

# Call to Arms 2024 - Horus Heresy

## Warmaster's Ascension

# WARHAMMER

## THE HORUS HERESY



### What is this event?

This event is a different take on the standard narrative format of Horus Heresy events. Primarchs will be mandatory and will battle it out to decide who will be the next Warmaster! The emphasis of this event will be to have fun battling the demi-gods of the imperium against one another and determine whether Horus was the rightful Warmaster or if another will rise in his place. As such, Primarch's of the same allegiance will also be able to fight one another.

This player pack contains the information needed to take part in the event. This event is going to consist of 4 games split over 2 days and a fun Primarch duel contest during lunch on day 1.



Player pack version 1.0

### Registration:

Registrations will be through the Warlords website:

<https://warlords.org.nz/cta-24-announcements/updates>

The entry fee is also TBA by the Warlords club.

Payment details will be sent once you have registered. Tickets are not guaranteed until payment is received.

### TO details:

Harry Bright

E-mail: [harrybrightnz@gmail.com](mailto:harrybrightnz@gmail.com)

### Timings & Location:

This event will be held on 31 August/01 September at ...

#### Saturday 31 August

8:30 - Morning Briefing  
9:00 - Round 1 begins  
12:00 - Lunchtime + beauty pageant  
12:30 - Duellist competition  
1:30 - Round 2 begins  
04:30 - End of day 1

#### Sunday 01 September

9:00 - Round 3 begins  
12:00 - Lunchtime  
12:45 - Round 4 begins  
15:45 - End of day pack up  
16:00 - Prizegiving





## **Player responsibilities:**

Please be aware of the time, particularly between rounds, and make sure you are back in the hall ready to play for the start of the next round.

All players that attend Warmaster's Ascension are expected to conduct themselves appropriately throughout the event – keep the games and banter respectful and enjoyable for everyone, including those on surrounding tables who have to listen to you!

It's just a game, and your dice don't hate you so don't hurl them across the room!

## **What you Will Need To Bring**

You will need to bring the following to the event;

Your Army(s)

Your Master Army list

Dice

Templates

Tape Measure

Rule Book (s)

## **Painting Expectation:**

Models must be painted to a 'battle-ready' standard, this means that the colours are appropriate to your army, detailing, shading and highlights are noticeable and basing is completed.



## Army composition:

Armies will be 3000 points per player and **must** include a model with the 'Primarch' unit type.

Only rules that are released prior to 23 August 2024 will be allowed in this event. You are expected to use the most current datasheets for your models.

The 'What You See Is What You Get' (WYSIWYG) rule is in effect. That means all units must be easily identifiable as the particular unit choice they represent and that any and all weapons/options taken for a unit must be clearly represented on the model(s). You are encouraged to use converted miniatures to represent units not yet available.

If you have any concerns or queries on your conversions/proxy's, feel free to contact the TO for a ruling.

Army lists are restricted by the following house rules:

- 1) Horus Ascended will be allowed at this event even though this would exceed the 25% points restriction on Primarch models.
- 2) 'Fury of the Ancients' Rite of War is disallowed.
- 3) Lord of War choices are disallowed.
- 4) Exemplary battles and Legacy units are permitted.



## Army Lists:

These are required to be submitted by Midnight, 23 August 2024 to allow them to be checked properly prior to the event.

When submitting your army list you must highlight:

- Your Warlord
- Warlord trait
- Psychic powers
- The Army Faction eg. Legiones Astartes 'X'/Mechanicum/Solar Auxilia etc.
- Your faction allegiance (traitor/loyalist)
- Any other kind of ability or trait that you can choose before the game (e.g. Dark Angels Orders and Hexagrammaton choices) must be decided on before the event and recorded on your army list – they cannot be changed during the event!
- The various detachments and their Rites of war (this must be clearly noted in your list if you are using allies).
- Battlescribe.rosz format.

## Additional 'house' rules:

This event will use house rules to balance some interactions in the Horus Heresy 2.0 ruleset.

These additional rules can be found in an additional document here:

[https://docs.google.com/document/d/1ReZ5rdCrnqoNBsDnB9JobKPqWnxh3OK1iYrJgVdlfYk/edit?usp=drive\\_link](https://docs.google.com/document/d/1ReZ5rdCrnqoNBsDnB9JobKPqWnxh3OK1iYrJgVdlfYk/edit?usp=drive_link)

## Terrain:

Please let me know if anyone can supply game mats or terrain, games will be played on 6'x4' tables.

## Results and scoring:

Matches will be paired at random for round one, then randomly within the same win brackets for the following rounds. The new Warmaster will be the player with the most games won, with tie breaker coming down to whoever killed the most opposing primarchs.

## Awards:

**Warmaster** - Will be awarded to the player who wins the event.

**Champion** - Will be awarded to the player that wins the Duelling stages.

**Praetorian** - Will be awarded to the player who receives the most 'favourite army' votes.

**Herald** - Will be awarded to the player with the most 'Best sports' votes.

**Best Table** - Will be awarded to the player who receives the most 'favourite table' votes.

## Missions:

Missions are TBC at a later date.