



NARRATIVE PLAY

WARHAMMER WORLD

# WARHAMMER® THE HORUS HERESY®



## The Siege Of Kylax City



# The Siege Of Rylax City: A Horus Heresy Narrative Team Event

War has come to Rylax City.

After an initial skirmish on key areas of the planet, senior commanders from both sides have now been tasked with taking control of Rylax City. Forces now gather inside the walls as the traitors continue to bombard the city and weaken its defences from within. Will you bolster the defences or help drive the Imperials from their defences?

Team Events are an exciting type of event that allows you to assemble your very own group of friends and gaming partners. Instead of taking on the event alone, you and your friends can stand together as a team, fighting on behalf of The Emperor of Mankind or The Warmaster Horus. Being able to enjoy the experience of an event together is one of the best aspects of a Team Event, and often why Team Events are remembered so fondly by those who attend them.

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## 1.0 EVENT ESSENTIALS

**System: Warhammer:** The Horus Heresy – Age of Darkness

**Registration:** Saturday at 9:00 AM.

**Location:** Warhammer World, Willow Rd,  
Lenton, Nottingham, NG7 2WS

**Battle Size** 3000 points per player.

**Board Size:** 72" x 48"

**Missions:** Found in the Siege of Cthonia book  
(See Event Format)

**Number 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.

**Other Activities:** Lunch included on both days.

Free exhibition entry.

Saturday evening Team Dinner

# Defence of the Emypyrea Air Fields

Sarrock and his Tyrant Siege Terminators wreaked havoc as they advanced, ruthlessly gaining ground from the Loyalist forces. The area was bombarded with Frag missiles, chaos reigning in every direction. Sarrock's voice boomed through the vox, commanding, "We move now to capture the command tower! Show no mercy, cut down anything that dares stand in our way!"

Ahead, the defenders of the command tower had taken cover, anticipating the onslaught. Suddenly, a flash of blinding light followed by billowing smoke engulfed Sarrock and his men, and from within the smoke clouds emerged multiple Secutarii Peltasts. Unfazed, Sarrock rallied his siege Tyrants, shouting, "To me, my brothers!" They quickly formed a defensive formation around him and clashed with the Secutarii Peltasts, swiftly overpowering them.

In the distance, the remaining Secutarii desperately held their ground, seeking any available cover as a last-ditch effort to prevent Sarrock from achieving his final victory. Determined, Sarrock declared, "Now, we take the Command Tower. Sergeant, eliminate those pitiful defenders!" The sergeant acknowledged the order and directed the squad to focus their fire on the remnants of the defending forces.

Once again, the air filled with smoke as the squad unleashed a relentless barrage on the Secutarii defenders. Debris, metal parts, and body parts were sent flying into the air. Sarrock grinned triumphantly as he surveyed the aftermath. He contacted the front lines via vox, reporting, "Tell Mortarion that we have secured the Emypyrea Airfields as instructed."



## 2.0 ASSEMBLING A TEAM

### 2.1 TEAM SIZE

This event will be for teams of four players.

### 2.2 NOMINATING A TEAM CAPTAIN

Much like how Rogal Dorn musters the defences of Terra, a Team Captain helps to make sure the team has all the information they need before and during the event. The Team Captain will be responsible for things like organising list submission, collecting and handing in results at the end of each round and passing on any information from the Event Organiser to the rest of their team. It's usually best for the most organised or experienced person to take on this responsibility, as it will often ensure that things run nice and smoothly!

### 2.3 BUILDING THE ARMIES

For this event each player in the team will have a 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. However, as players are competing as part of a team, there are a few things they will need to take into account when building their armies.

### 2.4 RULE OF ONE

As players are working together as a team, it makes sense that they wouldn't be able to use the same named characters, Warlord Traits or Rites of War across the team– as much as they might like to! Abbadon and Sigismund may be amongst the mightiest heroes in the age of The Horus Heresy, but not even they can be in two places at once!

