

ANIMOSITY

IN THE HIVE OF THE DEAD

26th & 27th JULY 2013



"Look upon me and know that I can slay you at will. You have no defence save one; to look into the darkness at the back of your mind. There you will find Father Nurgle waiting to offer you life in return for your submission.

"Deny him and you are mine."

—Typhus
Herald of Nurgle





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ANIMOSITY: IN THE HIVE OF THE DEAD

CREDITS

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ANIMOSITY

IN THE HIVE OF THE DEAD

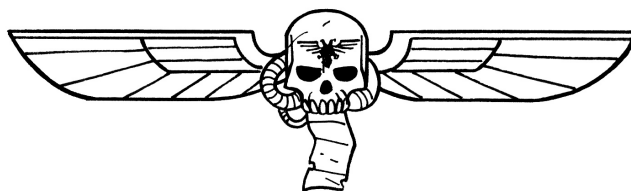
ANIMOSITY Events aim to bring together the Warhammer 40,000 gaming community for exciting, narrative based gaming events. The objective of Animosity Events is to allow players to play in non-competitive story driven encounters, in which the power of the narrative is more important than the power of the army build.

Gamers with all levels of experience are welcome to join us at the events, and we hope that all players that attend can enjoy the campaigns. Whilst there are obvious elements of winning and losing, we are not running tournaments, we hope that players will play the miniatures they want to use because they want to use them, not because they want to win. Some of our most memorable moments in war-gaming have been mid-annihilation, when a standalone hero dies hard and makes that game, the game in which we took a beating, more memorable than any of our victories.

Sportsmanship is preferable to gamesmanship, and whether winning or losing please remember, even in defeat, at a narrative campaign your story is not over and from the jaws of defeat you can snatch the cake of victory!

The Novacastrian Hegemony lies on the extreme edges of the Damocles Gulf, a system already mired in turmoil. Beneath the Hives of Novacastra in the depths of Hive Primus something festers and rots. The forces of Chaos are ever seeking to sew discord throughout the Imperium, be it through incursions led by bolter and chainsword or insurrections driven by word and deed. There are of course those servants of the dark gods who spread their foul taint in the form of virus or plague...

The Novacastrian Hegemony is under siege, though it is as yet unaware of this fact. Within the bowels of Hive Primus the first cadavers of the contagion are about to be created. Once those within the forgotten depths of the Hive are dead, they will be re-born, and their re-animated corpses will carry the chaos across the Novacastrian Hegemony.



The Venerable Dread a.k.a. geordie09 a.k.a. Scott



She was, long ago, famed and feared.

She was, long ago, an Inquisitor of the Ordo Hereticus.

She was, long ago, the Emperor's wrath and the Emperor's fury.

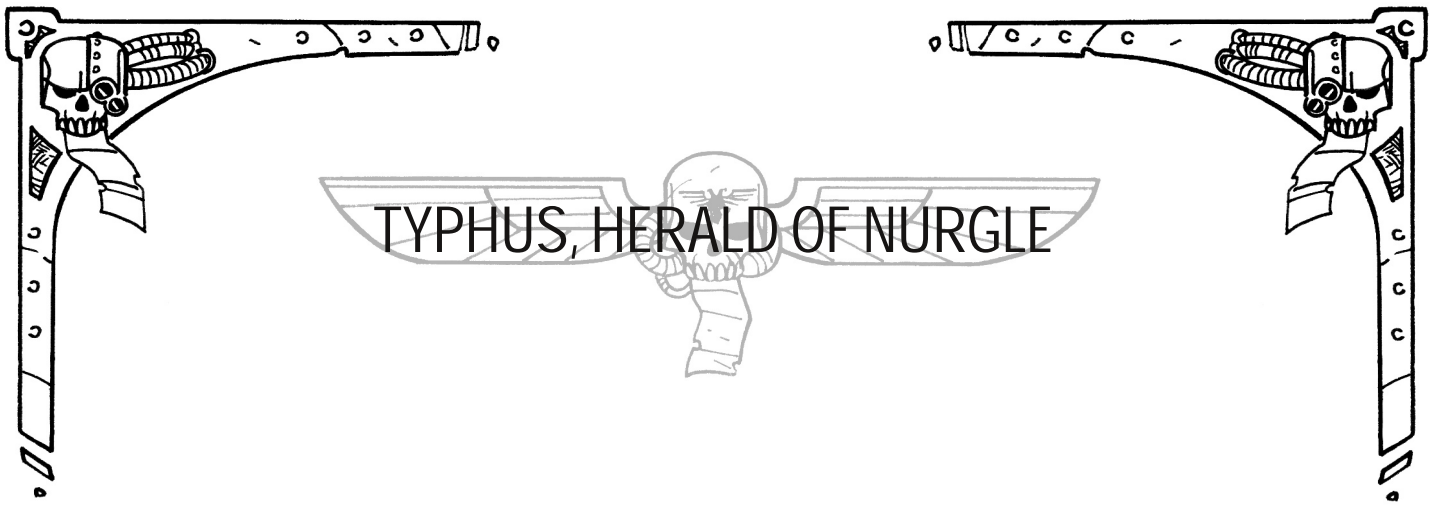
She was, long ago, consumed by that fury.

