the ravaging of its material resources or the rapid and total transformation of its planets into the likes of forge-worlds, hive-worlds and agri-worlds at the advice of the Mechanicum.

The Outbreak of Heresy

All the systems within the cluster remained outwardly Loyal to the 'The Emperor of Mankind' during the early years of the civil war known as 'The Horus Heresy'. Not always because of ideological reasons, but due to the short distance of military forces fanatical in their service to 'The Emperor'

However, as the traitor forces of 'Horus Lupercal' drew nearer to their ultimate goal of Terra, and thus towards the Belphagor Cluster, not all planets and denizens remained so steadfast in their allegiances and would throw in with the 'Warmaster' if it meant their survival.

The War for Belphagor

'Horus Lupercal' has decided that prior to the final push on Terra, his forces should take the systems of Belphagor and in doing so fully rearm and resupply. Some of his Generals feel that the manpower required to achieve this goal outweighs the potential gains, but none would dare openly question the orders of 'Horus'.

'Rogal Dorn' the commander of all Loyalist forces, having discerned 'Lupercal's' plan for Belphagor, has also made a controversial decree. After initially stripping the Cluster of all non-essential military personnel for the defence of 'Terra'. He now sends a large portion of the forces available to him, including 'Astartes' to face the traitors.

His hope is to bleed the enemy. Forcing them to expend a large number of personnel and equipment prior to their ultimate goal, and denying them resupply.

Despite the previous loyalty of the Belphagor Cluster systems, 'Dorn' is taking no chances of Alpha Legion subversion or betrayal. He has declared that the preservation of civilian life on any battlefield is secondary to the primary objective of denial.

As such, both Loyalist and Traitor forces will be waging war as if on hostile territory.

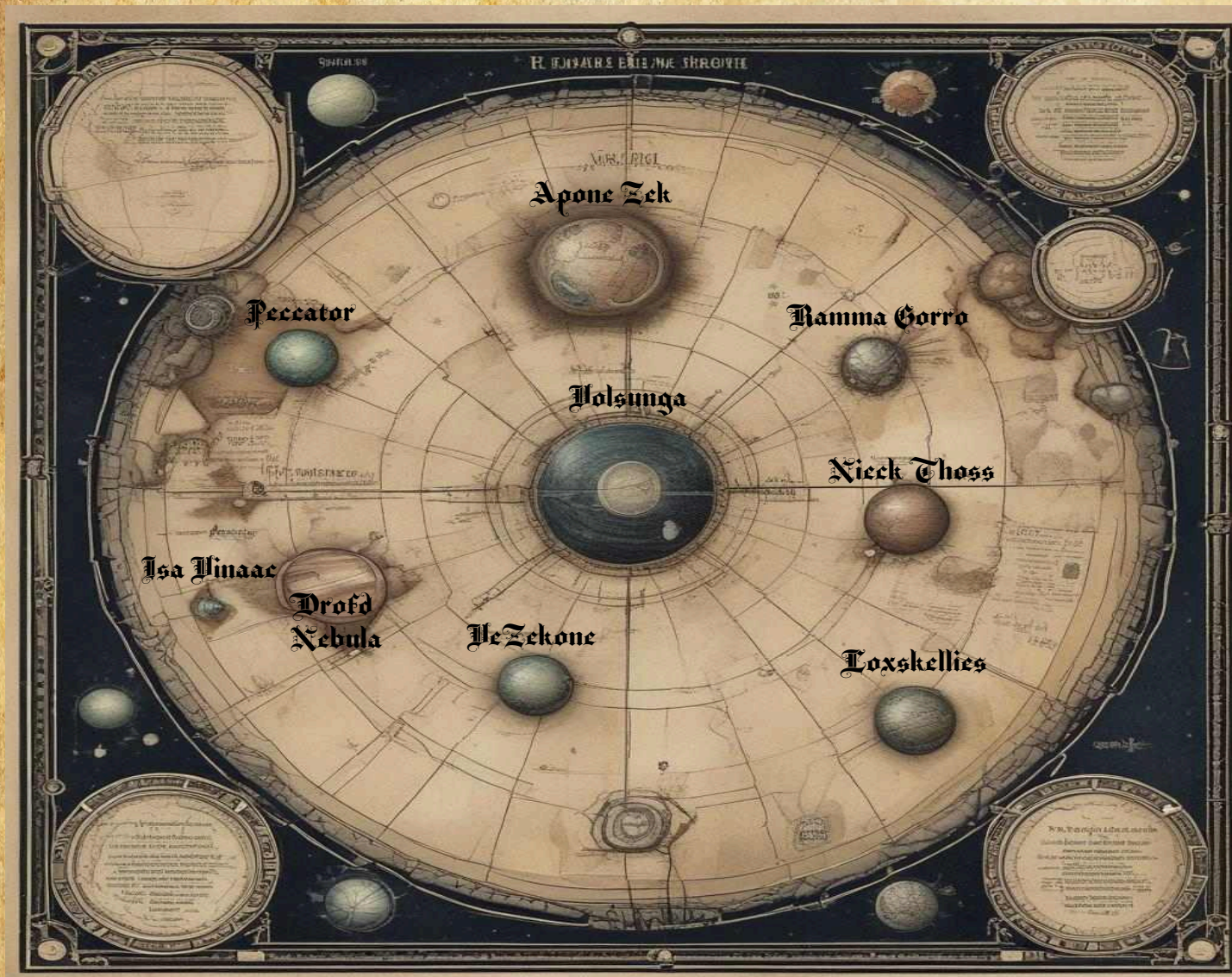
"Every slain traitor on the planets of the Belphagor Cluster is one less pair of boots that will touch the soil of holy Terra" - Rogal Dorn - Primarch of the Imperial Fists

