

THE BATTLE OF MARINUS

Goonhammer Open UK 2023
Event Pack



What: Narrative Warhammer: The Horus Heresy Campaign

When: September 2nd - 3rd

Where: De Montfort Students' Union, Campus Centre Building, Leicester

Players: 30 - 14 Loyalist and 14 Traitor Armies, and 1 Loyalist and 1 Traitor Supreme Commander

Games: Four games of 2500pts

Version: 1.2 Changes to list creation and limitations

THE BATTLE OF MARINUS

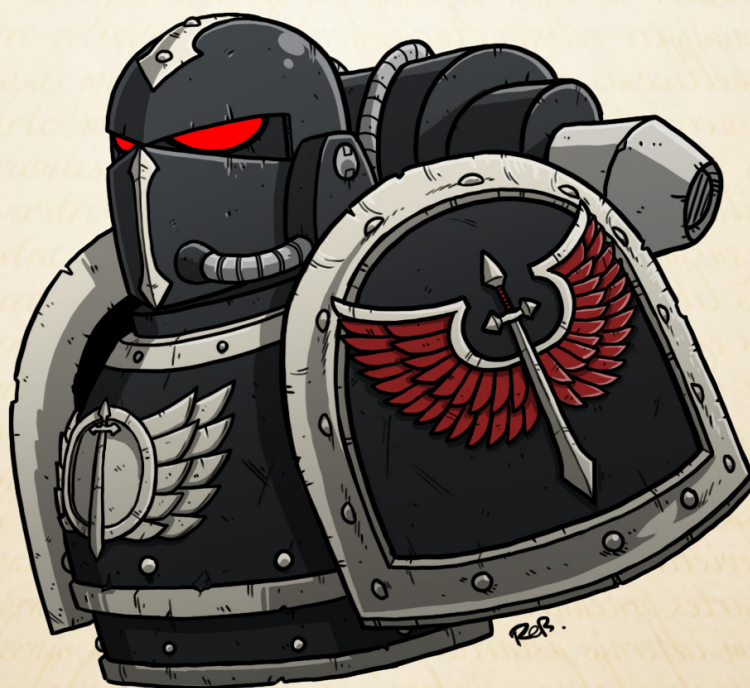
On the world of Arvox IV a battle rages. Through the streets, docks, industrial works and parks of Marinus terrible fighting consumes the very fabric of this place. Marinus, a gleaming city that was once prosperous and bustling, fuelled by wonders from the dark age of technology, is a prize worth spilling endless blood for. It has little strategic value, and contains no caches of terrible weaponry. But the entire city is powered by forces unknown, and there is technology here that none have ever seen before, even the Emperor Himself. The opportunity to rip it to shreds and discover its secrets is one that cannot be passed up.

That is why the forces of the Warmaster and the Emperor clash here. This forgotten battle, this tiny scrap of the vast heresy, is not a place covered by epic and song, but it is one that heralded honour and greatness and courage. It is a place where those whose names have been forgotten by the weight of ages fought and wrestled to triumph, and perhaps in this retelling their names can be spoken once more and their legends can be known again.

Welcome to **The Battle of Marinus**, a Warhammer: The Horus Heresy narrative campaign run by Goonhammer.com. This pack is designed to familiarise you with the format, give some idea of the specific rules we'll be using, how to create an army for the event, and to give you some information about the venue and timings.

The Battle of Marinus is a bloody desperate grind of warfare over a city that was once beautiful and varied and now is increasingly dust. It is one battle of many thousands, uncounted in number, not important enough for the Emperor or Warmaster themselves to turn their attention to, though many famed individuals performed great deeds here.

Both allegiances, loyalist and traitor, will be commanded by a Supreme Commander. These individuals will command the entire battle, directing the warlords under their command to different fronts and on different missions, intervening with key resources and actions as their games progress, and if necessary taking to the field to intervene personally. These players will have a lot of work to do, and may not end up playing any games directly, but instead will have a role akin to playing a key part in a megagame.



EVENT FORMAT

The weekend will consist of a narrative campaign following the course of the Battle of Hive Marinus. Each game will help in the struggle for control over different districts within the city, and the outcomes of those games will alter the course of the campaign.

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. However, please do be aware that you may end up facing any kind of army and plan accordingly - make sure you have the key elements of any list and can face down a variety of foes

ALLEGIANCES

Tickets are sold on a per allegiance 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 allegiance for the campaign. Players who swap allegiances for the purposes for the campaign won't be asked to change their allegiance in rules terms (and thus lose access to its associated warlord traits and so on) if they don't want to.

