

# Southcon 2018 - 40K Narrative Tournament

## Temporal Entanglement of Arkhas III

- Excerpt from Space Marine Librarian Korek's first encounter with Chrono-Master Tzorgal

The ancient robed figure, a Chrono-Master, was one of the few with the power to control time. It appeared within the guarded centre of the Adeptus Astrates Imperial Frigate with a warning and a request for aid. The hunched figure spoke slowly, as though each word were a rotten grape passing between his lips. "In the Orpheus Salient region of Jericho Reach located in the Ultima Segmentum on the borders of the Imperium, a powerful temporal entanglement has come into existence. The desert world Arkhas III has transformed into a temporally unstable planet. The origin for this fantastic occurrence is unclear though its proximity to the Hadex Anomaly is undoubtedly the source. Arkhas III is now temporally link, i.e. entangled with other planets both scattered across the galaxy and within the Eye of Terror itself. What happens to one can happen to all. It is imperative that agents of the Imperium, and not those of Chaos or the unaccountable Xenos control the Temporal Entanglement. It may hold the secrets of controlling the flow of time on these worlds, or provide the means of instantaneously travelling between them." The robed figure paused, to allow Korek, the space marine librarian the time to process what he must do.



A disembodied voice broke the silence as a vox panel erupted with sound, "Sir, we are receiving a segment wide alert from Watch Station Arkhas in Jericho Reach. The contingent of Deathwatch stationed there have detected numerous incoming fleets of both Xenos and Heretic origins. They are requesting immediate aid. How should I respond?"

"It seems I have spoken too slowly. Gather your forces commander and I will meet you at Arkhas III," the Chrono-Master hastily announced. Placing both hands upon a coloured orb the robed figure faded away.

Korek replied to the voice, "Tell them their brothers are on the way, but it is imperative that they resist any who attempt to approach Arkhas III."

"The power to control time is the ultimate weapon"  
—Chrono-Master Tzorgal

The **Temporal Entanglement of Arkas III** will be Narrative tournament composed of 2 doubles scenarios. The partners for the doubles games will be determined at the tournament and will differ for each game. This tournament has a greater focus on the hobby aspects of sportsmanship, painting and modelling and less on smashing your opponent's army.

The prizes for this tournament will be awarded for being the Best Player i.e. best partner and opponent, for army presentation, best converted Chrono-Master model, as well as creating a short piece of background fiction about your chosen Chrono-master or how your army ties into the scenario.

