



# The Eye of the Storm

THE GOONHAMMER UK OPEN SEPTEMBER 2024

**What:** Narrative Warhammer: The Horus Heresy Campaign

**When:** 7th and 8th September 2024

**Where:** De Montfort Students' Union, Campus Centre Building, Mill Ln, Leicester LE2 7DR

**Games:** Four games of 3500pts

**Version 1.0:** May 2024 Update

# THE EYE OF THE STORM

*In the later years of the Great Crusade, the warp began to grow dark and the gaps between civilised worlds slowly increased.*

*Warp storms have covered the Holgothine Sector for the past three Solar decades, and this thriving sector has been cut off. No tithes have departed, no support arrives, and no news of the carnage of the galaxy wide civil war. Finally these raging tithes have becalmed, and the Astropathic signals have alerted the lords of Holgothine to the chilling news of wide and mass revolt.*

*Lurking in the shadows of the warp can be found the browbeaten and well-weathered veterans of a hundred campaigns: Istvaan, Vandia, Prospero, Marinus, Exacris... Survivors, scavengers and raiders. And Holgothine is a ripe fruit on a low branch, ill defended and resource rich. Allies of opportunity band together to sack the sector for all it is worth.*

*Loyalists and traitors greedily eye the sector, alongside no shortage of bannerless pirates styling themselves as "Blackshields". No matter how shattered thy Legion may appear or how desperate thy countenance, the glut of armaments, vessels, recruits and technology can bring thy forces to their former glory, or render the brutal and mighty even more unassailable.*

*And so battle commences and planets burn! There will be no peace until Horus or the Emperor are dead!*

Welcome to **The Eye of the Storm**, 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.

In The Eye of the Storm, this is not a great battle of Loyalists against Traitors, but instead a messy struggle between battered and wounded forces over precious resources. Broken armies join together in a tense doubles format. No allegiances. Every warrior fights for themselves!

This is not a significant enough conflict to draw the Emperor's personal attention, and so his Talons are not present. This is about *your stories*, about the characters you all create, and the amazing deeds they go on to enact.

## EVENT FORMAT

The weekend will consist of a narrative campaign following a series of skirmishes in the Holgothine Sector.

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 without an allegiance assigned. Players can decide to either represent the Loyalists, Traitors or the Blackshields as a narrative decision as well as a listbuilding tool.

If you have a Warlord Trait or rule that affects an opposing allegiance (Loyalist, Traitor or Blackshield), you can declare your opponent counts as that allegiance for the purposes of that rule.

## DOUBLES

Each ticket purchased will be for two players playing together in a single combined 3500pt game. For information on our doubles rules, see "Campaign Special Rules".

## RULES, FAQs AND ERRATA

The event 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).

A number of rules changes and restrictions for list building are outlined later in this pack ("Restrictions").

The event will use the Goonhammer Approved Mission pack in the place of the core mission rules.

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.

The event also uses a number of Campaign Specific Rules, detailed later in the pack, so please read and be familiar with those rules.

## RULES QUERIES

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

# ARMY LIST SELECTION

The following format is used for Doubles List creation:

- Each player builds a list using the Primary Detachment from the Crusade Force Organisation Chart, or the Questoris Household Force Organisation Chart.
- Players may build this list using any amount of points, but combined points value of both players must equal 3500pts or less.
- Neither player may take an optional Allied Detachment. Your ally is your partner!
- One player may take an optional Lord of War Detachment. The total points value of this unit must be less than 825pts, as per the 25% cap for their 3500pts army.
- Each player has their own Warlord who gains a Warlord Trait. Your Warlord must be named - they are your presence in the field and as you win and lose honours so will they.
- All factions count as Fellow Warriors with each other, regardless of their position on the Allies Matrix.

## 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

## LIST SUBMISSION

While this isn't a competitive event, please submit your Army Lists by the **3rd of August 2024** [contact@goonhammer.com](mailto:contact@goonhammer.com) with "GHO UK HH LISTS" at the start of the subject line. Please include your lists including all wargear, warlord traits, rites of war and so on.

## LISTBUILDING RESTRICTIONS

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

1. The following Factions are not suitable for this event: Legio Custodes, Sisters of Silence.
2. You may select units from the *Legacies of the Age of Darkness* and *Exemplary Battles* supplements freely.
3. Primarchs and other characters with the Unique sub-type may not be included (this includes all named characters).
4. Some Rites of War are not suitable for this event. You may not take: Fury of the Ancients or Armoured Spearhead.
5. Shattered Legions can be brought to the event, but must declare their Major, Minor Benefits and Flaws at the start of the game, and they do not change as the result of Mutable Tactics.
6. 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
7. Iron Warriors Siege Tyrants, Iron Warrior Havocs, Emperor's Children Sunkillers, Mechanicum Myrmidons of any kind and Legion Heavy Support Lascannon and Volkite Squads are all limited to 5 model units.
8. No may take Artificer Armour as an upgrade. Exceptions are made for entire units which can purchase Artificer Armour as an upgrade, like the Sons of Horus Chieftans squad.
9. You may bring a Phobos Land Raider instead of a Proteus Carrier when one is permitted by the Dedicated Transport rule.

