



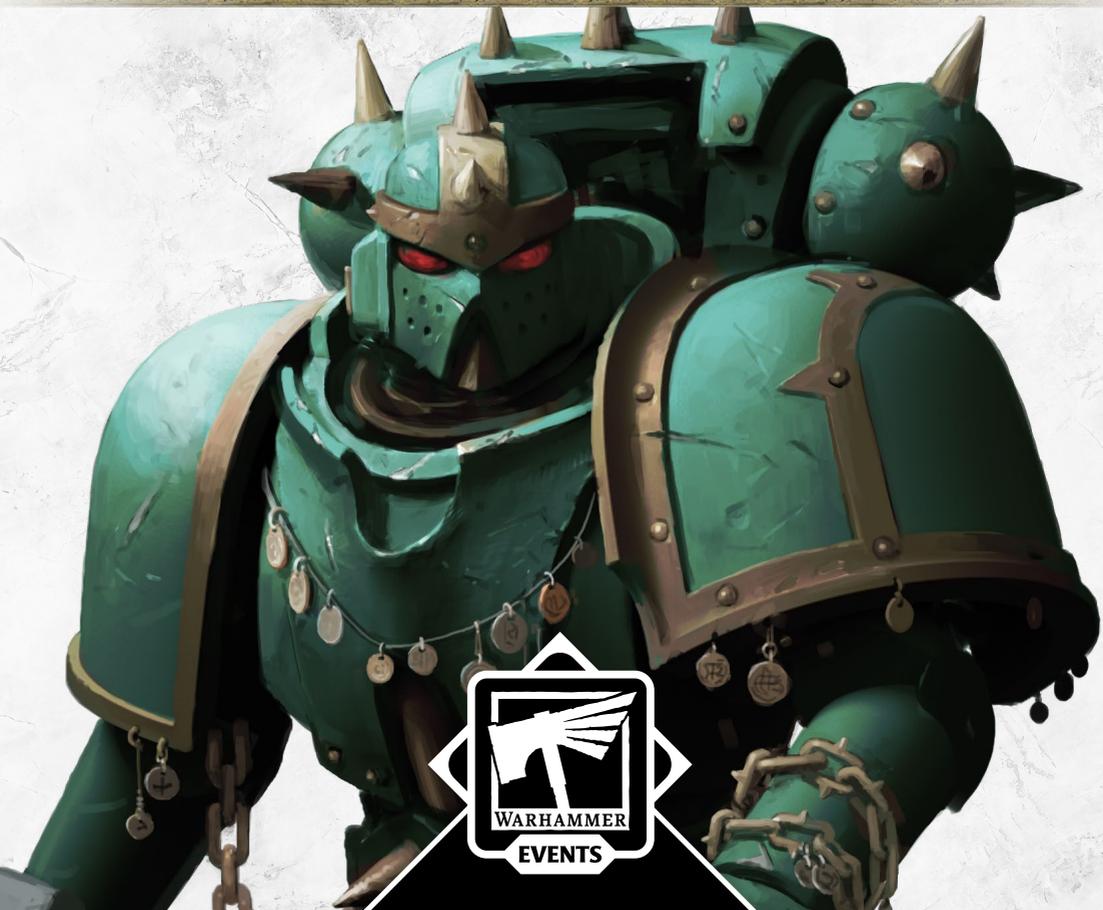
NARRATIVE PLAY

WARHAMMER WORLD

WARHAMMER® THE HORUS HERESY®



Epsilon-Straniwar IX: The Opening Gambit



Epsilon-Stranivar IX: The Opening Gambit

A new conflict has become the focus of an ongoing struggle between the forces of the Emperor and traitorous legions of Horus. After an initial skirmish on key areas of the planet, senior commanders from both sides have now been tasked with taking control of Epsilon Sranivar IX. Troops have been landing on the Eastern continent and are looking to claim this vast territory for their own. Who ever controls it can use it as a base of operations to strike outwards and take control of the World, which will act as a key staging post for dominating the rest of the system.

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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:** Clash of Arms Missions (see Event Format)
- No. of Games:** Four
- 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 HORUS HERESY ARMY CONSTRUCTION

For this event each player may select up to three different 3000 point armies, 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. They do not have to be the same Legion, but you do have to stick within your faction.

During the event you will be deployed to different Battle zones on the Eastern continent of Epsilon-Stranivar IX where your Commander will allocate you certain tasks. To that end we recommend that you bring a force that is capable of defending and holding objectives, an offensive force that can attack a fortified position, and then a third force.

Each player's army lists 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 lists, 1 for your opponents and 1 for yourself to reference.

2.2 ADEPTUS TITANICUS FORCES

During the event if yourself and your opponent would prefer there will be limited options to also replace one or more of your Heresy games with a game of Adeptus Titanicus. If this appeals to you then you can also bring along an Adeptus Titanicus force. We recommend using forces that do not exceed 1500pts and follow the standard rules for force organisation and game play to allow plenty of time to enjoy your game.

