



NARRATIVE PLAY

WARHAMMER WORLD

WARHAMMER[®] THE HORUS HERESY[®]



Battles in the Age of Darkness



Battles in the Age of Darkness

These events have been carefully crafted to present a format that appeals to the broadest variety of players possible. This event pack provides information to prepare for Warhammer: The Horus Heresy – Age of Darkness event at Warhammer World. Each player will need to demonstrate astute knowledge of the game, sound tactical decisions and appropriate unit selection to win their games. In addition, our Horus Heresy events are a celebration of the hobby, so an attitude overflowing with good cheer, sincerity and positivity is essential for those of you looking to have a great time rolling dice upon the countless battlefields of the Horus Heresy setting.

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I.O EVENT ESSENTIALS

- System:** The Horus Heresy
- Registration:** Saturday at 9:00 AM.
- Location:** Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
- Battle Size:** 3000 points.
- Board Size:** 72" x 48"
- Missions:** These will be announced on the day
- No. of Games:** Five
- Army Selection:** see 'Army Construction' for more details
- Tools of War:** Attendees are expected to bring their army, dice, a tape measure, 2 copies of their Army List and all relevant rules publications.

2.0 ARMY CONSTRUCTION AND PAINTING

2.1 ARMY CONSTRUCTION

For this event each player must select one 3000 point army, which can be made up of units selected from the Core and Expanded Army List Profiles available in current Warhammer: The Horus Heresy – Age of Darkness Army book and via other Games Workshop publications.

We will be using custom scenarios specially written for this event. These will be available on the morning of the event. The event will use the standard Crusade Force Organisation Chart.

Each player's army list should be presented in a clear format with all relevant weapon selections and unit upgrades, any Rite of War and Warlord Trait in use and anything else that should be selected prior to a game, avoiding any extraneous information. Please bring along 2 copies of your list, 1 for your opponents and 1 for yourself to reference.

2.2 MODELLING AND PAINTING

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer: The Horus Heresy – Age of Darkness experience. With this in mind, all miniatures in your collection must be Games Workshop or Forge World miniatures (excluding basing or scratchbuilt components), and be fully assembled and painted to at least a Battle Ready standard.

More information on Battle Ready can be found at Warhammer-Community.com



2.2 MODELING AND PAINTING (CONT.)

CONTRAST METHOD



CLASSIC METHOD



Each model must accurately represent its entry on your army roster. 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, any conversion should be comparable in size to the most current version of the model they represent. You may not gain a benefit from converted models, but may incur penalties.

For any converted or scratch built models, you must seek permission from whworldevents@gwplc.com including photos of the models in question where possible, at least two weeks before the event. If you do not obtain permission for conversions before this date, you run the risk of them being removed from play, or possibly incurring score penalties.

A NOTE ON BASING:

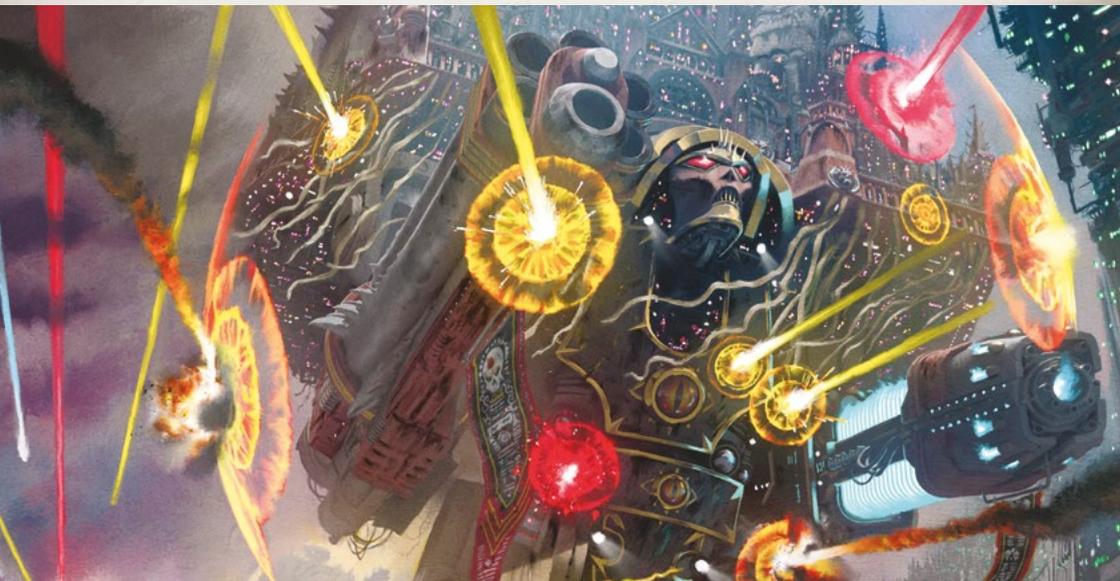
Many models are no longer produced on the bases they originally came with. Wherever possible, base your models according to their current boxed kit. As with other exceptions, if you wish to have a model reviewed, please email whworldevents@gwplc.com for approval.

3.0 THE PLAYERS CODE & POLICIES

3.1 PLAYER CONDUCT POLICIES

There is a famous adage that says, 'It matters not if you win or lose, it's how you play the game.' We believe that Warhammer: The Horus Heresy – Age of Darkness games are best played in this spirit, and at Warhammer World events we place great emphasis on playing excellent games with like-minded people at the home of Games Workshop. Therefore we expect players to play each game with a certain code of conduct to support this. When you arrive at your table for a game, greet your opponent, introduce yourself, hand over a printed version of your army list, talk through and point out any additional unit bonuses from your army list and start the game promptly. We then expect players to treat each other positively and demonstrate good sportsmanship throughout each game.