The Hregg System

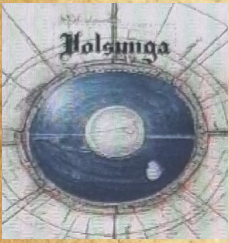
The outermost system in the Belphagor Cluster is known as Hregg. This is the first place the forces of the 'Warmaster' and the 'Emperor' will meet.

here are eight planets in the Hregg System, and complete ownership of any and each one will provide the occupying force the ability to provide different logistical and tactical advantages to their faction.

The planets of the Hregg system

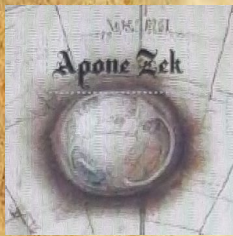
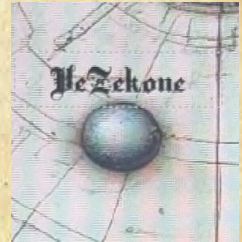


1. Apone Zek
2. Peccator
3. Isa Vinaac
4. VeZekone
5. Loxskellies
6. Nieck Thoss
7. Ramma Gorro
8. Volsunga



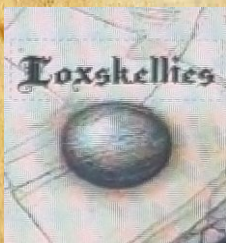
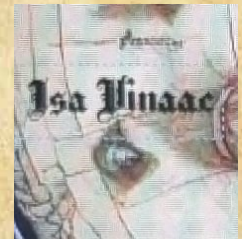
The largest planet by far in the system. It is a hive planet with a population that numbers in the low trillions. It is also the seat of the Hregg systems Government and Governor. Controlling this planet would be an essential piece of holding the whole system with any legitimacy

A planet of vast and stunning beauty. The systems elite have effectively made it into a private paradise, with only the most wealthy or influential given permission to spend time there (and their serving staff of course). If high value hostages could be obtained while taking this planet. Who knows what advantages could be gained.



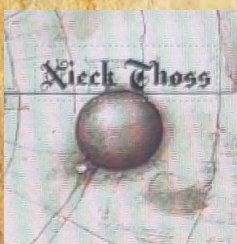
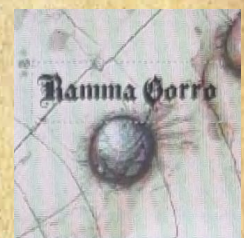
The systems major Forge World. The vast majority of military and civilian hardware is manufactured here. It also managed to create a valuable surplus of goods that were previously sent to resupply the fleets of the "Great Crusade". Now capturing this planet would greatly aid in the "Warmasters" plan of rearming or help the loyalists to force the traitors into using more supplies than they gain.

The smallest of all the systems planets. However due to its proximity to the gravity altering Drofd nebula, it is the most dense and has huge mineral wealth that is mined and exported to the rest of the systems planets. Taking this planet could provide valuable materials for use by the controlling forces.