### Prizes:

**Best Overall** - Combination of player, painting and scenario points

**Best Player** - Combination of player's choice for best ally and best opponent.

**Best Presented Army:** Paint points & players choice for army presentation

**Best Fiction:** Player's choice + judge's choice for best fluff fiction

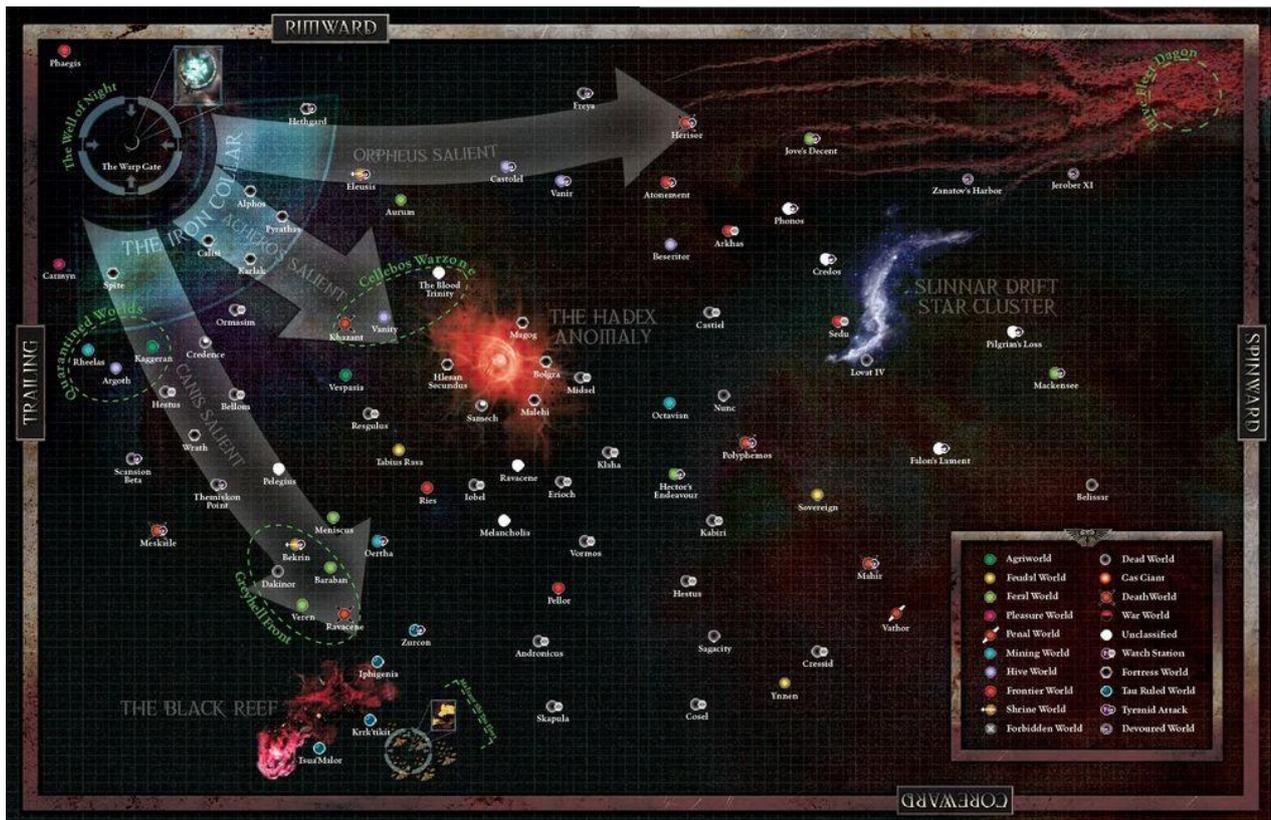
**Chrono-Master:** Player's choice + judge's choice for Chrono-Master model

**Conqueror of the Arkhas III:** The player with the most scenario points

## Chrono-Master/Temporal Explorer:

Each player is encouraged to convert a model to represent the Chrono-Master/Temporal Explorer who has approached their faction for aid in securing control of the Temporal Entanglement. The model can be the same race as your faction or another possibly unknown ancient or future race.

The Chrono-Master/Temporal Explorer model will be used in both games. There will be a special Chrono-Master mission objective for each as well. There are 3 different profiles that can be used for your Chrono-Master/Temporal Explorer. Choose one for your model and it will retain the same profile for the entire tournament. You can use a 25mm, 32mm, or 40mm base for you Chrono-Master model as appropriate for the model's size.



## Chrono-Masters

Each Chrono-Master is a long lived entity who can manipulate the flow of time using a combination of innate abilities and ancient/future technology. The following abilities apply to all three Chrono-Master variants:

**Mists of Time:** The secrets of time are used to conceal the presence of a Chrono-master, preventing it from being seen except by those close by. The Chrono-master can't be targeted by weapons that allow you to target characters unless they are the closest enemy unit or the shooting model is within 12" of the Chrono-Master. In addition there is a -1 hit modifier for ranged weapons targeting a Chrono-Master.

**Manipulator of Past and Future:** The Chrono-Master can make short jumps through time in order to move or attack again, or to heal its wounds. At the start of your turn the Chrono-Master can manipulate the flow of time to gain of the following effects.

Heal D3 damage

Make a move action (this can be combined with an Advance)

Make melee attacks as though it were the Fight Phase.

Make shooting attacks as though it were the Shooting Phase.

**Hardiness of Age:** Each of the Chrono-Masters are ancient beings and are able to ignore all but the most grievous of wounds. Ignore each wound suffered on a 5+.

