



MATCHED PLAY

WARHAMMER WORLD

WARHAMMER
THE HORUS HERESY

— LEGIONS —
IMPERIALIS™



HORUS HERESY: LEGIONS IMPERIALIS GALAXY AT WAR

Galaxy at War is a single day tournament for Legions Imperialis. Whether you're a newer player, an experienced veteran, or a fantastic hobbyist itching to show off your recently painted models, this event is a perfect opportunity to spend a day with like-minded hobbyists.

This document covers the specific details for this event. Please refer to the Weekday Warhammer Overview and Guidelines Document for full details regarding the policies, model requirements and the painting competition rules that will be present at this event-, which can be found [here](#).

EVENT ESSENTIALS

System:	Warhammer The Horus Heresy: Legions Imperialis
Registration:	8th May, 2024 at 10:00 AM
Location:	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
Battle Size:	1500 points
Board Size:	4ft x 4ft
Missions:	Selected from the Missions found on pages 105 - 117 of the Rulebook
No. of Games:	Three
Tools of War:	Attendees are expected to bring their army, dice, a tape measure, all relevant rules publications, and a copy of their army roster.

ARMY CONSTRUCTION

You will require an army of no more than 1,500 points to play at this event. Details for choosing your army can be found in the Mustering An Army section of the Rulebook on pages 126 - 129.

Army lists should be presented in an easy to read format. Please ensure you record all relevant weapon selections and detachment upgrades along with anything else that should be selected prior to a game, avoiding any extraneous information.

SCORING AND PAIRING

The overall winner will be determined by the number of victories achieved at the event. Players will then be split by the total amount of Victory Points achieved during the event followed by their strength of schedule.

Your opponent for your first game will be randomly determined. Subsequent rounds will be organised using a swiss system, following the above ranking. If you ever find yourself facing off against a player you have faced previously please contact a member of the events team.

PAINTING COMPETITION

The Worlds of Warhammer painting category for this event is: Detachment. You may submit any number of models that fulfil a single detachment from your army into the competition.

SCHEDULE.

10:00 - 10:25 – Registration in the Gaming Hall
10:25 - 10:30 – Event Briefing
10:30 - 12:15 – Game 1
12:15 - 13:15 – Lunch and painting competition voting
13:15 - 15:00 – Game 2
15:00 - 15:30 – Break
15:30 - 17:15 – Game 3
17:15 - 17:45 – Break
17:45 - Awards Presentation
22:00 - Warhammer World Closes



TERRAIN

Terrain will be set out on tables prior to Game 1. Before each game please adjust the terrain to follow any rules for objective and terrain placement.

AWARDS

The awards for this event will be as described in the Weekday Warhammer Overview and Guidelines Document