



NARRATIVE PLAY

WARHAMMER WORLD

WARHAMMER[®] THE HORUS HERESY[®]



The Siege of Stromhelm



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A Warhammer: The Horus Heresy Campaign Weekend

The Siege of Stromhelm - 011.M31

On the edge of the dark domain Horus had built around the Istvan system, Stromhelm stood as a mighty fortress on the edge of the Ultima Segmentum. An ancient enclave of Humanity, its sprawling cities and towering macro-fortifications had survived centuries of attack by marauding xenos and joyfully pledged its might to the cause of the Emperor when his fleets finally reached them as part of the Great Crusade. When Horus' emissaries came to them with honeyed words and promises of riches and glory to tempt them into treachery, Stromhelm once more stood strong in defiance. Horus was quick to loose his armies upon Stromhelm, and where once he had offered riches, he now offered only death - for Stromhelm must burn as an example to all those worlds in the Ultima Segmentum that might defy him.

Eager to curry favour with the Warmaster, petty warlords from all of the Traitor legions flocked to Stromhelm, seeking to earn a place in Horus' vanguard by the destruction of that world. They were met not only by Stromhelm's own warriors, but by the Space Marines of many legions - the survivors of Istvan, Baal and Honourum, the scattered remnants of dozens of failed battles now pledged to stand or die in the defence of Stromhelm. By 011.M31, Horus had turned his main force towards distant Terra and Stromhelm still resisted, though it had paid dearly for its defiance. Among the ruins of its cities and the blasted walls of its fortresses, the Loyalists gathered their forces, for in orbit had gathered a mighty host of Traitors. Horus had ordered that all distractions be ended, that his full might be turned on Terra. Stromhelm's final hour had come - either to be crushed beneath the heel of a Tyrant or to stand as a beacon of resistance.

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1.0 EVENT ESSENTIALS

System:	Warhammer: The Horus Heresy – Age of Darkness
Registration:	Saturday 22 November at 9:00 AM
Location:	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
Battle Size:	3,000 points
Board Size:	72" x 48"
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, two copies of their Army List and all relevant rules publications.
Other Activities:	Lunch is included on both days, along with a Faction dinner on Saturday night. Free exhibition entry.

2.0 ARMY CONSTRUCTION AND PAINTING

2.1 HORUS HERESY ARMY CONSTRUCTION

For this event, we will be following the army construction steps in the core rulebook (Page 278) with the following adjustments, highlighted in **Bold**:

1. Set Points Limit. **This is set to 3,000 points.**
2. Select Mission. **These will be pre-set and announced during the event.**
3. Select Allegiance, Army list and faction for primary Detachment. **Your Allegiance will be set to the ticket you have purchased.**
4. Fill force organisation slots in the primary Detachment. **When selecting units for the Primary Detachment, named characters cannot be selected for your Army Lists. These are units with the Unique sub-type.**
5. Select and fill additional Detachments. **When selecting units for any additional Detachments, named characters cannot be selected for your Army Lists. These are units with the Unique sub-type.**
6. Complete Army roster. **Your Army roster should be completed before the event and will not change during the event.**

Each player's Army Lists should be presented in a clear and concise format. Relevant weapon selections, unit upgrades, and anything else that should be selected before a game should be included, avoiding any extraneous information.



2.0 ARMY CONSTRUCTION AND PAINTING

2.2 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 can be found at Warhammer-Community.com: [What is Battle Ready?](#)

Each miniature must accurately represent its entry on your Army roster.

Many players “scratch build” or heavily convert elements of their miniature 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 miniature they represent. You may not gain a benefit from converted miniatures, but may incur penalties.

For any converted or scratch built miniatures, you must seek permission from whworldevents@gwplc.com including photos of the miniatures 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.

Many miniatures are no longer produced on the bases they originally came with. Wherever possible, base your miniatures according to their current boxed kit.

If you wish to have a miniature reviewed, please email whworldevents@gwplc.com for approval.

3.0 EVENT FORMAT

3.1 SCORING

At the end of each game, fill in your scores to record your results and provide them to the event staff. The player (either Loyalist or Traitor) with the most Victory Points will be declared the winner.

3.2 BATTLE ZONES

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

Each round, players will be placed into one of these Battle Zones by their Commander. 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.



3.3 EVENT SCHEDULE

Saturday

09:00 - 10:00	Registration
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 and Favourite High Command, Command and Warlord Competition
14:30 - 14:45	Faction briefing
14:45 - 17:45	Round 2
18:15	Event update
18:30 - 19:30	Faction dinner and evening activity
20:00	Gaming hall closes
20:00	Bugman's Bar closes

Sunday

09:00 - 09:45	Bugman's Bar opens
09:45 - 10:00	Gaming hall opens and faction briefing
10:00 - 13:00	Round 3
13:00 - 14:00	Lunch and Favourite Army voting
14:00 - 14:15	Faction briefing
14:15 - 17:30	Round 4
17:45	Awards presentation

A Note on Lateness:

Should you arrive late to the first round 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 the second day of the event, you may incur a penalty.

3.0 EVENT FORMAT (CONT.)

3.4 EVENT AWARDS

Our events are multi-faceted, including social, gaming, and artistic components. With that in mind, we will award the following prizes:

- Favourite Army (1st, 2nd, 3rd)
- Best Army - Judges' Choice Traitor and Loyalist
- Favourite High Command or Command
- Favourite Opponent Traitor
- Favourite Opponent Loyalist

3.5 FAVOURITE HIGH COMMAND OR COMMAND UNIT PAINTING COMPETITION

During the lunch break of the first day we will hold the Favourite High Command or Command unit painting competition to celebrate those players who have gone the extra mile in creating one of these units. This competition is open entry and will be voted on during the lunch break. To enter this competition, miniatures must have been built and painted by the players themselves and the miniatures must be from the army you are using at the event.

3.6 FAVOURITE ARMY PAINTING COMPETITION

During the lunch break on the second day, 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 miniatures 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 PAIRINGS

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

4.0 TERRAIN

4.1 TABLE LAYOUTS

Terrain will be set out on tables before the first game. 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 AND 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. 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:

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 with 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 Gaming 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, 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 AND 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.

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 via email at whworlddevnets@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](#).