**Choose one of the following profiles for your Chrono-Master:**

**Cyborg/Robot Time Traveler**

It is unknown whether this being is an amalgamation of flesh and steel, or a completely self-aware robot from an advanced past or future civilisation. It's motivations are unknown, though some believe that it feeds on the essence of time. The power source for it's weapon systems are temporally linked such that as one increases in power the other wains.

**M 5 WS 4+ BS 4+ S4 T4 W5 A3 AS 2+ Keywords:** Infantry, Character, Chrono-Master

**Avoidance Field:** The robot's position appears to be constantly changing. 5+ invulnerable.

**Melee** - *Temporally Entangled Electro Flail/Fist* - Sx2 AP-2 Dmg: Turn # (I.e. if the it is turn 3 then it does 3 dmg per hit)

**Ranged** - *Temporally Entangled Minigun* - Range 18" Assault X S4 AS-2 Dmg2 (X: The Minigun has a # of shots based on the turn as per the following table: Turn 1 = 12, T2=10, T3=8, T4=6, T5=4, T6=2) Shots from the minigun ignore cover.

**Metallic Regeneration** - Heal 1 wound at the start of the owning player's turn.

**Temporal Assassin/Warrior/Reaper**

This being seeks to control time in order to better hone its lethal fighting skills. It floats across the battlefield bringing invisible death to its foes.

**M7 WS 3+ BS 4+ S3 T3 W5 A4 AS 4+ Keywords:** Infantry, Character, Chrono-Master, Fly,

**Melee** - *Blade of Time* - S+1 AP-4 Dmg D3 On a 6+ to wound it inflicts d3 additional mortal wounds, Invulnerable saves taken against the Blade of Time are at -1.

**Ranged** - *Entangling Talon: Pistol 4* – Range 12" Wounds on a 4+, AP -1 Dmg = # hits (irrespective of # of wounding hits i.e. if 3 shots hit and only 1 wounds, then it does 3 damage)

**Hidden in Time:** The Temporal Assassin is able to step into the folds of time, disappearing at critical moments to avoid danger. There is an additional -1 to hit modifier for ranged attacks that target the Temporal Assassin at ranges greater than 12". This ability also provides a 4+ Invulnerable save.

**Temporal Scholar/Magus**

Having researched the mysteries of time for countless millennia it seeks to control time in order to expand its already vast knowledge.

**M6 WS4+ BS3+ S3 T3 W5 A2 AS 3+ Keywords:** Infantry, Character, Chrono-Master

**Melee:** *Stasis Orb* - Automatically inflicts d3 Mortal wound on each unit (friend of foe) within 1" Units that take mortal wounds suffer a -1 hit until the Temporal Scholar's next fight phase.

**Ranged** - *Rod of Decay: Rapid Fire 1* Range 24" For each hit it inflicts D3 Mortal Wounds on the unit and each enemy unit within 6" of the target unit suffers 1 Mortal Wound on a 4+.

**Cloak of Invisibility:** 4+ Invulnerable,

**Stasis Orb:** Reduce charge distances for Assaults moves against this model by 2". All models (friend of foe) within 3" reduce their Pile In and Consolidation moves by 2". This does not affect models with the **Keyword:** *Chrono-Master*.

**Event Details:**

**Date:** Sunday 3rd, June 2018

**Location:** Forbury Park Raceway

South Dunedin,

**Points Limit:** 1000pts

**Rounds:** 2

**Format:** Narrative Tournament using Matched Play rules

- GW FAQ in use including organised play list building limitations i.e.
- -Maximum 2 Detachments
- No more than 2 of the same unit, except for Troops and dedicated Transports
- Battle Forged – No Unbound lists
- No Lords of War units
- Narrative missions will be used
- 3 colour minimum and basing

**System:** 40k 8th Edition



**Cost:**

**Full Weekend Pass:** \$50 (If you plan to also attend the 40K ITC Tournament on Saturday)

**One Day Tournament Pass:** \$30

**Tournament Organiser:** Kelly Gragg

**Email:** [gotrek2222@yahoo.com](mailto:gotrek2222@yahoo.com)

**Event Registration:** Players are encouraged to list their interest on the facebook event "[2018 – Southcon 40k Narrative Tournament](#)".