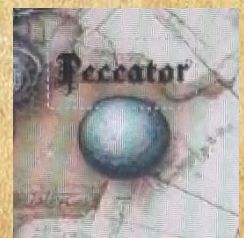
An Agri-World responsible for providing the majority of the systems food. While the population is relatively small, the power of controlling the food source of so many others could be of great use to a conquering force

As the closest planet to the interior systems of the Belphagor Cluster, Ramma Gorro is used as a staging point for the large scale transport of goods and people to other worlds. Controlling this planets would give access to massive warehouse and spaceport infer structure.



In the times of "Old Night" an apocalyptic world wide radio active event made this planet a wasteland with very few resources to help support the tiny population that scrapes a living on this rock. Seemingly a planet that could be ignored by a hostile force, what if the cause on the planets demise could be found and turned on the enemy?

A penal planet given over to containing the criminals of the Hregg system. Other than those responsible for running the containment facilities, this whole planet is inhabited by those that have been sentenced on other worlds. Its men are often used in the mines of Isa Vinaac. Whichever force that holds this world will have access to a large supply of unskilled manpower used to subjugation.



Campaign Mechanics

On the Hregg system map that will be displayed on the days of the event. Each planet will be divided into a different number of sectors. For example the planet Peccator will have a total of **3** sectors. Some planets will have more, some less.

Planets are conquered by a faction fighting for and winning control of **all** the sectors on that planet. Once a planet is fully in control of a single faction, it will provide a faction wide bonus for as long as it stays fully in their control. The bonus provided is unique to the planet being controlled.

The bonus available from a planet will not be specifically known to a faction until forces are committed to fighting on the planet, allowing information to be gathered.

Before each game the players belonging to the 2 factions (Loyalists + Traitors). Will separate into private areas of the event space.

With the help of the faction commanders (Derek - Loyalists, Ed - Traitors) they will plan which planets are to be attacked and how much of their forces to commit to each.



For example - the traitors have 16 players. They decide to send 5 to the world of **Peccator**, 3 to **Isa Vinaac** and 8 to **Apone Zek**.

Each player that wins their game secures 1 sector of the planet they are attacking. So if at least 3/5 traitor players that attack **Peccator** win their games, and the planet is uncontested by enemy forces, the planet will come under traitor control. 3 wins takes the 3 sectors of the planet.

However, remember that the loyalist players are also assigning forces. If they have also assigned 3 players to fight for **Peccator** and 2/3 players win their game the planet will have only 1 sector controlled by the traitors, as the forces counter each others moves.

Players will not necessarily be playing directly against an opponent battling for the same planet as they are, but each player's wins and losses will effect the overall success of the faction they support and will be visibly updated throughout the event.

A faction is allowed to send as many or as few forces to attack a planet as they wish. i.e. they may wish to attack as many planets as possible but with few numbers or heavily commit to taking a select few planets and over match them, though leaving other planets uncontested, and who knows what the opposing faction is doing!



Day 1 - Neither force will be able to attack the planet of **Volsunga** due to its position in the core of the system. All other planets will be open to attack.

Day 2 - **Volsunga** will become available for attack, and any planets that are entirely under control of a faction at the end of day 1 will become unassailable for the remainder of the event. Any planet under dispute is still up for assault.

Defence - as well as assigning forces to assault, factions may also assign forces to defence of sectors/planets they hold. i.e. after game 1 on day 1 the loyalists hold all the sectors of **VeZekone**. all it would take is 1 traitor victory on **VeZekone** to remove the loyalists bonus of total planet control. If they loyalists leave a force in defence and that player wins their game, then **VeZekone** is safe from traitor hands.

A careful balance will need to be struck between gaining new ground and defending territory already hard won.

Missions

All missions will have the same secondary objectives and special rules in play over the weekend.

These are on top of any mission specific rules that will be on the mission page itself.

Rules

Deployment + Turn 1 - Before each game both players will roll a D6. The player with the highest number **MUST** deploy first and go first unless seized upon.

Night Fighting - Optional and to be decided between the players as per the AOD rulebook.

Reserves - All missions have the reserve rule as per the AOD rulebook.

Seize the Initiative - All missions have the seize rule as per the AOD rulebook.

Secondary Objectives

Break Their Ranks - If a player causes an enemy unit to have all its models removed from the board (i.e. casualties or falling back off the board) during **their first active player turn**, that player scores 1VP. If the unit destroyed is an elite or HQ choice then the player scores an additional VP.