She had put whole populations to death for her patron god, unable to remove the stain of heresy from the core of those worlds. She was baptised in rivers of blood by her patron god. When the Red Priestess had realised that her patron god was not the Emperor of Mankind it was far too late... and that was so very long ago.

Now she stood beneath Hive Primus, the principal Hive of the Novacastrian system. Novacastra, the capital world; home to twenty three billions souls. They would die for her patron god and be reborn for that of her ally.

She had read once, long ago, of a lost world; the oldest world, where the mighty Warmonger Khorne had taken to his side a queen, Valki. Myth and ancient legend, the tale had not borne thought... but the more blood she shed, the larger her river grew, and the closer she came to becoming the Red Queen.

INSERT IMAGE HERE



His voice was a spluttering, phlegm laded drawl, yet his words were conviction and resounded in every soul like a sonorous death knell.

"WE SHALL SEAL THESE DOORS BEHIND YOU. REAP FOR YOUR LORD OF WAR."

To hear the Herald of Nurgle was to stand on the precipice, merely a moment from being in the presence of Grandfather Nurgle himself, for few who stood within his shadow escaped unsullied. The Red Priestess now stood in his shadow.

"THE DEATH GUARD SHALL PREVENT ANY INTERRUPTIONS."

"Blood for the Blood God!" the priestess replied.

"INDEED," Typhus answered. "BLOOD FOR... WELL, HIM. BUT NO SKULLS FOR HIS THRONE; MY CHILDREN DO NOT FUNCTION WELL IF YOU REMOVE THEIR HEADS."

The priestess entered the Underhive and the final door was sealed behind her. She would slaughter the thousands within and Typhus would ensure they rose again. When the doors were opened the dead would walk and kill, and those dead would rise in turn and the cycle of death would continue to spread through the veins of Hive Primus, across the pale flesh of Novacastra, infecting the entire system.

And – like the most virulent of terminal diseases – the Imperium would suffer a slow and festering death at the hands of its own rotting corpse.

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He sat there tranquil. At ease... for now.

His mind flew as freely from his corporeal form as an eagle soars on the winds. Eagles and winds; it was not the first time such metaphors had disturbed his thoughts. The Mon-Keigh bird, the icon of their Imperium, was ever present in his divinations. The wind blew and brought with it the foul stench of decay.

Another diversion and yet another distraction that would prevent the Eldar race from pursuing the Blackstone Fortress and bring an end to the Despoiler, Abaddon. Soon, he would have to sunder his soul. Eldrad's time was coming to an end and by his life would he bring Abaddon down.

It had taken him patient years and substantial influence to co-ordinate a gathering of the Craftworlds, and now their path was blighted by the infected Mon-Keigh. Khaine forbade the plague spread onto one of the ancient star vessels. He had little choice. Though abhorrent to the Eldar and akin to necromancy, the great seer could see no other course of action other than to raise the Wraithguard. If the walking dead of the Imperium were not to flood the galaxy, the venerable dead of the Eldar must march to war.

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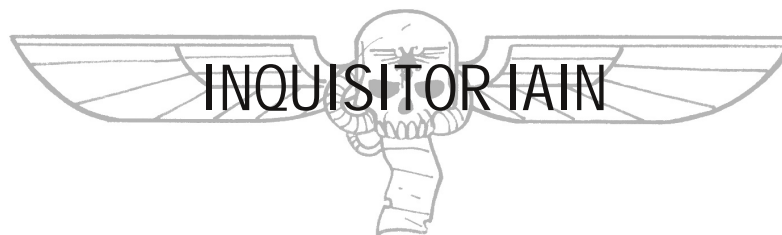


The Crimson Fist did not need to beg, nor had he ever, yet still he felt uneasy petitioning his cousins. Ever the Crimson Fists had been in the shadow cast by golden armour. Second sons with no less honourable a roll call than the first born, yet always second in the thoughts of the Imperium.