### 2.5 ARMY ROSTERS AND LIST SUBMISSION

Once you are happy with your armies, you must record them on army rosters. All text must be clearly readable for us and your opponent to check. You must use the same army rosters for each game, and all choices available to you must be noted down on your army roster.



## 2.6 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](mailto: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](mailto:whworldevents@gwplc.com) for approval.

# The Battle for Rylax City

Sergeant Kasten leaned wearily against the hull of a burned-out Rhino. The air was thick with the piercing screams of rockets and jetbikes. He couldn't help but wonder if victory or defeat hung in the balance, their fate uncertain. Then, a familiar sense of alarm tingled across his scalp. "Firing line on me, squad, move, move, move!" he commanded, and his squad quickly fell into position with well-practised precision.

Suddenly, he spotted it—a flash of gold and white streaking across the battlefield, heading straight toward them. "Hold your ground!

No retreat; we make our stand here!" he declared firmly. "By Olympia's Hells!" his vexillarius exclaimed, "That's the Khan!"

Fear threatened to shake his squad's resolve, but Kasten was determined not to falter. "WE WILL HOLD HERE!" he shouted.

"Fire on my mark... Mark!" The staccato rattle of Shrapnel bolters erupted as they combated the thunderous howl of the jetbike hurtling toward them. "Empty your magazines, NO RESPITE, FIRE, FIRE, FIRE!" Kasten urged. To his relief, he realised their rounds were finding their mark. The Khan's bike crashed into the dirt, the Primarch seemingly lifeless in the saddle.

"For the Fourth!" Kasten roared in triumphant defiance,  
"For victory!"



## 3.0 EVENT FORMAT

### 3.1 SCORING

At the end of each game, the Team Captain will use the provided score sheet to record their teams results and provide them to the Event Staff table.

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

### 3.2 BATTLE ZONES

For this event we will be splitting the Warhammer World Gaming Hall into different Battle Zones. Each one will represent a different key area of the ongoing war in Rylax City.

Each round Teams will be placed into one of these Battle Zones by their Faction 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 Rylax City for their Faction Commander.

### 3.3 MISSIONS

For this event, we will be using four of the scenarios found in the Siege of Cthonia book. A list of these will be made available at the start of the event.

## 3.4 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 - 10:45	Round 1 Pairings
10:45 - 13:30	Round 1
13:30 - 14:30	Lunch in the canteen & Vehicle Painting Competition
14:30 - 14:45	Faction Briefing
14:45 - 15:00	Round 2 Pairings
15:00 - 18:00	Round 2
18:30 - 19:30	Faction Dinner and Quiz
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 - 10:15	Round 3 Pairings
10:15 - 13:00	Round 3
13:00 - 14:00	Lunch and Best Army voting
14:00 - 14:15	Faction Briefing
14.15 - 14.30	Round 4 Pairings
14:30 - 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
- Favourite Army (1st, 2nd, 3rd)
- Best Painted Army: Traitors - Judges Choice
- Best Painted Army: Loyalists - Judges Choice
- Favourite Team
- Vehicle Painting Competition

### **3.6 FAVOURITE PAINTING COMPETITION**

During the lunch break on day 2 we will hold the Favourite 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 Favourite 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.

### **3.6A VEHICLE PAINTING COMPETITION**

During the lunch break on Day 1, players will be asked if they would like to enter a single Model from their army into one of the categories, Vehicle, Dreadnought/Automata, Flyer or Lord of War - Vehicle. Peer Judging will take place during the lunch break on the Saturday, the winner earning The Best Vehicle 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.

### **3.8 TEAM PAIRING SYSTEM**

Once the teams have been matched up to their battlezones, it's time to decide who plays who from each team - this is done by the team's captain. Captains will review the battlefields and allocate their forces to each battlefield. This is done by placing the corresponding Player card onto the table facing down. Once all cards from both sides have been allocated then they are flipped to reveal who is playing who.

# The Assault on Sigil X Manufactorium Zone 4

Warsmith Cleomenex stared at the enemy Fellblade with utter contempt. It had ruthlessly decimated his brothers, and a seething rage began to consume him. “Prax, raise the standard. I will handle this myself!” he commanded, his determination unwavering. Leading his loyal Terminator guard, he charged forward with a purpose.

