

“The Battle of Lakor Fields”

A Warhammer 40,000 Mega-Battle

The Belasarius Campaign, having been brutally fought for over 3 decades, has ground to a halt. Imperial forces have been desperately trying to break out of their initial drop sites with little success. The promise of lost technologies and endless carnage has brought the deadliest foes of the Imperium to this lost planet, creating a bizarre warzone comprised of hasty alliances and ruthless betrayal. Will the Imperium cleanse this world of the alien and chaos taint, or will this planet fall to the Imperium’s enemies? YOU can take part and decide the fate of millions! Prepare for battle!

The Battle of Lakor Fields mega battle is a simple Warhammer 40,000 bring and battle scenario that will be easy to run in your shop and will generate additional excitement and sales during the peak of the holiday season. With some basic preparation and one additional staff member on hand to run this event, everyone involved should have a great time. Please take a moment to read through this, and if you have any questions, please give your Account Manager a call and he’ll sort you out. Also remember that Outrider support may be available to help you run your event- just ask your Account Manager to check and see if they can get one out to you. If you’re lucky enough to have an Outrider in the store frequently, feel free to ask them directly for their assistance. We want this event to be a fun, successful event that will result in a frenzy of in-store activity and loads of happy gamers (and sales)!

SETUP

- 1) Read and become familiar with the scenario “Meat Grinder” on page 195 of the Warhammer 40,000 rule book. We suggest you use this scenario as the basis for your bring and battle event. Of course, if you have a different idea in mind for how you want the game to go (based on your previous experiences, expected attendance, or whatever) feel free to modify this at will. After all, it’s your event! You’ll need at least a 4’ x 6’ table to run this event on- if you expect a very large attendance it will need to be bigger. If you need ideas or help doing this feel free to give your Account Manager or Territory/Metro Manager a call and he’ll help get you what you need.
- 2) Once you have a surface ready, you’ll need a bit of terrain on it to provide some cover for advancing troops and to help set the scene of this pivotal battle. Craters, ruined buildings, destroyed woods, and other such features would make great additions to your battlefield. If you do not have any terrain like this, try running a terrain building event in your store the weekend prior to this event. Use tips from the *How to Build Wargames Terrain* book. Try ordering some additional packages of 64-04, Gothic Ruins and building them up for your battle. Or try something of your own devising- the possibilities are limitless.

- 3) Create a sign up roster. Explain to your players what they need to bring to participate in the battle. We suggest that each player bring 1000 points of their favorite army for the battle. Consider running a painting event a week before the battle, and award participants with special powers or abilities during the upcoming mega battle. Things like this will build up excitement and anticipation, and will increase both sales and attendance!

THE EVENT

- 1) As players show up for the event, write down which side they are fighting for so you can keep a running total. If you get a bunch of “bad guy” players and fewer Imperial/“good guy” players, allow the bad guy players to use more than 1000 points to even things out. If you anticipate that this might happen, suggest to your veteran players that they bring more models “just in case” Remember, the Imperial forces are the defenders in this battle!
- 2) Have everyone deploy their forces at the same time. If you wait for players to take turns deploying units, you’ll never get the battle done in a reasonable amount of time. Impose strict time limits and continuously remind them of that as they are deploying. No whiners!
- 3) Enforce *strict* time limits on each of the Movement, Shooting, and Assault phases. Do not let these go any longer than 10 minutes each per side. If you stick to that timetable, a six turn game will take 6 hours plus deployment and whatever time you include as a lunch break. Consider giving small prizes to the side that consistently finishes their turns more quickly than the other. Drive them, make them go FAST! Not only will it get the battle done in a reasonable time, it will also increase the excitement level tremendously.
- 4) During the battle consider asking random trivia questions taken from the main rule book and the new Space Marine codex. The first person to raise their hand and answer the question correctly could get a free re-roll, or some other small benefit during the game. This will encourage players to purchase/bring their rule books with them, and will immerse them in the flavorful background of the battle they are playing in.

Most of all, have fun! As always, if you have any questions or could use someone to bounce some event ideas off of, give your Account Manager a call!

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