

Warp Skein Conflict

An Event for Games Workshop's Eye of Terror Campaign

Premise - Your force has to identify and secure two separate objectives. One objective is a location of a tunable warp gate with remarkable accuracy that will provide a significant advantage to the controller; it is also believed that it possesses coordinates for key locations in the webway network. Although it might only function for those races traditionally known to travel the webways, it is nonetheless a significant strategic target to acquire and deny to the enemy. The second objective is the location of alien artifacts necessary to activate and power the device. Intelligence and time are sparse, so your forces are required to send out the detachments in search of these objectives, which they will need to secure immediately.

The forces will need to be divided into two detachments with the capability to hold ground and conduct operations. As such, each detachment must have 1 HQ unit and 2 Troops units at a minimum. The overall list must thus have a minimum of 2 HQ units and 4 Troops units. Each detachment will consist of roughly half of the army, being divided roughly equally, +/- 15% of half the points of the overall list.

The overall list must also satisfy the standard force organization chart and any Codex-related organizational constraints, but the detachments need not, beyond the 1 HQ and 2 Troop requirement already noted.

List Constraints

For this event, this results in the following constraints:

Master List

- 2000 points
- Compulsory units: 2 HQ and 4 Troops
- Must satisfy Codex FOC constraints (e.g. Space Wolves HQ requirements)

Detachments

- A total of two detachments will be made from the master list
- 850-1150 points per detachment
- Compulsory units: 1 HQ and 2 Troops per detachment
- Disregard Codex FOC constraints (e.g. Space Wolves HQ requirements)

Strategic Deployment

For the first battle, the detachment used will be randomly determined. The remains of the first detachment will join the second detachment for the second and final battle.

Timed Movements

In all phases of the events, each player will have a maximum of fifteen minutes with which to execute their turn. This will also be true in the mega battle. Generals on the same side are welcome to plan and strategize within this constraint.

Allies

Allied armies operate effectively as an enemy army that is not shooting at you, e.g. you cannot normally shoot through them as you would your own troops.