Pedro Kantor cast aside his doubts – such thoughts were for lesser men and he would think on that later in the pain glove as penance. Now was not a time for sibling rivalry. Pugh had greeted the Crimson Fists like the brothers they were and such thoughts were disrespectful.

Novacastra was in his thoughts. Since the devastation of Rynn's World the system had produced promising novices and many fully fledged battle brothers had been nurtured in the planet's bosom. Reports from the Inquisition were vague, and neither Kantor, Pugh nor the 1st Captain of the Imperial Fists, Darnath Lysander had ever heard of the Ordo Sepulchrum.

If the system was in danger, it threatened the existence of the Chapter. Kantor would need to risk the Chapter's existence in order to secure its future. The role of commanding a Chapter on the brink of extinction was like no other, thus pride was swallowed, and here he was onboard the Phalanx.



The Ordo Xenos task force stole ahead of the balletic Eldar fleet unseen. They had surfed in the fleet's wake for three months unseen, course unaltered. The sudden change of direction must be in relation to some threat, and what threat could possibly cause such a fleet, so large and powerful, to alter heading? Inquisitor Iain and his task force broke from the tails of the Eldar, forging ahead to find out.

He had not expected to find the Sepulchrum in the Novacastran system. They had but one role, and the Inquisitor knew what threat had drawn the Eldar from their pursuit of the Blackstone Fortress...



ANIMOSITY

G A M I N G S C H E D U L E

DAY ONE

Game I – United We Stand

1500pts
Standard Table
2.5 hour time limit
6th Edition Rules & Force Org

Game II – Divided We Fall

1500pts
Standard table
2.5 hour time limit
6th Edition Rules & Force Org

Game III – The Mourning Field

2000 pts
Standard table
3 hour time limit
6th Edition Rules & Force Org

DAY TWO

Game IV - The Mourning Field

2000 pts
Standard Table
3 hour time limit
6th Edition Rules & Force Org

GAME V - Heavy Assault

3000 pts
Standard Table
No time limit
6th Edition Rules & Force Org/Limited Super
Heavy Rules

HIVE OF THE DEAD

250 pts
No time limit
6th Edition & A:ITF Rules
A:ITF Force Org



GAMING SCHEDULE

The gaming schedule for Animosity: In the Hive of the Dead will be in motion throughout the weekend due to the nature of the games involved in the narrative. Which game you play and when within the schedule will be determined as the games progress and the list opposite (p.10) is not a running order. There is a 1500 point base force, a 2k game and the skirmish team from Animosity: Into the Fray will also be the same unit created for The Hive of the Dead game. The Heavy Assault game is the only game that will not be subject to flexibility and it will be played on Sunday afternoon.

ANIMOSITY RULES

This campaign is set within the 40k era and as such does not allow for any Heresy/Scouring era characters/units. Animosity expansions can be used freely for the weekend's activities providing character/units from eras not available in the campaign setting are put to one side.

On the following pages you will find ancillary rules for each of the six games that make up the narrative campaign weekend.



GAME I - UNITED WE STAND

United We Stand is a team game. The force organisation chart in the Warhammer 40,000 rule book will detail the composition of the 1500 points for each force. 6th Edition 40k Rules are in use during this game. The game will be decided by Kill Points.

Roll off to determine who Attacks and Defends. Defenders deploy first up to 6" away from the centre of the table across the shortest axis. Attackers deploy in separate deployment zones, 18" away from the outer edge of the defenders deployment zone. Attackers take the first turn but defenders may steal the initiative as normal. Attacking Reserves may enter play from either attacking deployment zone. Defending reserves enter play anywhere on long table edges.



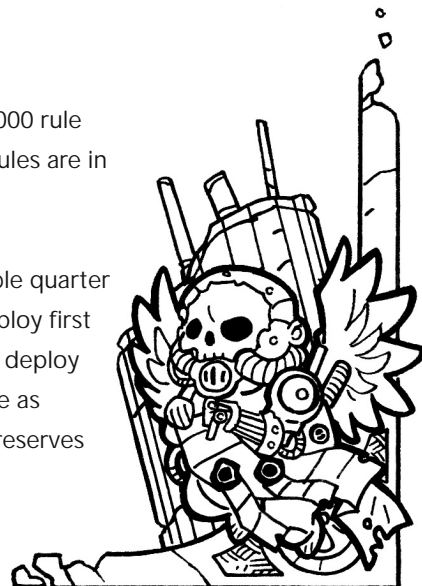
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GAME II - DIVIDED WE FALL

Divided We Fall is a team game. The force organisation chart in the Warhammer 40,000 rule book will detail the composition of the 1500 points for each force. 6th Edition 40k Rules are in use during this game. The game will be decided by Kill Points.