2.3 AERONAUTICA IMPERIALIS SQUADRON CONSTRUCTION

There will also be Aeronautica boards available in the hall so that factions can dominate the skies above Epsilon Stranivar IX. If this appeals to you then you can also bring along an Aeronautica Imperialis fleet.

The Points limit for this event is 120 points. Each player is required to write two squadron lists totalling 120 points each. Each scenario type from the Aeronautica Imperialis Companion has certain criteria for a force (for example the Duelling Aces scenario requires at least one fighter or bomber). Players should keep this in mind when writing the two lists to ensure they can meet each scenario's requirements with at least one of their two lists.

Squadron rosters should be presented in an easy to read format.

2.4 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 Painting can be found here: [Introducing Battle Ready](#)

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 EVENT FORMAT

3.1 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 player (either Loyalist or Traitor) with the most Victory points will be declared the winner.

At the end of each game you and your opponent will need to record your results. This should be done on the event scorecard (if required) and handed in as soon as possible.

3.2 BATTLE ZONES

For this event we will be splitting the Warhammer World Gaming Hall into different Battle Zones, representing different key areas of the ongoing war.

Each round players will be placed into one of these Battle Zones by their Commander (see 3.7 Pairings). After each round the Faction with the most victories in each Battle Zone will claim the zone for the round and crucially will be helping their faction come one step closer to Final Victory over the other.

At the end of the event the Faction who has secured the most Battle Zones will win the event, claiming the Eastern Continent for their Commander.

3.3 MISSIONS

We will be using four of the scenarios from the Clash of Arms mission card deck during the weekend, which will also have some custom secondary rules that will be announced closer to the event.

4.3 EVENT SCHEDULE

Saturday

09:00 - 10:00	Registration in Bugman's Bar
10:00 - 10:15	Briefing
10:15 - 10:30	Faction Briefing
10:30 - 13:30	Round 1
13:30 - 14:30	Lunch in the canteen
14:30 - 14:45	Faction Briefing
14:45 - 17:45	Game 2
18:15	Event Update
18:30 - 19:30	Faction Dinner
20:00	Gaming Hall Closes
20:00	Bugmans closes

Sunday

09:00 - 09:45	Bugman's open
09:45 - 10:00	Event Hall opens and Faction Briefing
10:00 - 13:00	Round 3
13:00 - 14:00	Lunch and Best Army voting
14:00 - 14:15	Faction Briefing
14:15 - 17:15	Round 4
17:45	Awards Presentation

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.

3.0 EVENT FORMAT (CONT.)

3.5 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
- Best Painted Army (1st, 2nd, 3rd)
- Best Painted Army - Judges Choice
- Favourite Opponent

3.6 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.

3.7 PAIRINGS

Your Faction commander will assign you to a Battlezone during the Faction briefing.



4.0 THE PLAYERS CODE & POLICIES

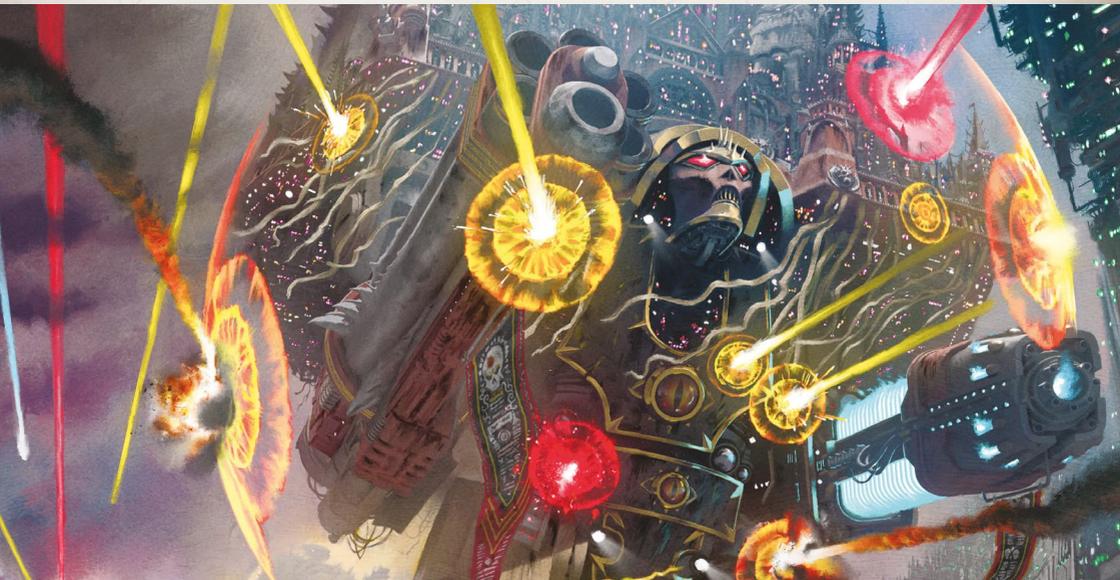
4.1 PLAYER CONDUCT POLICIES

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!



4.2 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.

4.3 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..



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.

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](#)