**Game Times:** Sunday June 3rd

**Brief, Registration and Double Pairing** - 8:30 to 9:00

**Round 1** - 9:00 to 12:00

**Lunch Break - Beauty Pageant, Fluff Fiction voting** - 12:00 to 13:00

**Round 2** - 13:00 to 16:00

**Prizes** – 1630

#### **Venue Details:**

There will be a Player's Briefing held at 8:30am, with the first round commencing at 09:00am sharp. We would appreciate if all players could be present at the briefing on time as we will discuss any important information for the event.

#### **What to Bring:**

Bring your army books (either digital or physical copies).

Your Army, Warhammer 40k Rulebook, GW and FW FAQ section relating to your army.

Two printed copy of your army list, one for you and one for your opponent to reference at anytime.

Dice, Tape Measure, Pen/Pencil to record your battle points

3 Objective Markers -(25mm to 40mm, all of your Objective Markers must be the same size)

Chrono-Master model

#### **Time Limits:**

Each game will last 3 hours. Games will be 5 rounds. Do not start a round unless you can complete it within the 3 hour time limit.

Based on the 3 hour time limit, and allowing for 30 minutes for introductions, list review, setup and deployment, 2.5 hours are left for the 5 rounds.

This equates to about 15 minutes per side be round. Early rounds will take longer than later rounds but be aware of your turn length. Don't spend too much time discussing thing with your partner, be decisive.

## **Lists:**

Army Lists are due by 12pm Midday, Friday 25th May 2018. Please email them to **gotrek2222@yahoo.com**

## **List Submission:**

Use the following format in the email subject header and document title;

'Your Name – Southcon 2018 - 40k Narrative Tournament Army List'.

The preferred list format is a Battlescribe .rosz file. Otherwise please submit your list as a plainly typed Word or PDF Document.

Be sure to include the following:

- Your Name
- Label your Warlord,
- Relic/Heirloom chosen from your Warlord's faction
- Detachments and units listed with all unit costs and upgrades clearly noted.
- Reinforcement points- if any
- **Note which Chrono-master variant you are using**

If I have not received your list by 12pm Midday on the 25th of May 2018 there may be a penalty.

Lists will be posted on the day before the tournament. Please review the lists before hand so that you are aware of what people are running.

## **FAQ's:**

At the time of writing this Players Pack all current Games Workshop FAQ's and ITC FAQ's that have been Officially released. Games Workshop will have until 25th May 2018 to promote any drafts to either FAQ Official or Errata Status, any changes after that date will be deemed 'Not to be Used' for the purposes of Southcon.

The Beta rules for Tactical Reserves and Battle Brothers will be in effect.

The army limitations for Organised Events will be in use from the latest FAQ.

## [40k FAQs](#)

## **Painting & Modelling**

All models are expected to be WYSIWYG to a reasonable standard. Exceptions will be made for themed units or armies (Pictures must be submitted for approval).

No proxy models are allowed.

Using a reasonable substitute to "Counts As" another model is allowed.

## **The Temporal Entanglement of Arkhas III**

*- Full Account of Space Marine Librarian Korek's first encounter with Chrono-Master Tzorgal*

The darkened chamber was lit only by a faint glow of an array of coloured buttons on a single control panel and the blue luminosity of a floating transparent sphere. The centre of the room was dominated by a holographic display of a Necron fortification. Its detail was fuzzy as though viewed through a high magnification lens. Two solemn armoured figures stood silently, watching subtle changes depicted in the the holographic display, small metallic forms moving in and out of the massive structure.

"Our scans have indicated a rapid increase in the visible activity over the last week. This structure didn't exist a month ago" he continued. The other interrupted "But Elias, what is the status of..." the space marine librarian paused the questioning of his lieutenant as his eyes scanned the room. "We are not alone in here," he stated as his hand went to the force sword on his hip. Psychic energy flowed into the blade, a pale blue light illuminated the runes inscribed upon its surface. Turning he drew the sword, pointing it at a curtained reliquary and stated "The presence is behind there." The Lieutenant already had his bolter trained where the librarian directed.

