WYSIWYG.Events presents

***Quintus Undecimus***

A Horus Heresy Event at JustPlay

04/11/23

**Setting**

“*Quintus Undecimus, located in the heart of the galactic core. Unremarkable, except for one unique planet, Manufactorum 05-11. Rich in unique chemicals necessary in the production of phosphex, 05-11 was under the control of the IVth legion even before the Istvaan atrocities. Now Loyalist forces attempt to take control of the planet and its volatile refineries. Denying the Warmaster of his phosphex caches and bolstering their own armouries. However, a shadowy third party is at play. A self-proclaimed guardian of Quintus Undecimus and 05-11. His goals and allegiance are unknown. The name Gaius is whispered by the populace in fear and awe……”*

**The Event**

A one day, stand alone, event. ***Quintus Undecimus*** will consist of 3 bespoke, narrative driven missions, pitching the Traitor Legions and their Allies against the Loyalists forces.

Set in the Quintus Undecimus War Zone, 12 players will wage war on 6x4ft tables for possession of the Manufactorum World 05-11, while a rogue element pursues its own agenda…

Games will be fought against random opponents from the opposite faction and the outcome of each game will have an effect on the final round, which faction wins the day, and the fate of 05-11.

**Tickets**

£20 – Please choose to fight for the Traitors or Loyalists.

**List Submission**

Players are to attend with a 2000-point force which must be **traitor** or **loyalist,** as per the ticket purchased.

Please also prepare a 1000-point list in case an odd number of players attend, and a randomised multiplayer battle needs to be played each round.

As a narrative event, players are asked to focus on bringing a fun list for both themselves and their opponents. Please avoid tailoring your lists to be too “competitive”.

Lists to be submitted by Friday the 27th of October to allow time for list vetting and any feedback. Please feel free to submit your lists sooner though.

Army list submission and questions are to be sent to Marc at WYSIWYG.Events@Outlook.com or on the Just Play Horus Heresy Whatsapp Group.

**Event Army List Restrictions**

The following restrictions are in place for this event:

* No more than 2 Dreadnoughts of any kind in each list.
* Titans and Primarchs may not be used in this event. (Primarchs were busy elsewhere at this point of the Heresy and the destructive weapons used by Titans were deemed too volatile for this warzone…)
* Knights **ARE** allowed, but please maintain balance within your list and avoid being “knight heavy”.
* Legio Custodes  **ARE ONLY** allowed at this event as an allied detachment. A maximum points spend of 750 points on Legio Custodes units is in place. (The 10,000 were otherwise engaged in the Webway)
* Unique Characters **ARE** allowed.
* Siege of Cthonia rules will be in use, as well as the most up to date FAQ’s and Legacy/Exemplary units.

**Painting and Modelling**

As this edition of Horus Heresy has been out for over a year now, we understand that players may be branching out to 2nd, 3rd, even 4th armies! Or that you may have a few units sitting in the wings that you haven’t had the chance to use in anger yet.

So, for this event **painting standards** are lowered to:

* 50% of your unit count must be fully painted (minimum 3 colours, detail painted, and bases textured and fully coloured).
* The remaining 50% of your unit count must be at least undercoated in the correct/obvious colour for the legion/force they represent.
* Bases also to be at least fully undercoated and presented tidily. (No undercoating over spray!)
* Models are to be fully built.

**Event Schedule**

10.30: Doors open and registration.

11.00: First Round Begins.

13.30: Lunch Break.

14.00: Round 2 Begins.

16.30: Round 3 Begins.

18.30: Event Ends, Narrative Epilogue, Presentation.

**Contact**

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