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](mailto:contact@goonhammer.com) with "GHO UK HH" at the start of the subject line.

## BALANCE CHANGES

The following rules changes will be in effect for the weekend:

1. Interceptor reactions, even those granted by Auspex and other equipment for free, count towards your total reactions allocation of 3 in a single phase.
2. The wounds characteristic of Contemptor Dreadnoughts and Leviathan Dreadnoughts (as well as their Legion-specific equivalents) is reduced by 1.
3. Gravis power fist and Leviathan siege claw are Brutal (2) and not Brutal (3) .
4. Clade Callidus Assassins are not denial units until their polymorphine rule is no longer in effect (they have made an attack).
5. 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 means that Stubborn units will not have any modifier to their Pinning Checks.
6. Units mounted on Legion Scimitar Jetbikes, Legion Shamshir Jetbike and Legion Spatha Combat Bikes are T5.
7. Aircraft can arrive from reserves on Turn 1 on a 4+.

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

## 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 clash over the Holgothine Sector, a number of new rules will be used to represent the progress of the campaign.

### 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.

### REACTIONS

Players in a doubles army share their Reactions.

Both Warlord traits can provide additional reactions.

If both armies have access to the same Advanced Reaction (for example, if both players form their armies from the same Legion or Faction), that Advanced Reaction can be performed twice per game.

The max Reaction cap per phase of 3 still applies.

### SLAY THE WARLORD

In the Goonhammer Approved Mission pack, the normal amount of points are awarded for killing either Warlord, and double the amount of points if both enemy Warlords are slain.

## PRIZES AND SPONSORS

The Goonhammer Open could not happen with support from our Event partners and sponsors. We'd like to thank each of them and encourage you to check them out!



Element Games have come through with some amazing prize support for everyone. Prizes will be awarded for the following:

- Most Honoured Warlords
- Best Army (Painting + Hobby)
- Best Army (Theme/Most creative army)
- Best Warlord Models

The EOs will determine these results, with the assistance of voting from players and guest judges where relevant. In addition further spot prizes will be available on the weekend, as a treat.

## REFUNDS

Requests for a refund on the ticket price can be made on Eventbrite up to 30 days ahead of the event.

## ACCOMODATION

Being in the heart of Leicester there are plenty of options for accommodation for all different budgets.

We did have a few people get caught out by renting cheap student flats on AirBnb which got cancelled on them last minute when they found out they weren't students – so be mindful of that.

## 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.

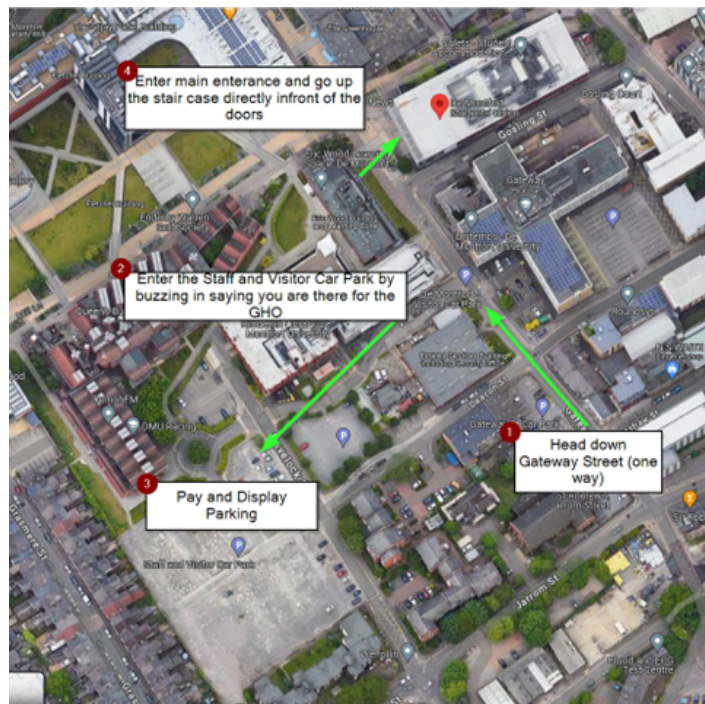


# ACCESSIBILITY

We want to ensure our event is accessible to everyone. If you have any specific accessibility requirements or if there is anything we can do to make your experience more comfortable please let us know at [contact@goonhammer.com](mailto:contact@goonhammer.com) with UK GHO in the subject line.

# VENUE

The event is hosted at the De Montfort Student Union building (LE2 7DR) pictured below. We have use of the onsite parking at the Staff and Visitor Car Park if you have provided your name and numberplate to us when you bought your ticket.



As inner Leicester is all one way roads, do not overshoot the parking entrance (pictured below) – this will cost you 5 minutes of looping back around!