A low voice emanated from behind the curtain, ejecting each word as though it had been spoken a million times before and its speaker had grown tired of its feel on its lips. "Brother Korek, such weapons are not needed at this time as I have come to offer you aid." The accent and tonality changed with each word as though the voice had spoken innumerable languages and could no longer tell them apart. "I come with a great warning but also a singular opportunity."

The space marines found their bodies paralysed as the stooped robed figure emerged from behind the curtain. "He was a good man and trusted the Emperor to the last" he reminisced pointing to the reliquary behind him, "I was sad to see him perish on Istvaan III." You will need the same trust as I too am devoted to the Emperor."

Korek struggled against unseen bounds without result. He found himself unable to focus his psychic energy.

"I apologise for restraining you and your lieutenant. I have found in both the past and future that Astrates are hasty in dispatching those things they don't understand. I hope to convince you that I am not your enemy but an ally with a common purpose. What you are experiencing is a stasis field, a complex focused manipulation of the flow of time. One of its cruder applications is to incapacitate foes."

"As a token of trust I offer you a gift to prove my allegiance. You have been scanning a Necron building complex on the moon orbiting Sylip II. This building should not be your target, it is but a distraction from their true endeavour. There is an ancient buried Necron temple 23.7 km north of the building you have identified. They are even now in the process of reawakening their long sleeping kin. A dozen termite lance bombs will end the Necron problem. Have a look for yourself." The robed being held forth a glowing sphere of undescrivable colour and the paralysis faded from Korek's limbs.

He eyed the stranger with wariness and confirmed that his control of the Immaterium had returned.

Holding his force sword slightly lower, he commanded "Elias, search the area our guest has indicated". The marine manipulated the hologram display, training it on an apparent bare section of rocky ground. Under greater scrutiny by an array of sensors, the faint registry of a power source was detected. The Lieutenant turned anxiously to his commander and announced "There is something there Korek, deep underground, though I cannot confirm it is a Necron temple, as has been proclaimed."

"Be assured it is as I say," he stated confidently, "and within 18 hours, they will have awakened an entire legion of Necron warriors." "They are of little concern compared to the current matter at hand. You have seen a small example of my ability to control time, and be assured there are

others with similar or greater abilities, either "natural" or empowered by ancient and future technologies. Few of them have the same devotion to your Emperor as I do. This may be of concern in its own right but there is a greater one at hand. There is a task that I cannot accomplish alone, otherwise I would not disturb your current endeavours."

The ancient being paused as if to rest from speaking at such great length, or possibly to gaze upon future or past events. A small shake of his head returned him to the room and he continued his dialogue. "In the Orpheus Salient region of Jericho Reach located in the Ultima Segmentum on the borders of the Imperium, a powerful temporal entanglement has come into existence. The desert world Arkhas III has transformed into a temporally unstable planet. The reason for this anomaly is unclear though its proximity to the Hadex Anomaly is undoubtedly the source. Arkhas III is now temporally link, i.e. entangled with other planets both across the galaxy and within the Eye of Terror. What happens to one can happen to all. It is imperative that agents of the Imperium, and not those of Chaos or the unaccountable Xenos control the Temporal Entanglement. It may hold the secrets of controlling the flow of time on these worlds, or provide of means of travelling between them." The robed figure paused again, but this time it was to allow Korek to process what he must do.

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"It seems I have spoken too slowly. Gather your forces commander and I will meet you at Arkhas III," the Chrono-Master hastily announced. Placing both hands upon the coloured orb the robed figure faded away.

Korek sheathed his sword, replying to the voice, "Tell them their brothers are on the way, but it is imperative that they resist any who attempt to approach Arkhas III."

As an after thought he turned to Elias and said, "Be sure to deploy 20 Thermite bombs upon the Necron temple before we go, you cannot be too careful when dealing with Xenos."