



THE SIEGE OF VANDIA

THE GOONHAMMER UK OPEN OCTOBER 2022

What: Narrative Warhammer: The Horus Heresy Campaign

When: 29th and 30th October 2022

Where: Nottingham Girls' School Sports Hall, 9 Arboretum Street, Nottingham. NG1 4JB

Players: 16 - 8 Loyalist and 8 Traitor Armies

Game: Five games ranging from 1500 to 3000 points

Version 1.1: Clarifications and updates for army selection, campaign rules

EVENT FORMAT

The weekend will follow a narrative campaign following the fate of the hive moon Vandia, where the victories of each side will affect the course of the story and the outcome of the siege.

This is **not** a competitive event.

We're all here to play games, shove models around the table, and experience the thrill of having tanks blow up and warlords run away like cowards. Bring fun, interesting lists and not just the thing you think will dominate on the table. In fact, there are no personal awards for winning the most games or scoring the most victory points, it all goes into the narrative.

FACTIONS

Tickets are sold on a per faction basis, Loyalist and Traitor.

In the case of drops or other unforeseen circumstances that the spare player is not available, volunteers will be asked to change faction. Players who swap factions won't be asked to change their allegiance (and thus lose access to its associated warlord traits and so on) if they don't want to.

Some of the rounds are played as Doubles. These teams are not fixed and will be formed amongst the faction on the day, so don't fret if there are an odd number of your group attending or if you're coming up on your own.

RULES, FAQs AND ERRATA

The tournament will use all Games Workshop FAQs and errata published up to two weeks ahead of the event. It will use rules supplements published up to four weeks ahead of the event. Anything published after this date will not be used (subject to TO discretion).

RULES QUERIES

If you have any queries related to event rulings, please submit them to contact@goonhammer.com and specify "GHO UK HH" in the subject line.

ARMY LIST SELECTION

All Independent Characters must be named. This is to help keep track of them as they earn honours as the campaign progresses. Independent Characters are only considered the same character if they retain all the same wargear and options. These are your **Named Characters**.

You must submit two lists for the weekend, with an optional third list. These lists are as follows:

- 1500 points list
- 2500 points list
- 3000 points list (optional)

All three lists must be drawn from the same Faction. As NameCharacters gain experience between games you are strongly encouraged to make sure the same characters (with identical wargear and options) appear in all lists.

If you choose not to submit a 3000 points list then you will be paired with another player to play doubles for the last battle of the weekend.

SCHEDULE

SATURDAY

8:30 - 9:00 Registration

9:100 - 9:15 Briefing

9:15 - 11:45 Game 1 - 2500 points

11:45 - 12:45 Lunch

12:45 - 15:30 Game 2 - 2500 points

16:00 - 19:00 Game 3 - 1500 point doubles

SUNDAY

09:00 - 09:15 Briefing

09:15 - 11:45 Game 4 - 2500 points

11:45 - 12:45 Lunch and Best Painted Army Judging

13:00 - 16:00 Mega Battle 3000 points solo OR 1500 points Doubles

16:30 Campaign Epilogue and Prizegiving

LIST SUBMISSION

While this isn't a competitive event, please submit your Army Lists by the **17th of October** contact@goonhammer.com with "GHO UK HH" at the start of the subject line. Please include your lists including all wargear, warlord traits, rites of war and so on.

Not submitting a 3000 point army will indicate you wish to play doubles in the final game and we will endeavour to match people up accordingly, however volunteers may be asked to play a 1500 point doubles match depending on numbers.

RESTRICTIONS

Several event specific restrictions will apply to the weekend beyond the normal rules:

- Some Rites of War are not suitable for this event. You may not take: Fury of the Ancients, Armoured Spearhead, or Sagyar Mazan
- Contemptor Dreadnought Talons and Leviathan Dreadnought Talons are both considered 0-1 choices (a maximum of one of each can be brought - you can still have multiple dreadnoughts in a talon)
- You may select units from the *Legacies of the Age of Darkness* and *Exemplary Battles* supplements, but these are with the explicit approval of the TO. If you wish to include units from these documents please email as soon as possible about what you intend to bring to have it approved to contact@goonhammer.com with "GHO UK HH" at the start of the subject line. If you wait until the list submission deadline you may encounter difficulties as we may ask you to take different units instead
- Primarchs may not be selected in your lists, but if you have a primarch painted that you would like to field please bring it along as you may have a chance to field it in the final game of the weekend depending on how the narrative progresses
- Your 1500 point list (for doubles) may not include an allied detachment
- You may bring a Phobos Land Raider instead of a Proteus Carrier when one is permitted by the Dedicated Transport rule
- The Return Fire reaction must be declared when the unit is targeted, but is then resolved simultaneously with the triggering Shooting Attack with both players making all rolls before any models are removed
- 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
- Any rule that references affecting Dreadnoughts and Automata (such as Krak Grenades, Armourbane, etc) is also considered to affect Armigers

These restrictions may be updated or changed before the event depending on the publications, FAQs and errata released.

