

# WARHAMMER<sup>®</sup> THE HORUS HERESY<sup>®</sup>



One-Day Narrative Event



**FEST**  
2023

# Battles in the Age of Darkness

Our events have been carefully crafted to present a format that appeals to the broadest variety of players possible. Separate paths to victory exist within the same event for all player types – competitors, powerful list builders, generals who wish to achieve more with less, top tier painters, fun-loving chatterboxes looking to make new friends, and the bulk of attendees: those looking to have a great time rolling handfuls of dice on beautiful (yet most definitely war-torn) battlefields from the 31st Millennium.

An important note on Schedule - This player pack contains information for three events spread over three days. Add-on tickets can be bought for all three as individual events. You can choose to take part in just one or two events, or the whole weekend!

Each of these events will influence the same narrative; the Siege of Epsilon - Stravinar IX!

This event pack provides information to prepare for the Horus Heresy Events at Warhammer Fest. So strap in: let's walk through the rules so you can get yourself best prepared!

## Jump To:

[Event Essentials](#)

[Army Construction and Painting](#)

[Tournament Format](#)

[Terrain](#)

[Players' Code & Conduct](#)

[Awards](#)

[Disqualification](#)

[Photography & Filming](#)

[Data Protection & Privacy](#)

[Disclaimer](#)





# I. RECOMMENDED EVENT ESSENTIALS

## **Tournament Location:**

Warhammer Fest, Manchester Central Convention Complex, Petersfield, M2 3GX

**Tournament Dates:** Sat 29th April - Mon 1st May 2023 (with registration starting Friday PM)

## **KEY TIMES**

### **Registration Open**

Fri 28th April 17:00 - 22:00

Sat 29th April 08:00 - 09:00

### **Live Play**

Sat 29th 09:00 - 21:00 - Singles Narrative Event (The Opening Battles)

Sun 30th April 09:00 - 21:00 - Double Events (War of Attrition)

Mon 1st May 09:00- 18:00 - Apocalypse Mega Battle (The Culminating Battle)

**System:** Horus Heresy - Age of Darkness- Narrative Play

### **Army Sizes:**

3000 Points - Singles Narrative

1500 Points per Player - Doubles Event

- Players may not bring the same named character twice on each doubles team
- Each play will have a warlord
- Players must individually conform to the Force Organization rules found in the Age of Darkness Core Book

3000 Points - Apocalypse Battle

**Board Sizes:** 6'x4'

**Missions:** Selected from the Age of Darkness Core Book

**Number of Games:** Singles Event: 2 Doubles Event: 2 Mega- Battle: 1

**Army Selection:** Players must build an army that adheres to the Force Organisation rules found on pages 276-283 of the Age of Darkness Core Book

**Tools of War:** Attendees are expected to bring any and all items necessary to play Horus Heresy; including but not limited to templates, dice (including scatter dice), a tape measure, all relevant rules publications, and sufficient copies of their army rosters.

## 2. ARMY CONSTRUCTION AND PAINTING

### 2.1 ARMY CONSTRUCTION AND ARMY LISTS

Rules published more than two weeks before the event will be legal for inclusion in your army. The following are acceptable sources for rules on roster construction and composition:

- Age of Darkness Core Rulebook
- Liber Astartes: Loyalist Legiones Astartes Army Book
- Liber Hereticus: Traitor Legiones Astartes Army Book
- Liber Imperium: The Forces of the Emperor Army Book
- White Dwarf
- FAQs, errata, and beta rules found via [www.warhammer-community.com/faqs](http://www.warhammer-community.com/faqs)

### 2.2 MODELLING AND PAINTING

Playing exciting, atmospheric games with finely detailed, lovingly painted miniatures is intrinsic to the Horus Heresy experience. With this in mind all miniatures used in the tournament be Games Workshop or Forge World miniatures (excluding basing or scratch-built components), and be fully assembled and painted to at least a Battle Ready standard. Below are some examples of models painted to a Battle Ready standard. (More information on Battle Ready can be found [HERE](#))

#### CONTRAST METHOD



#### CLASSIC METHOD





## 2. ARMY CONSTRUCTION AND PAINTING (CONT)

Each model must accurately represent its entry on your army roster (What You See Is What You Get - WYSIWYG) standard for models. For example, if your army includes a Space Marine equipped with a Meltagun, the model must be equipped with a Meltagun. Equipment such as Frag Grenades that are included on every model within a unit, but not included on every model of that type, need not be modelled.

