

WYSIWYG.EVENTS

Defiant

A Horus Heresy Event at JustPlayGames Liverpool

28/09/2024

Setting

“In the Cyclops system, the Traitor blockade once again attempts to claim the Forgeworld of Mezoa for the Warmaster. Stalwart in its defence, the last Loyalist beacon of hope in the cluster. Highly volcanic and temperamental. Mezoa stands defiant!”

The Event Format

A one-day event. The day will consist of 3 bespoke, narrative driven missions, pitching the Traitor Legions and their Allies against the Loyalists forces.

12 players will wage war across 6x4ft tables. The Traitors once again trying to storm the heavily militarised Forgeworld of Mezoa.

This is not a competitive event. There may be individual prizes for strange occurrences or achievements. But there are no personal awards for winning the most games or scoring the most victory points. Games will be fought against random opponents from the opposite faction. The outcome of each game will influence the final round and which faction wins the day.

There will be a prize for the “Rule of Cool” – Best Mechanicum unit. Voted for by the players. For this competition only, a Mechanicum unit is defined as: any unit from Liber Mechanicum, any unit with the Automata unit type, any unit with the Corrupted Engine unit type and all Knights.

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 multiplayer game needs to be played each round.

Lists to be submitted by **Friday the 20th of September** 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.

Tickets

£20 – Please purchase the ticket for your preferred allegiance. Loyalist or Traitor.

List Building Restrictions

The following restrictions are in place for this event:

1. 0 - 2 Dreadnoughts of any kind.
2. Titans and Primarchs may not be used in this event. (*Primarchs were busy elsewhere at this point of the Heresy and Titans were not viable in this warzone*).
3. Knights **ARE** allowed. Including as a Primary Detachment. With the following restriction.
 - a. In any FOC, only 1 Armiger Warglaive may be taken for every 1 Armiger Helverin.
 - b. Acastus Knight Porphyrons are restricted to 0-1 per army list.
4. 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).
5. Unique Characters **ARE** allowed.
6. Rules from all Horus Heresy 2nd Edition GW publications, published up until the week before the event, will be valid.
7. Black Shields and Shattered Legions forces can be used in this event.
 - a. Shattered Legions must declare each units Major/Minor Benefits and Flaws at the start of the event and recorded on your army list. They are then locked in for the event and do not change as the result of Mutable Tactics. (Some tokens/markers may help you and your opponents.)

Rule Changes For A Better Experience

1. Artificer Armour
 - *“If the unit/model pays for the Artificer Armour upgrade (i.e doesn’t have this rule as standard) the unit/model may only make that saving throw up to a number of times equal to its initiative value. The remaining saving rolls must go on the unit until only the upgraded unit/model remains or all attacks are saved. This is once per attack and can be repeated each time the unit is attacked during any phase.”*

Painting and Modelling

A fully painted army is the goal for all of us, and nothing looks cooler. However, we understand that “life-happens”. To encourage new players and motivate painting, the below standards are in place.

- 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

10.00: Doors open and registration.

10.30: First Round Begins.

13.00: Lunch Break.

13.30: Round 2 Begins.

16.00: Round 3 Begins.

18.30: Event Ends, Narrative Epilogue, Presentation.

Contact

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.

Parking and Travel

There are several Q-Park and NCP car parks near to JustPlay. These obviously come with the usual price tag, and we advise you to check the websites for deals etc. On road parking is available on Pall Mall. Moorfields train station is also just a 5-minute walk from JustPlay.

