



MATCHED PLAY

WARHAMMER WORLD

WARHAMMER
THE HORUS HERESY

— LEGIONS —
IMPERIALIS™



HORUS HERESY: LEGIONS IMPERIALIS

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 a Warhammer: The Horus Heresy - Legions Imperialis 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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1.0 EVENT ESSENTIALS

System:	Warhammer: The Horus Heresy - Legions Imperialis
Registration:	Saturday at 9:00 AM.
Location:	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
Board Size:	60" x 48"
Missions:	Matched Play missions from the Legions Imperialis rulebook
Number of Games:	Five
Army Size:	not to exceed 3,000 points
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 following the rules for Mustering an Army that can be found in the Legions Imperialis rulebook.

Each player's army list should be presented in a clear format with all relevant weapon selections and detachment upgrades along with 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 experience. Painting your miniatures, taking them from bare plastic to fully realised warriors, is also one of the most satisfying parts of the Warhammer hobby.



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 a Battle Ready standard. Battle Ready models have their main areas coloured and a simple finish on their bases. Check out our Battle Ready tutorials for inspiration or head to your local Warhammer store where the friendly staff can help you find the paints you need and answer your questions. Below are some examples of models painted to a Battle Ready standard.

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 whworlddevents@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:

Wherever possible, please base your models according to their current boxed kit. As with other exceptions, if you wish to have a model reviewed, please email whworlddevents@gwplc.com for approval.



3.0 EVENT FORMAT

3.1 SCHEDULE

Saturday

09:00 - 10:00	Registration in Bugman's Bar
10:00 - 10:15	Briefing
10:15 - 13:00	Round 1
13:00 - 14:00	Lunch in the Canteen
14:00 - 16:45	Round 2
16:45 - 17:15	Break
17:15 - 20:00	Round 3
20:00	Gaming Hall and Bugman's Close

Sunday

09:00 - 10:00	Registration in Bugman's Bar
10:00 - 12:45	Round 4
12:45 - 13:45	Lunch in the Canteen
13:45 - 16:30	Round 5
17:15	Awards
18:00	Warhammer World closes

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.

3.2 PAIRINGS

Your opponent for your first game will be randomly determined. Subsequent rounds will pair players by the following criteria:

- By record (i.e. the number of wins, losses and draws)
- By win path (i.e. the timing of the rounds in which a player won or lost their games)
- Randomly within players of the same ranking

If you ever find yourself facing off against a player you have faced previously please contact a member of the events team.

3.3 SCORING

At the end of each game please input your scores into the Best Coast Pairings Player app. These will then be used to calculate the Best General standings.

3.4 BEST GENERAL

The overall winner will be determined using the following criteria:

- By overall record (wins, losses and draws)
- By their opponents' win records (i.e. those with more wins against opponents with better win records would place higher), sometimes referred to as Strength of Schedule
- By total Victory points (VP)

3.0 EVENT FORMAT (CONT.)

3.5 EVENT AWARDS

The Warhammer 40,000 hobby is multi-faceted; including social, gaming, and artistic components. With that in mind we will award the following prizes:

- Best General 1st, 2nd, 3rd - these will be the players with the best record over the weekend
- Favourite Army (player voted) 1st, 2nd, 3rd
- Best Painted Army (judge voted)
- Favourite Opponent

3.6 FAVOURITE ARMY PAINTING COMPETITION

During the lunch break on day 1 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. Any player wishing to enter should bring their army to the cabinets at the front after game 1. To enter the army must have been built and painted by the player using it 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.



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.

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..



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](#)

