

WYSIWYG.EVENTS

WARHAMMER THE HORUS HERESY



CONQUEST

When: Saturday 22/11/2025, 10:00 – 18:00

Where: JustPlayGames Liverpool

Rounds: 2

Points: 2500

Conquest

A Horus Heresy Event at JustPlayGames Liverpool

22/11/2025

Setting

“Manachea Vysidae. Principal world of the Manachean Commonwealth and the Coronid Deeps. The Warmasters forces have sundered the surrounding systems. And now, they stand poised to make the final strike. A spear tip thrust into the heart of power to bring the Sector to heel. The hive of Ilium and the Palace of Light sit firmly within the Traitors sights...”

The Event Format

A one-day narrative event. 12 players will wage war over 2 rounds across 6x4ft tables to decide the fate of Manachea, and the wider Coronid Deeps themselves! The day will consist of 2 bespoke, narrative driven missions, pitching the Traitor Legions and their Allies against the Loyalist forces.

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 2500 points which must be **Traitor** or **Loyalist**, as per the ticket purchased.

Lists to be submitted by **Friday the 14th of November** to allow time for list vetting and any feedback. Please feel free to submit your lists sooner.

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](#)

[Warhammer The Horus Heresy WYSIWYG.Events: Conquest Tickets, Sat, Nov 22, 2025 at 10:00 AM | Eventbrite](#)

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

The cut off for refunds is **Friday the 14th of November**.

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, Game Victories, and Rule of Cool votes.**

Rule of Cool Competition – Best Prime Advantage Slot. Hobby competition for any unit that has been upgraded with a Prime Advantage. This could be a single command model, a whole squad, Vehicle or anything else that can take a Prime Advantage. Even better if they have been modelled to represent this upgrade!

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 this is the finale event of the campaign, Warlord Detachments **ARE ALLOWED** despite the army points limit being below 3000pts. However, if you bring a Warlord detachment you may not also bring a Lord of War detachment.

Horus Ascended, Fulgrim Transfigured and Angron Transfigured may not be chosen as this battle occurs too early in the Heresy timeline.

Lords of War may be selected, within the usual points limits of 25% and if no Warlord unit is selected.

There are no other restrictions on army selection.

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.

Seeker spam, too many Tarantulas, heavy Havoc launcher use etc is discouraged.

All units from the Legacies PDF's, including Talons of the Emperor, Black Sheilds, Militia, Inductii and Ruinstorm, are welcome.

Event Specific Prime Advantages

- **Dogged Defence (Loyalists Only)** – The defenders know there is no retreat. Units with this Prime Advantage gain +2 bonus to their Cl and Ld stats.
- **Tip of the Spear (Traitors Only)** – The Traitors are unleashed and attack with savage ferocity. If this unit wins a Combat in the Assault phase, it gains the Fear (1) special rule for the **rest of the Event!** This is gained immediately when the unit is declared the winner and before any losing units make their Panic checks.

Rule Changes For A Better Gaming Experience

- **Victory Sub Phase (pg274)** – The Victory Sub-Phase is moved to The Start Phase and takes place before the Effects Sub-Phase (pg242). The Player going second may choose to return the Victory Sub-Phase to the End Phase in their final turn.
- **Wound Allocation** – When allocated a wound, models with the Paragon, Command or Specialist Type/Sub-type that have joined a unit must take a saving throw up to the number of times equal to its initiative value and no more. The remaining saving rolls must go on the unit until only the unit/model in question remains or all attacks are saved. This is once per attack and can be repeated each time the unit is attacked during any phase. This has no effect if the model is in a Challenge.
- **Command Vox Relay** – Change the start of both bullet points to read “Until the start of the active players next Effects Sub-Phase of their next Start Phase.”
- **Wrecked Vehicles (pg221)** – Vehicles that do not have a successful 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.

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!

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.

10.00: Doors open and registration.

10.30: First Round Begins.

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

14.30: Round 2 Begins.

18.00: 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.

