

WYSIWYG_EVENTS

The Dying of the Light

A Horus Heresy Event at JustPlayGames Liverpool

21/09/2025

Setting

“The Loyalists are on the back foot in the Coronid Deeps. Port Maw has fallen, forces of the Warmaster besiege the Mechanicum stronghold of Mezoa, and planetary populations have been forced into the Warmaster’s service. But Keopsis, last light of the Imperium at the northern edge of the Grail Abyss, may hold the key to the Loyalists retribution. Ravaged by solar storms, this Subterranean Hive world could provide almost limitless power supplies to those who control it.”

The Event Format

A one-day narrative event. 12 players will wage war over 2 rounds across 6x4ft tables to secure the crucial resources of Keopsis. The day will consist of 2 bespoke, narrative driven missions, pitching the Traitor Legions and their Allies against the Loyalist forces.

As our first event of Heresy 3.0, Army sizes are set at 2000pts to allow for more “player reads book” time. Also, for this reason, only 2 rounds are planned for this event. If games are played quicker than expected, a third round will be available to those who finish early.

Future events will allow for larger army selection and 3 rounds as we become familiar with the rules.

This is not a competitive event, the expectation is lists will be created in a narrative style. 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.

List Submission

Players are to attend with army lists totalling 2000 points which must be **Traitor** or **Loyalist**, as per the ticket purchased.

Lists to be submitted by **Friday the 12th 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 – Available on Eventbrite

<https://www.eventbrite.co.uk/e/warhammer-the-horus-heresy-wysiwygevents-the-dying-of-the-light-tickets-1622307247649>

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

The cut off for refunds is **Friday the 12th of September.**

Prizes

Glory for the Emperor/Warmaster is all that matters!

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

Members of 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 Most Honoured Traitor and Loyalist players will be acknowledged for their efforts. **These will be awarded for the total of Favourite Opponent, Favourite Army, and Rule of Cool votes only.**

Rule of Cool – Best Troops Slot unit. Whether a singular Tech-Priest, a 20-man Legionary squad, or anything in between. We want to see what you've got! (Questoris players can enter a single Armiger for this competition if you have no Infantry in your list).

What You Need to Bring

- Your Army!
- One printed copy of your main 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!

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

As our first event for Horus Heresy 3rd Edition there are no additional restrictions in place.

HOWEVER, lists will still be vetted to ensure a good playing experience for everyone. Please build lists with a view to bringing something narrative and not with the aim of curb stomping your opponents.

All units from the Legacies PDF's, including Talons of the Emperor, are welcome.

Lords of War may be selected, within the usual points limits of 25%.

Warlord Detachments may not be selected due to the army points limit being below 3000pts.

Furthermore, to represent the fighting in the tunnels below the surface of Keopsis the following Prime Advantage is available for Infantry Prime Slots.

- **Tunnel Rats** – This Prime Advantage grants the unit the Deepstrike special rule. When placed in reserve this Infantry unit may only be joined by any Command unit that also has the Tunnel Rats prime advantage.
On the turn that Tunnel Rats arrive from reserve they may only fire Snap Shots due to reforming their ranks as they emerge.
- **Underground Warfare** - If both players have reserve units with the Tunnel Rats Prime Advantage these units should be placed next to the battlefield. In each players active shooting phase these units may each make a shooting attack at one of the opposing units in reserve. Units are considered to be at the furthest distance that is in range of their weapons and always count as having moved. Flame and Blast weapons inflict D6 Automatic hits due to the confined spaces. The target unit always counts as having a 5+ Cover save.

Rule Changes For A Better Gaming Experience

- **Wrecked Vehicles (pg221)** – Vehicles that do not have an Explode result rolled for them will be left on the table as per the Wreck rule. (It just looks cool).
- **Terrain (pg235)** – The following changes to how Terrain works are in effect at our events. (Credit to SN+ for these terrain house rules. Please see their social media channels for example diagrams).
 - **Vehicles:** Vehicles may only be granted the benefit of terrain rules if more than 50% of the model is on or within the terrain feature.
 - **Barricade or Scatter Terrain:** If a model is behind and in base contact with a barricade or scatter terrain across which line of sight is being drawn that model is granted a 6+ cover save.
 - **Light Terrain:** Models wholly within Light Terrain are granted a 6+ cover save.
 - **Medium Terrain:** Models wholly within Medium Terrain are granted a 5+ cover save.
 - **Heavy Terrain:** Models wholly within Heavy Terrain are granted a 4+ cover save.
A unit can only draw line of sight through Heavy Terrain if they have at least one model wholly within it.
A unit cannot be seen through this terrain feature unless they have at least one model wholly within it.

Event Schedule

This is an approximate schedule, if the majority of games are played faster than expected, lunch will be sooner, and a third round added. The last round will be ended at 18.15 either way.

10.30: Doors open and registration.

11.00 First Round Begins.

14.00: Lunch Break. Place Models for Rule of Cool Competition.

14.30: Round 2 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. **NCP Liverpool Moorfields Corner** is a 5-minute walk from JustPlay and has a lower cost of parking, but is NCP App only. We advise you download the App in advance. Minimal on road parking is available on Pall Mall, the majority of this is Resident Only. Don't get caught out like I did! Moorfields train station is also just a 5-minute walk from JustPlay.

