



NARRATIVE PLAY

WARHAMMER WORLD

WARHAMMER<sup>®</sup>  
THE HORUS HERESY

— LEGIONS —  
IMPERIALIS<sup>™</sup>



# HORUS HERESY: LEGIONS IMPERIALIS A SECTOR ABLAZE

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 -<br>Legions Imperialis  |
| Registration:     | Saturday at 9:00 AM.   |
| Location:         | Warhammer World, Willow Rd,<br>Lenton, Nottingham, NG7 2WS   |
| Board Size:       | 60" x 48"  |
| Missions:         | TBA  |
| Number of Games:  | Five   |
| Army Size:        | See Army Construction  |
| Tools of War:     | Attendees are expected to bring<br>their army, dice, a tape measure,<br>two copies of each of their<br>army lists, and all relevant rules<br>publications.   |
| Refreshments:     | Lunch is included both days of the<br>event. A water machine for refilling<br>bottles is present in the gaming<br>hall. Drinks, snacks & additional<br>meals are available to purchase<br>from Bugman's Bar. |
| Other Activities: | Painting competition and free<br>exhibition entry  |

## 2.0 ARMY CONSTRUCTION & PAINTING

### 2.1 ARMY CONSTRUCTION

For this event, each player must write two 1500-point lists, one 2000-point list, and one 3000-point army list following the rules for Mustering an Army as found in the Legions Imperialis rulebook. These army lists must be drawn from the same faction and Allegiance.

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.

The two 1500-point army lists should be themed around one attacker and one defender-style list.

The 2000-point list should be themed as an all-rounder list, as should the 3000-point list.

Please bring along two copies of all your lists: one for your opponent and one 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 scratch-built components) and must 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 it represents. 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:

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

## 2.0 ARMY CONSTRUCTION & PAINTING (CONT)

### 2.3 OBJECTIVE MARKERS

For this event, we require all players to bring along two extra Objective Markers. These will represent your Forward Operating Bases. These should be on 40mm bases and modelled appropriately. They must look unique and stand out from your standard Objective Markers.

Note: As these Markers are an integral part of the narrative, these Objectives may be “stolen” during games. They will, of course, be returned to the owning players at the end of the event, but please bear that in mind while constructing them.



## 3.0 EVENT FORMAT

### 3.1 SCHEDULE

#### Saturday

|               |  |
|---------------|--|
| 09:00 - 10:00 | Registration in Bugman's Bar                             |
| 10:00 - 10:15 | Briefing   |
| 10:15 - 10:30 | Faction Briefings  |
| 10:30 - 12:30 | Round 1<br>(1500-point Game)                             |
| 12:30 - 13:30 | Lunch in the Canteen & Best Objective Marker Competition |
| 13:30 - 13:45 | Faction Briefings  |
| 13:45 - 15:45 | Round 2<br>(1500-point Game)                             |
| 15:45 - 16:00 | Break  |
| 16:00 - 19:45 | Round 3<br>(3000-point Game)                             |
| 20:00         | Gaming Hall and Bugman's Close                           |

#### Sunday

|               |  |
|---------------|--|
| 09:00 - 10:00 | Registration in Bugman's Bar                 |
| 10:00 - 10:15 | Faction Briefings                            |
| 10:15 - 13:00 | Round 4<br>(2000-point Game)                 |
| 13:00 - 14:00 | Lunch in the Canteen & Best Army Competition |
| 14:00 - 14:15 | Faction Briefings                            |
| 14:15 - 17:00 | Round 5<br>(2000-point Game)                 |
| 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 (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 win record.

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 round, please log your scores on the scoresheet provided and hand it in to a member of the events team.

### 3.4 EVENT AWARDS

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

- Winning Faction - The faction with the highest wins
- Favourite Army (player voted)  
1st, 2nd, 3rd
- Best Army Judges Choice Loyalist & Traitor (judge voted)
- Favourite Opponent Loyalist & Traitor (player voted)
- Best Objective Marker (player voted)



## 3.0 EVENT FORMAT (CONT.)

### 3.6 FAVOURITE ARMY 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. Any player wishing to enter should display their 3000-point army on the table that they have played on, along with their player number so other participants can clearly see which armies are up for entry. 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.

### 3.7 OBJECTIVE MARKER COMPETITION

During the lunch break on day 1, we will be holding a special competition to reward the players who have gone above and beyond with their Objective Markers representing their Forward Operating Bases. This competition is open entry and will be voted on during the lunch break.



## 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 – Legions Imperialis 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 – Legions Imperialis! 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.

## 5.2 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, the conceding player earns a loss and zero points, while the winning player records a win 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.

Any more specific details will be communicated with all players closer to the event.

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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)

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](#)