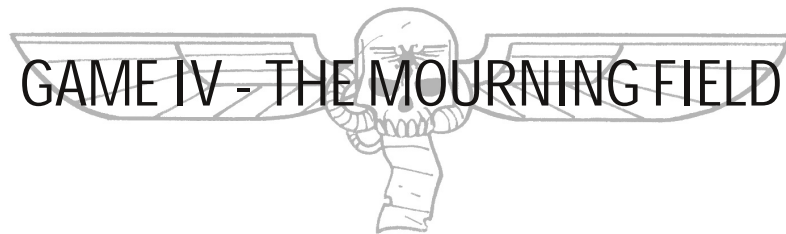
Roll off to determine who Attacks and Defends. Attackers first randomly select a table quarter in which they will deploy inside an 18" square flush to the table edge. Defenders deploy first anywhere up to 18" away from the nearest enemy deployment zone. Attackers then deploy inside their square. Attackers take the first turn but defenders may steal the initiative as normal. Attacking reserves may enter play from either short table edge. Defending reserves enter play anywhere on long table edges.





Into the Fray is a team game. The Expansion, Animosity: Into the Fray, must be used to assemble your skirmish team which will then join that of your comrades, facing off against your opponents' specially-assembled units.

There is a 250 point limit for this game.



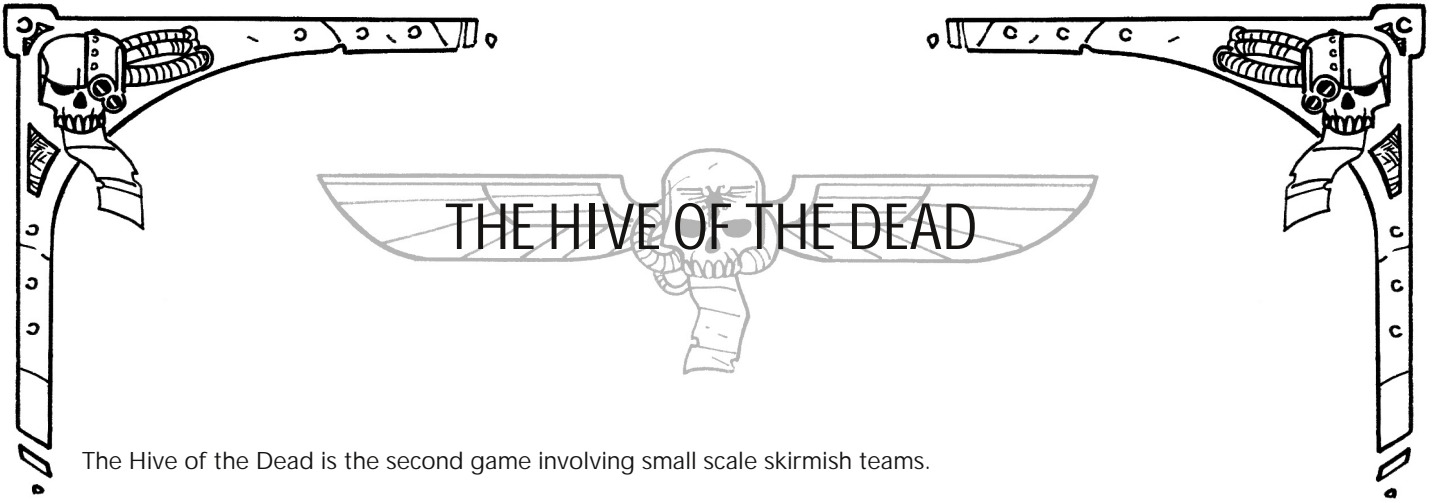
The Mourning Field is a singles game. The force organisation chart in the Warhammer 40,000 rule book will detail the composition of the 2000 points for each force. 6th Edition 40k Rules are in use during this game. Games and victory conditions are determined using the Warhammer 40k Rulebook.



Heavy Assault is a single/doubles game. Each player(s) uses the force organisation chart from the Warhammer 40,000 rule book to determine the composition of the 3000 points for each force. 6th Edition 40k Rules are in use during this game. One Super Heavy or Gargantuan unit may be included in each 3k force and replaces the ancillary table for fortifications.