Giant Killer - If the player cause and enemy model with the Super-Heavy, Knight, Titan or Lumbering sub-type to be removed as a casualty they score 2VP - this may only be score once per game.

Slay the Warlord - If a player causes the enemy's warlord to be removed as a casualty for any reason before the end of the battle that player scores 1VP. If the enemy's warlord also has the Primarch unit type, then the player scores an additional 2 VP.

Last Man Standing - If at the end of the battle a player has more units that are not falling back on the battlefield than their opponent, they score 1VP. If they have twice as many units not falling back then they score an additional VP.

Line Breaker - At the end of the battle, If you have **any** unit within 6" of the opponents table edge score 1VP.

Mission 1 - Makes 7

This is the first ground action of the forces attacking the planets of the Hregg system. There is abundance of valuable locations and resources desired by the commanders of both sides. If your army can claim these for your lord and deny the enemy, a great blow will have already been struck for the war effort. As usual though, the demands of the 'armchair generals' in their far away ships, are not always what a field commander would agree with.

Deployment - Dawn of War

Game length - 5 turns

Victory Conditions - The player that ends the game with the most VP wins.

Set Up - Before deployment, players must place 6 objective markers numbered 1 - 6 as shown on the map below.

Primary Objective - For each objective held at the **end of a game turn** the player scores 1VP.

At the **beginning of each player turn**, the active player must roll a D6. The number that is rolled becomes their priority objective. If the player holds the correspondingly numbered objective at the end of their **player turn** they score 2VP.

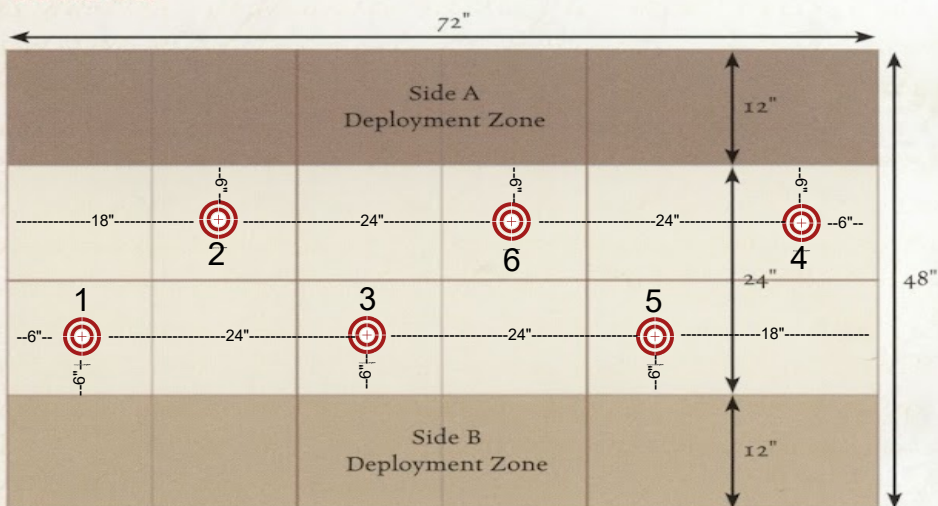
At the **end of the game**, if a player holds 2 objectives that numbers combined create 7 (i.e. a player holds objective 1 and objective 6) they score an additional 3VP. This may be scored as many times as they control 2 objectives totaling 7 (1+6 - 2+5 - 3+4)

2. Dawn of War

If players are using the Dawn of War deployment map, the board is divided into two equal halves across its length.

For Dawn of War battles, a player's table edge is the long table edge touching their own deployment zone.

DAWN OF WAR




Mission 2 - Courage Under Fire

After the initial rush of targets, more pressing objectives have been located by each sides scouts. As more and more ground forces are landed however, these locations have become the target of vast amounts of close air support and artillery barrage. Taking these locations in the current conditions is a suicide mission, even for the most stalwart warriors in the galaxy.

Deployment - Search and Destroy

Game length - 5 turns - 6 on a D6 roll of 4+

Victory Conditions - The player that ends the game with the most VP wins.

Set Up - 3 Objectives total - Placed as shown on the deployment map by the  symbol and numbered 1 - 3

Primary Objective - 1 VP scored for each objective held at the end of your **player** turn.