Everybody Loses from Time to Time:
Finally, be ready to lose a few games of Warhammer: The Horus Heresy – Age of Darkness! 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 Warhammer World 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!



3.2 RULINGS

Event staff will be prominently visible in the tournament hall throughout the event and hold the final say on all game rules and tournament issues. Individual rulings, however, are never binding precedent - it's a game, not a court of law. Rulings will always be based on correct rules interpretations rather than adhering to previous precedent. When calling for assistance, please be prepared to provide any relevant rules to the particular question.

A Note on Active Judging.

At Warhammer World, our event staff 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 member of the events team. While we will not have staff at every table, and we cannot stop every instance of a minor misplay, our goal here is to make sure all the games at Warhammer World are enjoyable for everyone.

3.3 QUIT POLICY

We expect all players to see the game through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, the final rankings. In the unlikely event that a player does concede before the game has reached its natural conclusion, then the conceding player earns a loss and zero points, The winning player records a win and records as if he had achieved all objectives and counts the entire army as having been destroyed for victory points conditions for that game.

Of course, if you have some kind of emergency that means you can't proceed, just let the event staff know that you are unable to continue playing at the event..



4.0 EVENT FORMAT

4.1 SCORING

At the end of each game, use the provided score sheet to record your results and provide them to the Event Staff table. The Faction (either Loyalist or Traitor) with the most Victory points will be declared the winner. Players will be awarded 3 Victory points for a win and 1 Victory point for a draw.

A Note on Lateness:

Should you arrive late to Round 1 of the event, you may lose your spot to a person on the Waitlist. Assuming your spot is still available, you will be paired with any other late arrivals (again, where relevant) with a mandate to complete your game in the original Round time. A subsequently incomplete game may result in point penalties. If you arrive late to the first round on Day 2 of the event, you may incur a penalty.

4.3 EVENT AWARDS

Our events are multi-faceted; including social, gaming, and artistic components. With that in mind we will award the following prizes:

- All players in the Winning Faction will be rewarded...
- Awards for the players that complete the following (and don't win another award):
 - The Last Man Standing - for the player who has accumulated the most points from models left alive from games over the weekend.
 - Leave None Alive - for the player who has accumulated the most points from models destroyed over the weekend.

4.2 EVENT SCHEDULE

Saturday

09:00 - 09:45	Registration in Bugmans
09:45 - 10:00	Briefing
10:00 - 12:45	Round 1
12:45 - 13:45	Lunch in the canteen
13:45 - 16:30	Round 2
16:30 - 17:00	Break
17:00 - 19:45	Round 3
20:00	Gaming Hall Closes
20:00	Bugmans closes

Sunday

9:00 - 10:00	Bugmans open
10:15 - 13:00	Round 4
13:00 - 14:00	Lunch and Best Army voting
14:00 - 16:45	Round 5
17:15	Awards Presentations

- Invader - for the player who has the most units within 12" of their opponents board edge from games over the weekend.
- God Slayer - awarded to the player who kills the most Primarchs over the weekend.
- Best Painted Army
- Favourite Opponent

Plus other awards to be announced on the day!

4.4 BEST ARMY PAINTING COMPETITION

During the lunch break on day 2 we will hold the Best Army painting competition to celebrate hobbyists who have gone the extra mile in their modelling and painting to create something truly remarkable. Throughout Saturday the event staff will be looking at the armies and will select a short list of entries to be displayed on the Sunday. To enter the army must have been built and painted by yourself and the models must be from the army you are using at the event. Peer judging will take place with the winner earning the Best Army award. The Events Team may specify additional requirements during the event for any unusual or particularly large entries. If you have any queries regarding the competitions, feel free to contact us before the event.

4.5 PAIRINGS

Your opponent for your games will be randomly determined, paired off where possible, Loyalist vs Traitor. If you ever find yourself facing off against a player you have faced previously please contact a member of the events team and we will try and swap where possible.

5.0 TERRAIN

5.1 TABLE LAYOUTS

Terrain will be set out on tables prior to Game 1. Before each game please adjust the terrain to follow the mission or scenario specific rules. If you have any issues with terrain placement please ask one of the Event staff for assistance.



6.0 HEALTH & SAFETY

At Games Workshop, the health and wellbeing of our staff, their families and loved ones, and the wider community in which we operate is our top priority. When you attend one of our events, you can rest assured that we will be doing everything we can to make it as safe and enjoyable a time as possible.

At a minimum, Games Workshop will always follow government guidance in every area in which we operate. Where we feel we should include additional measures to further improve the safety of our community, we will.

At every event, you can certainly expect to see:

- Reduced capacities to help people can keep distanced where possible
- Organisation to reduce crowding and bottlenecks in any particular area
- Measures to reduce sharing of equipment
- Sanitisation stations
- Any more specific details will be communicated with all players closer to the event.

CONTACT US

If you wish to ask any questions, discuss any conversions or to find out more about our events, please feel free to get in touch with us:

Email: whworldevents@gwplc.com

Catch up on all the latest Warhammer World news by finding us on Facebook at Games Workshop: Warhammer World

For more information on our event privacy note please follow the link provided here: [Privacy Policy](#)