### 2.3 CONVERTED MODELS AND UNITS

Many players “scratch build” or heavily convert elements of their model collection, and these activities are a hallowed part of Warhammer hobby history. For the sake of fairness, we recommend that any conversion be comparable in size to the most current version of the model they represent. Our policy is that a given unit may not gain a benefit from converted models, but may incur penalties. For example, a model converted to be taller may be more easily seen, but may not gain line of sight benefits for its extra height.

For any converted or scratch built models, you must seek permission from [tournaments@gwplc.com](mailto:tournaments@gwplc.com) including photos of the model(s) in question where possible, at least two weeks prior to the event. While you may submit models for approval after this date, we may not have the opportunity to review them in time. If you do not obtain permission for conversions before this date, you run the risk of them being removed from play or possibly incurring scoring penalties.

This includes conversions/alternatives to represent factions/models no longer represented in the current model range. Don't worry - we fully appreciate spectacular modelling skills, but we just want to make sure everything is clear for your opponent so no confusion can arise during games. Please note; Forge World models must be the actual models and not conversions to look like Forge World models.

If you are using rules for your army that are different from the colour scheme in which they are painted, you must have that army approved by submitting to [tournaments@gwplc.com](mailto:tournaments@gwplc.com)

If you are going to have multiple different subfactions (example: a force of Ultramarines with White Scars allies) within the same army and if any/all of them are different from the official colour scheme, you must submit the army for approval via email to [tournaments@gwplc.com](mailto:tournaments@gwplc.com)

**A Note on Basing:** Many models are no longer produced on the bases they originally came with, please use the base size provided in the most recent box set for the unit in question.

## 3. TOURNAMENT FORMAT

### 3.1 EVENT SCHEDULE

#### Saturday (Singles Event)

Singles Registration	08:00 - 09:10
Singles Event Pre-Mission Briefing	09:15 - 09:30
Round 1	09:30 - 13:30
Lunch	13:30 - 14:30
Round 2	14:30 - 18:30
Painting Showcase	18:30 - 19:30
Singles Event Awards/Round Up	19:45 - 20:00

#### Sunday (Doubles Event)

Doubles Event Registration	08:00 - 09:10
Pre-Mission Briefing and Review of Day 1 Results	09:15 - 09:30
Round 1	09:30 - 13:30
Lunch	13:30 - 14:30
Round 2	14:30 - 18:30
Painting Showcase	18:30 - 19:30
Doubles Event Awards/Round Up	19:45 - 20:00

#### Monday (Mega Battle)

Check In	08:00 - 09:00
Pre-Mission Briefing and Day 1-2 Review	09:15 - 09:30
Deployment, Turns 1-2	09:30 - 13:30
Lunch	13:00 - 13:45
Turn 3-5	13:45 - 17:00
Event Awards/Round Up	17:30 - 17:45





## 3. TOURNAMENT FORMAT (CONT)

### 3.2 GAME SPEED MILESTONES AND TIME

Outside of tournaments, many players do not complete their games against a set clock. As a result, when a loudspeaker shouts “two hours remaining,” most players do not naturally think “We should almost be done with the entire first Battle Round!” To help with this, rather than simply calling time left, we will provide game milestones you should have (on average) arrived at. These time calls exist to help keep the flow of play moving, and are not binding. These milestones break down as:

4:00	Start round (Formally)
3:50	Complete pre-game discussions and decisions
3:20	Deployment Complete, Begin Round 1
2:10	First Battle Round Complete, Begin Round 2
1:20	Second Battle Round Complete, Begin Round 3
0:40	Third Battle Round Complete, Begin Round 4
0:20	Fourth Battle Round Complete, Begin Round 5
0:10	Do not begin a new Battle Round without Judge Permission

