

WYSIWYG.EVENTS

The Venari Incident

A Horus Heresy Event at JustPlayGames Liverpool

16/11/2024

Setting

“In the Galactic north, Horus’ civil war has ground to a frustrating stalemate. Loyalists and Traitors clash constantly. Paying for key worlds and resources with the blood of the fallen. In an attempt to break the stalemate both sides grasp desperately at any advantage they can find.

The relic world of Grail. Highly radioactive and its population mysteriously exterminated long ago. Archeo-tech specialists from both sides attempt to gain control of the eerie necropolises. Hoping to plunder the knowledge of the past to control the future.

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. Fighting for ownership of the relic world of Grail and its war changing potential. Games will be objective based and **HQ** units will play a major roll.

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 initially be fought against random opponents from the opposite faction, with game results and variation of forces deciding further match ups. 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 HQ unit. Voted for by the players. For this competition only, an HQ unit is defined as: any unit selected to fill an HQ slot and any retinue selected to accompany it.

List Submission

Players are to attend with a 2500-point force which must be **Traitor** or **Loyalist**, as per the ticket purchased.

Please also prepare a 1250-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 8th of November** 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

£25 – Please purchase the ticket for your preferred allegiance. Loyalist or Traitor.

The cut off for refunds is **Friday the 8th of November.**

Prizes

Glory for the Emperor/Warmaster is all that matters!

That said. We all like a little glory for ourselves.

The winning allegiance will each win a prize and be rewarded with the much-coveted WYSIWYG Winners Certificate!

Although this is not a competitive event, the highest scoring Traitor and Loyalist will be acknowledged for their efforts. Scores will be a combination of victories and sportsmanship points.

Other Prizes will be available on the day too!

What You Need to Bring

- Your Army!
- One printed copy of your main list and one of your back up 1250pts list.
- A copy of the core rulebook, Liber/s, expansions.
- A copy of any PDF's you will be using from Warhammer Community.
- Dice, templates, measuring device, pen.
- Any tokens that may aid you while playing.
- A friendly attitude and a desire to have fun!
- Packed lunch or money for food and snacks.

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.

List Building Restrictions

The following restrictions are in place for this event:

1. Lords of War are allowed and **highly** encouraged to aid with playing time.
2. 0 - 2 Dreadnoughts of any kind.
3. Thanatar Siege-Automata Maniples may only consist of 1 model.
4. 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*).
5. 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.
6. 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).
7. Unique Characters **ARE** allowed.
8. Rules from all Horus Heresy 2nd Edition GW publications, published up until the week before the event, will be valid.
9. 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.)
10. Traitor armies that include a Primary Detachment drawn from the Ruinstorm Daemons Army List CAN include Allied Detachments from another faction **OR** a Lords of War Detachment drawn from the Ruinstorm Daemons Army List. Ruinstorm Demons count as Fellow Warriors with all other Traitor armies. **In this case Sovereigns are restricted to 0-1 for the entire army list.**
11. Traitor armies that include a Primary Detachment that does not use the Ruinstorm Daemons Army List CAN include an optional Allied Detachment drawn from the Ruinstorm Daemons Army List, but not a Lord of War Detachment drawn from the Ruinstorm Daemons Army List. **In this case Sovereigns are restricted to 0-1 for the entire army list.**
12. Iron Warriors Siege Tyrants, Iron Warrior Havocs, Emperor's Children Sunkillers, Mechanicum Myrmidons of any kind and Legion Heavy Support Lascannon and Volkite Culverin Squads are all limited to 5 model units.

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.*

2. Legion Scimitar Jetbikes, Legion Shamshir Jetbikes and Legion Spatha Combat Bikes

- *Any unit mounted on these increase their toughness to T5.*

3. Telepathy

- *The Telepathic Hallucinations psychic weapon reduces the Leadership of the target unit by 1 for each hit rather than adding 1 to the dice roll. This essentially means that Stubborn units will not have any modifier to their Pinning Checks.*

4. Deepstrike Reserves

- *Each model in a deepstriking unit must be wholly within 5" of the initial model placed for that unit when deployed via deepstrike.*

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 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.