In addition to the players within each allegiance, they will be commanded by a player called the Supreme Commander. This person will command a personal retinue which can assist in battles, as well as decide where players should advance or hold the line, and when to use various resources they have at their disposal. These players have an unusual and demanding job and when you buy a ticket you should indicate whether you wish to apply to take on this role, and will be asked to write a short outline of why you think you'd be suitable for the role if you do. We're looking for people who know the rules and setting well, can be organised and coordinate things appropriately, and who can direct others with confidence while putting the fun of the game and story above everything else.

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).

It also uses a number of rules changes and restrictions as outlined later in this pack ("Restrictions"). It will use the Goonhammer Approved Mission pack in the place of the core mission rules, including the rules changes in that pack, so please read and be familiar with those rules. Note that the GHA Mission Pack places a greater emphasis on objective control, and you are strongly recommended to bring sufficient line units to hold 3-4 objectives at once.

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.

LIST SUBMISSION

While this isn't a competitive event, please submit your Army Lists by the 1st August 2023 to 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.

ARMY LIST SELECTION

Your Warlord must be named (**they do not have to be a unique character, but if they aren't you still need to name them**) - they are your presence in the field and as you win and lose honours so will they. You must submit two lists for the weekend (or four, see below). These lists are as follows:

Main Force: 2500 points list using the Crusade Force Organisation Chart or the Questoris Household Force Organisation Chart. This may include optional Allied and Lord of War Detachments as normal.

Support Force: 750 points list comprising a single Allied Detachment (from the Crusade Force Organisation Chart) or a single Titan Maniple Detachment. You may not include any other detachments. It cannot contain your warlord (do not choose a warlord for this force).

~~Your Support Force must be drawn from one of the Factions included in your Main Force (from any of the detachments).~~ Your two forces are entirely separate army lists, and do not have to include the same models.

You may, if you wish, include one Independent Character with the Unique sub-type in your Main Force. If they are included in your Main Force they may also be included in your Support Force. If you do, you must submit alternative lists which do not include this character, as only one of each of these characters will be allowed in the campaign. We'll permit these characters on a first come first served basis, but if someone has already claimed a character when you submit, and there is time, we'll come back and see if you wish to choose an alternative. Otherwise you will need to use the alternative lists you have provided without this character in it. As such we strongly encourage you to submit your lists as ahead of time as possible.

On the day, if the player who was bringing the character cannot make it, we will happily allow you to play the list containing them you have submitted, so do be sure to bring all the models you'll need with you if you want this chance.

Supreme Commanders will have different rules for their selections, but they must be able to field at least one Primarch and a suitable retinue with transport if they require it, to represent their personal intervention in battles if it is required. When Supreme Commanders have been selected we'll be talking to them directly to prepare them for their role.

RESTRICTIONS

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

- The following Factions are not suitable for this event: Legio Custodes, Sisters of Silence
- You may include a single Independent Character with the Unique sub-type, and no other models with the Unique sub-type (if you do you must submit an alternative list without this model included)
- The Fury of the Ancients Rite of War is not permitted at this event
- Interceptor reactions, even those granted by Auspex and other equipment for free, count towards you total reactions in a single phase
- Any unit with the Dreadnought type cannot have multiple models in the same unit. For example, a Contemptor Dreadnought Talon can have only a single dreadnought in it and additional dreadnoughts may not be selected

- **Change the Brutal (3) rule on Gravis Power Fists and Leviathan Siege Claws to Brutal (2)**
- **Reduce the Wound Characteristic of Contemptor Dreadnoughts to 5**
- **Reduce the Wound Characteristic of Leviathan Dreadnoughts to 6**
- You may select units from the Legacies of the Age of Darkness and Exemplary Battles supplements freely
- Primarchs may not be selected in your lists
- You may bring a Phobos Land Raider instead of a Proteus Carrier when one is permitted by the Dedicated Transport rule
- Clade Callidus Assassins are not denial units until their polymorphine rule is no longer in effect (they have made an attack)
- 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
- **You may not select Artificer Armour as an upgrade in any unit where it is an option**

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 city of Marinus, 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.

GOONHAMMER APPROVED MISSION PACK

The games you play while at the event will use deployment maps and mission rules as provided in the Goonhammer Approved Mission Pack. You will be told which mission you are going to be using for each game as you are assigned a table and opponent for each round.

FRONTS

To represent the city and its many districts the boards you play on will be in one of several fronts. These are areas of the city where the battle lines have met and fighting is active. Which front you're fighting in has a number of different effects:

Each front has its own initiative - which allegiance has the upper hand there, and therefore which side is going to be able to choose where to advance and strike within it. The starting initiative of each front will be determined by pre-game choices made by the supreme commanders, but after that the performance of the armies in it will determine the initiative

Each front also has its own Victory Total - the number of Victory Points won by an allegiance in that front totalled up from all the games played in that front. Which allegiance has the greater Victory Total at the end of the weekend will have taken that front.