For clarity, this provides each player with, on average, the following time breakdown for the typical game:

- Pre-Game activities, review army lists, select secondaries: 5 Minutes
- Deploying your actual models: 15 Minutes
- Playing your First Turn: 35 Minutes
- Playing your Second Turn: 25 Minutes
- Playing your Third Turn: 20 Minutes
- Playing your Fourth Turn: 10 Minutes
- Playing your Fifth Turn: 10 Minutes

## 4. TERRAIN

### 4.1 TABLE LAYOUTS

Terrain will be pre-set by the Events team on each table, in a manner conducive to exciting and fair games in the Age of Darkness.

Terrain will vary from table to table, with different aesthetics for each table, along with different amounts and densities of terrain for each table. It is a safe assumption that terrain will closely follow the examples provided in the Age of Darkness - Rule Book. With that said, some tables may have heavier or lighter terrain. As mentioned above, our goal with terrain will be to provide a canvas for engaging and exciting story telling through Narrative play.

## 5. PLAYER CONDUCT AND POLICIES

### 5.1 PLAYER CONDUCT POLICIES

The battles set amidst the chaos of the Horus Heresy are fast, furious, and sometimes unforgiving, but they present an incredible opportunity for fun and friendship! The excitement of doing battle on the tabletop combined with our community of passionate players help make every game of Warhammer memorable. With that in mind, our Events Team is always on the lookout for examples of how players make the games better for those around them. Special collectibles and recognition may be given at random for displays of superior sportsmanship.

On rare occasions, players may intentionally or unintentionally commit rules or sportsmanship fouls in the course of a heated or challenging battle. Behaviour such as bullying, rules abuse, moving models illegally, picking up dice before your opponent has the chance to see the results, lying to judges or opponents, or any other form of unethical or inappropriate conduct can result in substantial in-game penalties, automatic loss assessment, permanent removal of parts of your army for the duration of the event, or removal from the events itself. While some times these errors are accidental, a 'foul is a foul', and we treat them as penalties akin to those which occur in sport. Consequently, judges are empowered to apply both on game and scoring penalties equivalent to the magnitude of the foul.

Unfortunately, many behavioural and incorrect play actions often come down to a 'he said she said' when judges were not tableside at the time of their occurrence; they also vary greatly in their magnitude and relevance. For this reason, behavioural and illegal play instances - as well as their associated penalties- will always be adjudicated on a case by case basis, with respect for both players involved.

**Everybody Loses from Time to Time.** Be ready to lose a few games of Warhammer! It seems an odd thing to say, but it is in the nature of any event that only a few players (at most!) will finish the weekend without a loss. Barring ties, half of you will lose your very first game of the weekend, in fact!

Winning with skill and grace is a rewarding and perfectly acceptable goal. Losing with skill and grace, however, is both more challenging and more laudable. These events present you the opportunity to build friendships with fellow hobbyists who share your interests - friendships you can renew and celebrate every time you travel to a Warhammer Event or local events. A single great friendship built out of your experiences at these will outweigh any number of individual victories across your battles this weekend. In fact, if you do your best, have a great time, and build some lasting friendships... you haven't really lost at all!



## 5. PLAYER CONDUCT AND POLICIES (CONT)

### 5.2 TIME KEEPING

Players are expected to arrive in good time and allow enough time to register themselves in the tournament, attend briefings, and be ready to start each round on time.

### 5.3 JUDGES

Judges will be prominently visible in the tournament hall and hold the final say on all game rules and event issues. Rulings should always be based on correct rules interpretations rather than adhering to previous precedent. When calling for a judge's assistance, please be prepared to provide any relevant rules references to the particular question.

**A Note on Active Judging.** At our Events, judges are empowered to actively stop instances of illegal play, with or without a player's specific request for intervention. If a player has concerns at any point, they are always welcome and encouraged to call a judge. While we will not have judges at every table, and we cannot stop every instance of a minor misplay, our goal here is to make sure all the games at the Open Series are enjoyable for everyone.



