

# The Ironcage Podcast: MOAB Horus

## Heresy

### The Siege of Syiax

**BRUTAL  
CITIES**



*The planet of Syiax acts as a War World for Segmentum Solar, particularly during The Horus Heresy. During the War for Beta-Garmon, it was deemed necessary for the single continental world to become both a location for reinforcements for resupply and a future hold out when Beta-Garmon would fall. Fall it would. As remnants of the Loyalist defenders landed on Syiax, scattered fleets of the gathering Traitor host would pursue to gather war materiel and to eliminate potential defenders of Terra.*

*Bizarrely, both forces were as disorganised as the other, Loyalist warriors were exhausted and still regrouping when Traitors rushed to land their forces whereas the Traitor host could barely organise a command structure before hastily assaulting the planet itself.*

### **Event details:**

The Siege of Syiax will be a three-day event hosted by the Ironcage Podcast. The event is narrative-focused; rewards and prizes will be provided specifically for narrative achievements and not battlefield victories. Players can play any of the three days in any order, dropping in and out as necessary, this also includes the optional Zone Mortalis games. The Ironcage Podcast is also proud to announce it is sponsored by the fantastic Brutal Cities! See the links below!

All three days will be using the Horus Heresy ruleset as well as all errata published by Games Workshop / Forgeworld by the 29<sup>th</sup> of September. All players should be bringing



their own dice, templates, lists for opponents and a narrative attitude. All rules contentions will be ruled by the EO's Ben Garbutt, Manni Zagas, James Speller, Craig Antos.

Saturday Day 1: 2500 Points Age of Darkness (Option available for 1500 Zone Mortalis with rules available in Siege of Cthonia campaign book, players can opt in or out.)

*8am Meeting and Registration*

*9am – 12pm: Game 1*

*1pm – 4pm: Game 2*

Sunday Day 2: 1500 Points Age of Darkness (Option available for 1500 Zone Mortalis with rules available in Siege of Cthonia campaign book, players can opt in or out.)

*8:30am – 11am: Game 1*

*11:30am – 2pm: Game 2*

*3pm – 5:30pm: Game 3*

Monday Day 3: 500 Points the Cage of Iron Match (Rules below – Free games, play as you wish!

Force Composition Rules: All forces are accepted including 3<sup>rd</sup> party / 3D printed models. All models must be painted 3 colours minimum.

## **Cage of Iron Match:**

Using a 3' x 4' board, both players deploy 12" onto the shorter edge. One Objective is placed in the middle, ANY unit can score and gains 1VP at the end of each game turn if controlled by one player.

A maximum of Six Turns played with Night Fighting and Reserves are available if players choose to use them.

Force Composition: 500 points available with no FOC restrictions and no Primarch / Lord of War 25% cost. Primarchs are encouraged. You do not need to bring Troops / HQs if you do not wish to, if you wish to bring 3 Sicarans, this is entirely possible. You are however limited to the normal limits for unit size, e.g bringing 10-20 Tactical Marines minimum in one unit.

This is **purely** for fun and enjoying the silliness.



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