Each front has a number of Resources - locations of particular importance which can be seized by one allegiance or another in order to gain that resource and allow Supreme Commanders access to new abilities and effects.

Fronts can be subject to various events, special rules or other effects as the narrative progresses and supreme commanders unleash various resources they have acquired.

TIMED ACTIONS

Each battle will be fought in a front for a specific purpose, and it's possible that as the battle wears on a Supreme Commander will intervene in that battle - they'll be walking the tables watching to see where their lines are weakest and what they can do to shore them up. They have a number of resources at their disposal, such as artillery barrages, orbital insertions, supply drops and so on. They will be able to intervene using these by playing a Timed Action card on the player of their allegiance.

These Timed Action cards are two-sided and are played with the side marked TIMED ACTION card face up. This face of the card will give you a rough indication of what the action is, and a point in the game it will occur. This will be in the form of a phase, and when the player it has been played on next has this phase, at the beginning of the phase before anything else happens, that card flipped and its effects revealed.

The other side of a timed action card has the specific details of the effect and how to resolve it at the table. Once complete, the timed action card should be given to one of the Event Organisers, or kept to give them at the end of your round.

Sometimes a Supreme Commander might play a timed action card on a player that already has one! In this instance they place it underneath the card not yet revealed. You cannot reveal two timed action cards in the same phase, so if the one underneath has the same phase as a prompt to flip it, you won't do so until the next game turn.

BATTLE HONOURS

After each battle the Supreme Commander of each allegiance may award Battle Honours to warlords that have performed particularly well. This will be decided by the commanders, who will be provided with the records of the battles and may choose to talk to the players to decide who is worthy of each honour. These honours can bestow particular bonuses or improvements to a warlord's character, which you should make a note for for future battles.

Warlords killed in battle are considered to have been badly wounded but rescued at the last moment, and may be eligible for specific honours for their bravery. They do not lose any previous honours they have won.

INTERVENTIONS

If a player finishes their game then their round is not over: they should present themselves to an Event Organiser to record their scores, and then to their Supreme Commander for further instructions. This is where your Support Forces can be used.

Supreme Commanders will have Timed Action cards to represent incoming reinforcements. When they have a player free and available for an intervention they can use one of these on a game ongoing to have a supporting player intervene in that game.

When this happens, and the timed action card is revealed, the supporting player will have their Support Force arrive on the table from reserves, and the game is now a doubles game for one side.

A Supreme Commander can also choose to personally intervene. This involves their commander arriving on the battlefield just like a Support Force. While they have personally intervened their focus must be on the game - they cannot keep leaving to perform other actions and played timed action cards. Therefore this is an act of last resort to prevent defeat in a key location. They can delegate command to another player who is free, if there is one, while they are personally intervening.

When playing a doubles game, each team counts as one player, but each army is its own list with its own detachments. No matter their factions, the armies on the team consider each other Fellow Warriors. When calculating the Cost of War consider the total points value of both lists together.

A team can never have more than one warlord. If a player is fielding their Support Force then they do not have a warlord anyway. If the Supreme Commander is personally intervening then their warlord is now considered the warlord and all bonuses from their warlord trait are used instead of the bonuses from the original warlord trait. They must be slain to win Slay the Warlord.

Each team has a reaction allocation of 1 per phase, which they must share between them, plus any bonuses from the warlord or other sources.

EVENT DETAILS

SCHEDULE

SATURDAY

8:30 - 9:00 Registration

9:10 - 9:15 Briefing

9:15 - 13:15 Game 1

13:15 - 14:00 Lunch

14:00 - 14:15 Briefing

14:15 - 18:15 Game 2

SUNDAY

09:00 - 09:15 Briefing

09:15 - 12:15 Game 3

12:15 - 13:00 Lunch and Best Painted Army Judging

13:00 - 13:15 Briefing

13:15 - 17:15 Game 4

17:30 Campaign Epilogue and Prizegiving

FOOD AND VENDORS

TBC

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:

- Most Honoured Traitor Warlord
- Most Honoured Traitor Warlord
- Best Painted Army

The best warlord of each faction will be determined by a combination of favourite opponent vote and battle honours won across the weekend.

VENUE

The Goonhammer Open is being held at De Montfort Students' Union, Campus Centre Building, Mill Ln, Leicester LE2 7DR. Enter the main entrance and walk up the stairs to find the gaming hall.

Free parking is available at the Visitor Car Park if you enter your numberplate when you buy your ticket on Eventbrite. Enter the main entrance and follow the main staircase to the gaming hall, lift access is also available from the lobby.

The gaming hall will have a staffed bar for most of the weekend where you can get refreshments. The lobby has a chill out area to use between games – an ideal spot for lunch.