Players who are fielding 1500 point forces will double up if necessary in order to field the 3k for the Heavy Assault game. This will hopefully be with a Task Force ally. Double teams may not take a Super Heavy or Gargantuan unit; the combined forces benefit from being able to use two force organisation charts.

Heavy Assault games are determined using Objectives: 3 + D3 objectives are placed alternately by players prior to deployment.



The Hive of the Dead is the second game involving small scale skirmish teams.

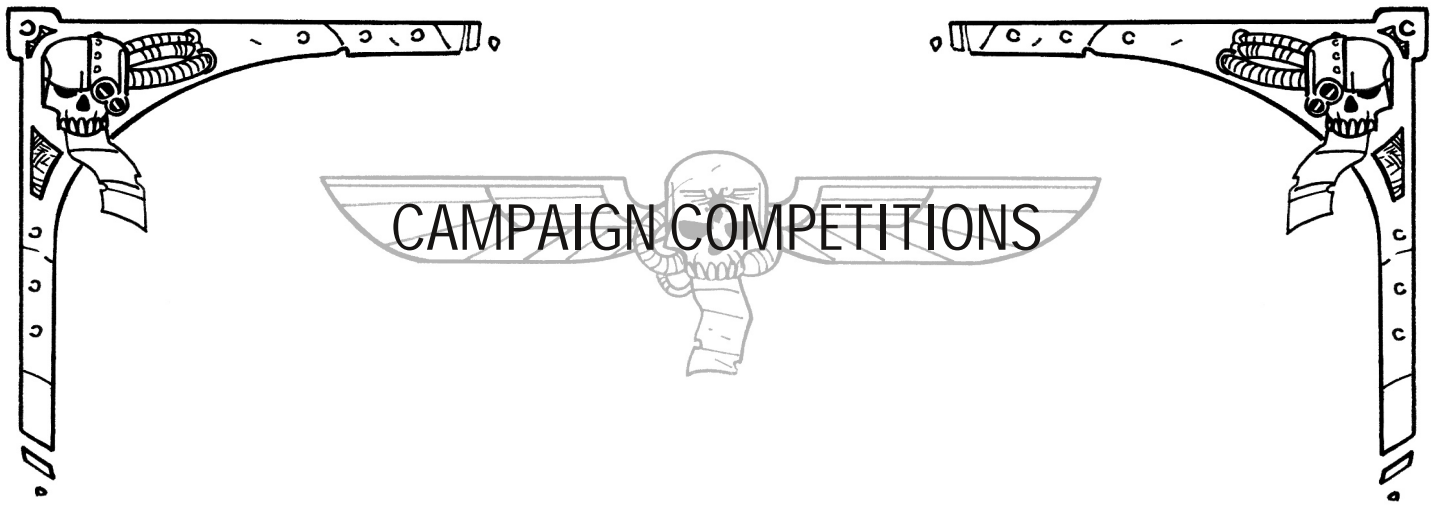
Within the bowels of Hive Primus, the dead walk; victims of the zombie plague! Using the skirmish team from the Animosity: Into the Fray expansion, each task force will take part in a narrative scenario... Will you survive the cold clutches of the undead of Hive Primus and extinguish the taint from the bowels of Novacastra? Or will your re-animated corpse join the ever living horde, feasting on what remains of the sector's populace?

There is a 250 point limit for this game.



During the campaign weekend Victory will be determined using the victory conditions detailed in the rules set used for each game. Bonus points will be granted to task forces upon completion of secret missions and task force specific objectives.

Each victory by a task force member will gain 3 points for the task force. Players receive 1 point for a draw and 0 points for a loss.



Bitz Box: Best Converted Miniature Award

Bitz Box has organised a prize for the Best Converted Miniature featured in the campaign.

The rules are simple: Enter a single miniature which has been converted using multiple parts from multiple kits. Dynamic bases using bitz should also be taken into consideration for the voting. The winner will be decided by ballot vote by the campaign players. Painting to a high standard is not necessarily the way to victory. I urge all participants to remember that it is a conversion competition. For the painters we have...

NukeArts Painting Competition

To enter the painting competition, simply enter a painted and based single unit. The unit can be anything: HQ, Troop, Tank... as long as it is not a Super Heavy of any kind. The single unit painting competition will also be voted for by campaign players using a ballot vote.

