

The Siege of Taranis Prime

Warhammer Age of Darkness (30k) Narrative Event

Zone Mortalis



The ANZAC Cup 2025 Age of Darkness (30k) Narrative Event is being hosted by the ADFWGA while supporting our chosen charity: Soldier On. Please read the entire document to ensure the event runs smoothly. Should you have any questions, please contact the tournament organiser below.

Event Organiser – Jarrod Anderson

Dates – 12-13 April 2025

Venue – Australian Defence Force Academy (ADFA) – Canberra
(<https://maps.app.goo.gl/mQr7DsvCF4JeQDuWA>)

Cost – \$25 through the ADFWGA website (players wishing to participate must purchase a ticket from ADFWGA (<https://www.adfwga.com/>))

Schedule –

Saturday 12 April 2025	
0800 – 0830	ANZAC CUP 2025 Welcome and Safety Brief
0830 – 0900	Narrative Event Specific Outline
0900 – 1100	Round One
1100 – 1200	Lunch Break
1200 – 1400	Round Two
1430 – 1630	Round Three
Sunday 13 April 2025	
0830 – 1030	Round Four
1100 – 1300	Round Five
1330 – 1400	Event Wrap Up and Presentation
1430+	Clean and Pack Up

Overview

This event is focused on creating a fun, narrative-driven experience where the theme of your army is prioritized over building the most optimized list. Players are encouraged to bring fluffy, thematic lists that fit the rich lore of the Horus Heresy. This event is designed as a starting point for smaller battles, with future events growing in scale to allow players to expand their forces and continue developing their armies.

Whether you're a beginner just starting out, or a veteran player looking to bring a new or old list to the table, you're welcome to join. The focus is on creating an enjoyable, story-rich environment that encourages both newcomers and experienced players alike.

Army Size – Armies are to be no more than **1250 pts** and adhere to the Zone Mortalis Engagement Force Organisation Chart and Army Restrictions (p.181-182 *Siege of Cthonia* campaign book). Additional event specific restrictions are listed below.

There is no list submission required for this event. But as this is a narrative and charity event, it is expected attendees will bring fun lists in the spirit of the event.

Loyalty – As this is a narrative event, it is expected that each army be aligned to either Loyalist or Traitor factions. All forces must indicate their preference of faction, including Blackshields, Solar Auxiliar and Mechanicum armies. Following ticket purchase, please email the EO (jarrod_a77@hotmail.com) with the Subject Heading: ANZAC Cup 2025 – AoD 30k, and the following information, so that faction numbers can be balanced as evenly as possible.

Force Type – eg Astartes, Mechanicum, Solar Auxiliar, etc

Legion/Taghmata/Cohort – eg Emperors Children, Cthonian Headhunters, etc

Loyalty – Loyalist/Traitor

To ensure even factions, please be aware there may be a requirement to move participants between Loyalist/Traitor. In the first instance this will likely be Blackshields followed by Legions with alternate loyalties, such as loyal Emperors Children, and then Mechanicum and Solar. In all cases the EO will chat the participants prior to moving factions. Please remember the aim is to have a fun event rolling as many dice as possible.

Event Specific Rules

Zone Mortalis Rules: The event will use the updated Zone Mortalis Rules found in the *Siege of Cthonia* campaign book. This includes rules for reactions, reserves, and reinforcement points for deployment and incoming reserves. Be sure to read each mission carefully, as mission-specific rules for reserves and deployment zones may differ.

Fully Painted Armies: Armies are expected to be painted to maintain the theme of the event. While Golden Demon-level painting isn't required, a minimum of 2-3 base colours and appropriate basing on all models is mandatory. Remember this is a themed event and having a fully painted army maintains the immersion in the narrative. If in doubt, please reach out to the EO.

Named Characters: Named characters are not permitted. However, if you have models of named characters, you may use them as generic praetors or centurions.

Rites of War: Players are allowed to use Rites of War in their armies.

Dreadnought Limit: A maximum of one Dreadnought may be included in any list. Note that small corridors may restrict the movement of dreadnaughts in some parts of the board. In addition, due to the confined spaces that these battles are being fought, **all Dreadnaughts will be -1 WS**, indicating the difficulty to manoeuvre and react in combat within the close confines of the battleships and space station. Please keep this in mind during army selection.

High Ceilings: All games are played with high ceilings, as these are Imperial-built ships and starship platforms. Jump pack units can utilize their jump packs for movement and charging; however, units cannot jump over walls.

Terrain Rules: Other than the high ceiling rule, all other terrain-specific rules will be included in each mission.

The Siege of Taranis Prime

Taranis Prime stands at a critical juncture, a resource-rich world within the *Valkaris System*, that has long supplied the Imperium's war machine. Despite its modest size in the grand scheme of the galaxy, its manufactorums, mineral wealth, and industrial output make it a valuable prize for both loyalists and traitors. Yet, in the face of the galactic civil war, the planet remains neutral, with its planetary governor, Governor Lucian Kade, unwilling to commit to either side. The governor, caught in a precarious position, seeks to avoid provoking either faction, knowing that once a choice is made, the wrath of the other will surely follow.

This neutrality has made *Taranis Prime* a battleground of a different kind—one where both loyalist and traitor forces are scrambling to win favour and secure the planet's vital resources. While the governor watches carefully, both sides have moved into the system, their fleets arriving simultaneously. The timing of their arrival suggests that both factions have been monitoring the planet's resources and industrial potential for some time, each hoping to seize control before the other can lay claim to it.

The planet's defence network, constructed in the days of the Great Crusade, remains functional but dormant, waiting for the governor to choose who to trust. However, neither side is willing to wait. With both fleets in orbit, the stage is set for a fierce struggle to neutralize these defences and establish dominance. The skies above *Taranis Prime* now blaze with the energy of war as ships clash, and the first brutal engagements take place in the corridors and compartments of the starships themselves.

Both sides know that control of the planet's defence systems—its shields, weapons arrays, and orbital platforms—will make or break the coming invasion. While the planetary governor bides his time, loyalist and traitor forces are already launching desperate boarding actions, seeking to cripple their opponents before the true battle begins on the planet's surface. The aim is clear: weaken the enemy fleet, prevent reinforcements, and ensure that when the time comes, the planet's wealth can be claimed without resistance.

Taranis Prime may not be a major stronghold, but its resources and factories are vital to the ongoing war effort. Should the loyalists seize control, they will gain a crucial asset to bolster their forces. For the traitors, the planet represents a lifeline, offering the supplies and war materiel they need to fuel their rebellion. In this uncertain conflict, where allegiances are not yet set in stone, the actions of both sides in orbit will determine whether *Taranis Prime* joins the cause of the Emperor or the Warmaster.

The battle for *Taranis Prime* has begun, but the ultimate fate of the planet remains uncertain.