## 6. EVENT RESULTS AND AWARDS

### 6.1 'WINNING'

While either the Traitors or Loyalists will eventually reign triumphant and win the Siege of Epsilon - Stravinar IX, the real victory is spending a long weekend with good friends and like minded people! With this in mind, we will not be awarding prizes for First, Second, Third Place or other Awards one would expect at a competitive or Matched Play event. Instead, we will award prizes for hobby focused and narrative driven categories. These are listed below:

- Best Painted - Each player that plays on Saturday or Sunday and chooses to participate in the event will have their army reviewed for the Best Painted category, by the process presented below:

*Paint score is determined in two phases. First, two judges will visit every table. Each player will receive an initial paint score of 30, 50, or 70 from these judges. 30 is defined as a Battle Ready Army. 50 is an army painted to a state that is higher than Battle Ready (think of a model you are exceptionally proud of, a 50 is this standard across an entire army). 70 is a work of art that greatly exceeds Battle Ready. After this initial pass, any differences' in score will be settled by a third judge.*

*Once initial scores have been tallied, each player that scored a confirmed 70 will then be invited to The Showcase. The Showcase takes place Sunday evening and entails a second round of judging from the judges. The judges conduct an in-depth, exacting review of each Showcase army and each award a score of -5 to +5. The three scores are then tallied together and added to the 70 assigned before, giving the player a paint score between 55-85. The army with the highest score will earn the Best Painted Award*

- Most Loyal (The Hero) - Each battle fought in the Siege of Epsilon- Stravinar IX will have mechanics built in and briefed to players that allow them to accrue Loyalty points. The player with the most Loyalty points at the end of the weekend will earn the title of Most Loyal
- Most Treacherous (The Villain) - Similarly to Most Loyal, each battle will also have mechanics allowing players to accrue Treachery points! The player with the most Treachery points at the end of the weekend will earn the title of Most Treacherous
- Champion of the Apocalypse - This will be presented to the player that best personifies Sportsmanship, Teamwork and Hobby Prowess throughout the Mega Battle on Monday

### 6.2 SPORTSMANSHIP AWARDS

Awards and recognition may be given at random for superior sportsmanship. Players may be disqualified or removed from the event for consistently poor sportsmanship.



## **7. DISQUALIFICATION**

Games Workshop does not tolerate any form of physical or verbal violence or harassment, both at the event or online. Players who demonstrate aggressive or demeaning behaviour to staff or other attendees, who repeatedly break the rules or who repeatedly fail to follow Games Workshop's instructions at the event, may be disqualified and removed from the event without refund. Games Workshop reserves the right to remove players from the event at our discretion.

## **8. PHOTOGRAPHY AND FILMING**

Photography and filming may take place throughout the weekend by Games Workshop staff, press and partners. If you do not wish to be photographed or filmed, please notify staff at the tournament registration desk and we will issue you with a sticker to indicate to our media teams not to include you in any footage at the event. Any photos or video footage taken may be used by Games Workshop and their partners for promotional purposes. No financial compensation will be given for use of the photos or footage.

## **9. DATA PROTECTION AND PRIVACY**

### **9.1 DATA PROTECTION**

All data submitted as part of tournament registration is protected, in accordance with the Data Protection Act 2018. This includes, but is not limited to, your name, address, email address, phone number and which tournament(s) you have taken part in. This data may not be shared with third parties without your permission.

### **9.2 WINNER'S DETAILS**

By entering the tournament, you agree that in the case of winning a prize, your name may be shared publicly by Games Workshop and their partners.

### **9.3 DATA RETRIEVAL**

At any time, you may request your personal data by emailing [privacy@gwplc.com](mailto:privacy@gwplc.com)

## **10. DISCLAIMER**

Games Workshop PLC reserves the right to make changes to the event rules or schedule, for any reason, at any time, without prior notice.