Mission Rules -

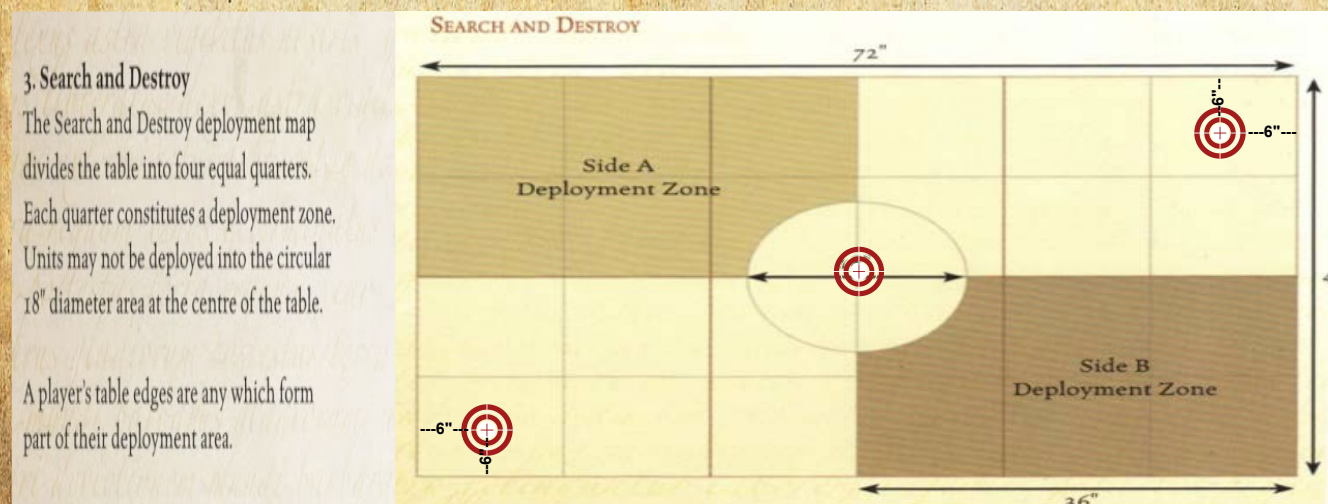
"Incoming!" - *Enemy air support has been called in to firebomb this area. Forcing all units to focus on survival instead of the objective, until the strafing runs stop.*

- At the end of the active player's turn, **before** any points are scored, roll a D3 - The corresponding objective marker to the dice roll cannot be scored this player turn.

"They have us zero'd!" - *The enemy notices your units taking the objectives. The battlefield commanders call upon all available sources of artillery to focus on these units, forcing them to go to ground no matter how proud a warrior they are.*

- **Any** unit that scores an objective is immediately considered pinned **until the beginning of their next player turn**. This includes units that would normally be immune to pinning, such as fearless and cavalry.

If more than one unit would be eligible to score, the active player may select which unit takes the effects of the pinning.



Mission 3 - Fallen Heroes

After bitter fighting, the battlefield is littered with wounded and dying soldiers.

Warriors from both sides now rush to rescue their comrades and silence their enemy's cries permanently.

Deployment - Hammer and Anvil

Game length - 5 turns

Victory Conditions - The player that ends the game with the most VP wins.

Set up - Before deployment, players must place 6 objective markers onto the battlefield as shown on the map below.

Primary Objective - 1VP for each enemy objective 'killed'. 3VP for each friendly soldier stabilised

Mission Rules -

Everyone can use a tourniquet - Every soldier is given some basic battlefield stabilisation training.

- All units except vehicles, may interact with the objective markers for the purposes of this mission.

Friend or Foe? - All the screams sound the same!

- Whenever any unit moves within 3" of an objective marker immediately roll a d6. On the roll of a 1-3 the objective is labeled an enemy. On the roll of 4-6 it is labeled friendly. This is the reverse for your opponent. i.e. an enemy objective for you is automatically a friendly one for your opponent. (consider using different colour objectives to represent friend + foe).