Antoninus clambered onto the Fellblade’s hull, expertly slicing through the formidable plate armor and into the driver’s compartment. The driver’s demise resulted in a gory fountain of blood. Meanwhile, Cleomenex, with raw strength, ripped the crew door from its hinges, relentlessly slashing and cutting through the crew with his deadly blade.

Suddenly, a blinding flash engulfed the battlefield as the Fellblade’s reactor detonated. The explosion hurled Cleomenex and his squad through the air, their bodies soaring like flakes of ash. As the dust settled, Cleomenex rose to his feet, relieved to find his squad intact. Yet, the aftermath was devastating—tanks and Astartes from both sides lay torn apart.

Unfazed, Cleomenex howled his triumphant roar to the sky, “IRON WITHIN, BROTHERS, IRON WITHOUT!” His defiance echoed through the chaos, a testament to the indomitable spirit of the Iron Warriors.



## 4.0 TERRAIN

### 4.1 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.

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## 5.0 THE PLAYERS CODE & POLICIES

### 5.1 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!

## 5.2 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.

## 5.3 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..



# Silent Death

The Vindicare patiently waited, having held this position for over three days without being discovered. The Emperor's Children were starting to gather on the outskirts of the Manufactorum buildings, but his intended target had not yet appeared. As Rhino transports came into view, heading towards the muster point, the Vindicare shifted to a more exposed but strategically advantageous position to take out his mark.

As the Rhinos arrived and disgorged their cargo, Tactical Marines formed ranks alongside some kakophoni who were already assembled. Then, he spotted his prey—the Apothecary of the 3rd Legion. The Vindicare carefully aimed, choosing the perfect spot for a lethal shot, and pulled the trigger. The round was nearly silent until it found its mark, and the Apothecary was hit. Blood and gore spewed from the wound as he fell to the ground, clutching at the entry point. The mission was accomplished; the target was eliminated, and the Vindicare was ready to return to base for his next assignment—or so he thought.

Below, the Emperor's Children scrambled, searching for the elusive attacker, but no one could lay eyes on the Vindicare. Suddenly, the kakophoni turned in unison and unleashed a barrage from their unholy weapons. The deafening soundwaves increased, pinning the Vindicare in place. The kakophoni relentlessly continued their assault, tearing the Vindicare apart with their sonic weaponry.



## 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.

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## 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](mailto:whworldevents@gwplc.com)

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# The Plains of Orthrya (Dorn's Folly)

Mortifactor Drael of the Ironwing 9th Order, 1st Legion, was the first to take the field on the treacherous Plains of Orthrya, while the relentless World Eaters charged headlong at the Loyalist commander. Gunshots and explosions echoed through his ears as a squad of Rampagers tore into his bodyguard. Amidst the chaos, a massive shell exploded just meters away from Drael, sending him crashing to the ground. As he struggled to recover, he realized that his forces were retreating, leaving him cut off and without any assistance.

Suddenly, emerging from a swirling dust cloud, the formidable Kharn appeared. The World Eaters' unstoppable force continued his bloodthirsty charge towards Drael. With acute combat senses kicking in, Drael managed to rise to his feet just in time to meet Kharn's deadly strikes. The Bloodthirster's rage was palpable as Drael skillfully parried blow after blow, trying to stay alive in the face of this terrifying opponent.

In a fleeting moment of opportunity, Drael saw his chance to strike back. With all his strength, he forced Kharn back, knocking him to the ground. Seizing the advantage, Drael moved in for the kill. However, fate had other plans, as a stray shell exploded nearby, sending both combatants flying in opposite directions. As Drael regained his footing, he saw that Kharn lay motionless on the ground. Had he managed to take down the World Eaters' Captain? There was no time to find out, as Drael had to rejoin his forces immediately.

The fate of Kharn remained uncertain, leaving a lingering question mark on the outcome of this fierce and deadly clash.