All models are to be *Battle Ready*, painted and based on their correct bases as a minimum. All models are to be modelled WYSIWYG for main guns and armaments, but you do not need to model grenades, non-optional wargear and other minor items. Please feel free to go crazy with conversions as long as it is still clear to your opponent what is going on. If you're not sure if a conversion is appropriate, reach out to us contact@goonhammer.com with "GHO UK HH" at the start of the subject line.

WHAT YOU NEED TO BRING

- Your army
- Two printed copies of each of your lists
- A copy of the core rulebook and of the Liber that your army is drawn from
- A printed copy of any units you are using from a PDF resource (such as *Legacies of the Age of Darkness*)
- Dice, templates, measuring tapes, a pen/pencil

- Some tokens or markers for states like pinning, etc

CAMPAIGN SPECIFIC RULES

As the forces of the loyalists and the traitors clash over the fate of Vandia, a number of new rules will be used to represent the progress of the campaign and also track the experiences of the heroes fighting in it.

CAMPAIGN VICTORY POINTS

The games you play while at the event will use deployment maps and mission rules as provided in the Core Rulebook - what deployment and mission you'll use for each game will depend on the round and course of the campaign, and the TO will let you know before each match. You'll win Victory Points and declare victory in these games as normal, but you will also earn **Campaign Victory Points (CVP)**. These track the impact your actions have over the siege as a whole, and all CVP earned by an allegiance are pooled together after each game to see how things have gone.

Unless you are told otherwise you earn CVP for the following:

- Winning a game (1 CVP)
- More than half your army (by number of units) remains at the end of the game (1 CVP)
- Slaying all enemy Named Characters (1 CVP)

This means that each player has the opportunity to win up to 3 CVP for each battle. It also means that even a player that loses their battle has the opportunity to earn 2 CVP.

HONOUR

You should track the fate of each of your Named Characters in each battle. If a Named Character survives a battle (they are on the board when the game ends, even if they are pinned or falling back) then they are awarded an **Honour**.

Honour is particular to specific Named Characters and cannot be transferred or used by other units. It has a specific in-game effect and can also be used to get access to **Campaign Rewards** (see below). It is a spendable resource. A character can save honours across multiple games and use multiple in a single game if they wish.

A character can spend an Honour to perform (along with a unit they have joined) a free reaction above and beyond the normal reaction allocation for that phase. It cannot increase the number of reactions used in any one phase by three, and cannot allow a unit to use more than one reaction in any phase.

CAMPAIGN REWARDS

In addition to spending Honour for its in-game effect, as the campaign progresses and your allegiance achieves some of their goals (thanks to you winning CVP) certain Campaign Rewards will become available. The TO will let you and your allies know what rewards are available to you before each game and what they do, and you will have the opportunity to purchase the use

of one of them before a game begins. Some rewards are only available to a single player in the allegiance in each game, while others can be used by as many as wish to spend Honour.

DOUBLES FORMAT

When playing a doubles game, each team counts as one player, for example one player on each team will roll for first turn, to seize etc, but each army is its own list with its own detachments and warlord as normal. No matter their factions, the armies on the team consider each other Fellow Warriors.

A team may have more than one warlord because of this and Slay the Warlord, when available in the mission, will count when both warlords are slain.

Each team has a reaction allocation of 1 per phase, but bonuses from both warlord traits (and other sources) may increase it.

FOOD AND VENDORS

Unfortunately catering will not be available from the school kitchen this time around. Factorum will be running a stand in the main hall selling snacks and drinks, as well as a range of both Games Workshop and 4Ground products.

There is a Sainsbury's Local around the corner, otherwise I'd recommend hitting up Deliveroo, etc ahead of lunch time.

PHOTOGRAPHY

The Goonhammer team will also be taking photos throughout the event. Our privacy policy is published on the Goonhammer Open UK events page on the website.

PRIZES

Prizes will be awarded for the following:

- Best Loyalist Warlord
- Best Traitor Warlord
- Best Painted Army

The best warlord of each faction will be determined by a favourite opponent vote.

An aerial photograph of a suburban area in Nottingham. The map shows several streets including Forest Rd E, Aberton St, and Colville St. Key locations marked include Nottingham Girls' High School, Nottingham Girls' Junior School, and the 'Goonhammer Open' event area. A 'Parking Area' is also indicated. Other landmarks like the 'Arboretum Badminton Club' and 'Squire Performance Arts Centre' are visible. The map includes a compass rose and a scale bar.