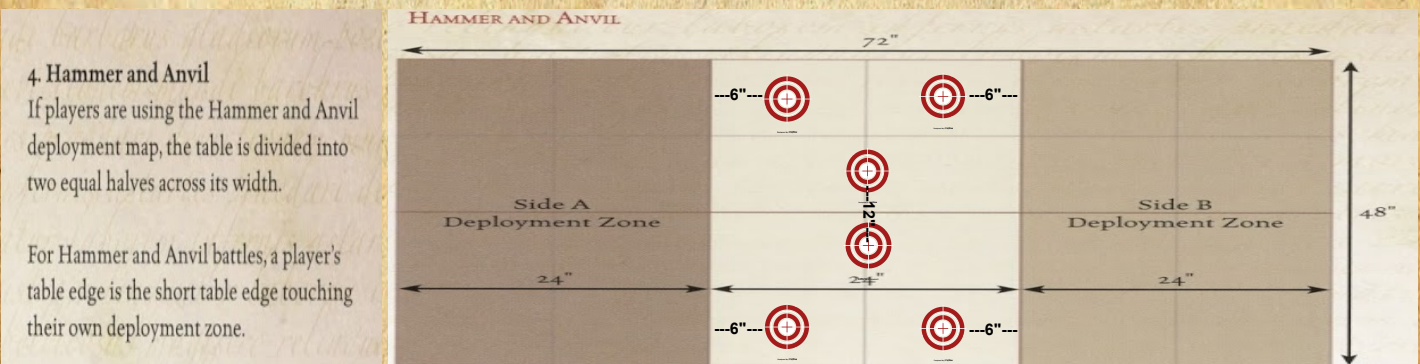
The reveal of an objective is performed by the first unit able to do so, and the roll is permanent for that objective.

Foe! - If a unit ends its player turn in coherency of an uncontested objective labeled 'enemy' they may perform a 'coup de gras' - immediately remove the objective marker and score 1VP.

Friend - If a unit ends its player turn in coherency of an uncontested objective labeled 'friend'.

It may attempt to stabilize. Roll a d6 for each **model** in the unit. On a single roll of 5+ the casualty is stabilized. If you have a "medic" type model (i.e an apothecary or primus medicae) in the unit, this is increased to a 3+ for that model. If successful immediately remove the objective marker and score 3VP.

Always more - If at the end of a player turn, the number of objective markers on the battlefield numbers 3 or less. The active player must roll a D3. That number of objective markers will re-spawn. Measuring from the centre of the board, roll a scatter dice and 4D6. Place an objective marker as indicated. If a 'Hit' is rolled, use the little arrow on the 'Hit' icon for the direction. If an objective would land on impassable terrain or on top of a unit, move it the minimum distance possible to have it in play and unrevealed.




Mission 4 - Forces Unleashed

Overall Command has become overwhelmed by the amount of active war zones currently in play. They have granted each sub commander strategic freedom to plan and execute their own actions, in the hope that forces in the thick of it have a better understanding of their own requirements.

Deployment - Dawn of War

Game length - 4 turns

Victory Conditions - The player that ends the game with the most VP wins.

Set Up - 5 Objectives total - Before deployment each player must place 1 objective anywhere they wish within their own deployment zone. 3 objectives placed on the long centre line of the board. 1 in the exact centre and the other 2 half way to the board edge as shown by the  symbol.

Mission Tasks - Each player **must** select 2 mission tasks to be their objectives for this game. They may keep them secret if they wish, but if they choose to do this they should write them down before the game to avoid shenanigans.

1 - Take and Hold - For each objective held at the end of the player turn, score 1 VP

2 - Slaughter them! - For each enemy unit with the infantry sub type completely destroyed, score 1VP

3 - Strategic Value - If you hold the centre objective at the end of the game, score 5 VP

4 - Scrap Merchant - For each enemy unit with the vehicle sub type destroyed, score 1 VP

5 - Capture the Flag - If you control the objective in your opponents deployment zone **AND** the objective in your own deployment zone, at the end of the game, score 5 VP

6 - Dread this! - For each enemy unit with the dreadnought sub type destroyed, score 2 VP

7 - Gain Ground - If, at the end of the game, you have a **line** unit fully within your deployment zone, 'No Man's Land' and the enemy deployment zone, score 3 VP

8 - Glory Hunter - For each challenge issued score 1 VP. For each challenge won, score and additional VP (the challenge must be won by the participants, spill over damage or sweeping advance does no count for this)

9 - Full Send! - If you have **no friendly or enemy units** fully within your own deployment zone at the end of the game, score 3 VP

10 - Forward Unto Death! - If you have no friendly units with the infantry sub type left on the board at the end of the game, score 5 VP