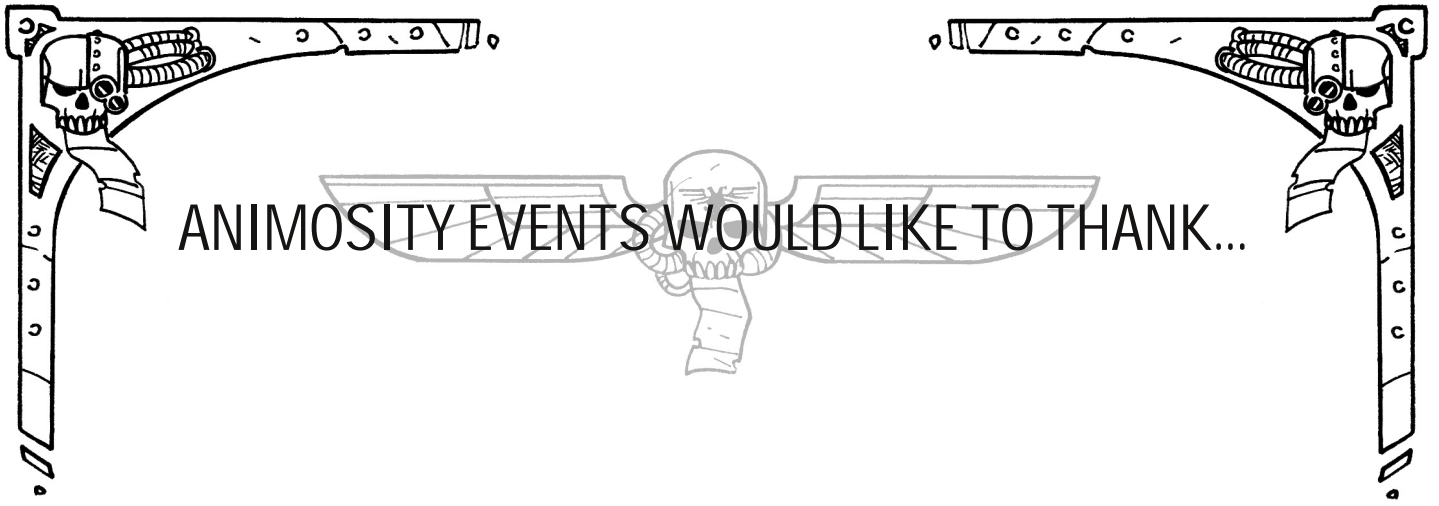
Dreamlike Man of the Match

The Dreamlike Man of the Match Award is voted for by players. The award is for the most sporting player who helped to provide the best atmosphere for gaming during their game together.

Voxnet Valour Award

The Voxnet Valour Award is awarded to the player who enacts the greatest moment of heroism across the weekend's games. Great deeds will go down in Animosity legend and gain the victor a nice prize.





ANIMOSITY EVENTS WOULD LIKE TO THANK...

DREAMLIKE GAMING

www.dreamlikegaming.com

BITZ BOX

www.bitzbox.co.uk

NUKEARTS

www.facebook.com/nukesarts

POWER ARMoured METAL [A 40K BLOG SPOT]

www.powerarmouredmetal.blogspot.co.uk

VOXNET RADIO

www.voxnetradio.com

Thank you to the following people for contributing so much to the expanding beast that is Animosity:

James Sherriff - chilledmonkeybrains, for putting together the packs and expansions. Without whom there would only be the Word!

Matt Philpott - vraksianrebel

Mark Evans - llamafish

Michael Blackshaw - sar mikael

Voxnetradio

Bitz Box

NukeArts

Tracey Yeoh - yeohyeoh, a continuing source of inspiration!





Dreamlike Gaming have a great gaming venue. We have made arrangements with a local catering firm to provide food over the weekend, and a menu will be emailed to all participants when tickets are dispatched. Upon arrival at the venue, please submit and pay for your order as soon as you arrive and Dreamlike will sort out the rest. Please note that it is perfectly acceptable for anybody who wishes to bring their own food if they prefer. Hot drinks and snacks will also be available for purchase on the weekend.

TICKETS: £20.00

The price of the ticket secures our awesome campaign packs, a small donation towards prizes and, of course, two great days of gaming!

Dreamlike Gaming
Unit 45
Block 7
Old Mill Lane Industrial Estate
Mansfield Woodhouse
NG19 9BG

Tel: 07429 168692 www.dreamlikegaming.com

Nearby accomodation: Please contact Dreamlike Gaming

Good luck and enjoy the campaign weekend!

