

Doubles Event – The Song of Chaos

A Horus Heresy Event at JustPlayGames Liverpool

28/06/2025

Setting

“The Battle of Port Maw was heralded by the treachery of the stations Archmagos. Igniting the Mechanicum Panopticon with a deafening binaric signal that blinded the Loyalist fleets to the attack. Planet side, the battle for the Panopticon began, a desperate rush to silence the interference and put down the insurrection...”

The Event Format

A one-day doubles narrative event. The day will consist of 2 bespoke, narrative driven missions, pitching the Traitor Legions and their Allies against the Loyalists forces.

6 Teams will wage war across 3 tables. The Loyalists fighting to retain control of Port Maw while a massive fleet battle rages above.

2 single player games will run concurrently with the double's games. Events in these games will have an impact on the double's missions.

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.

There will be a prize for the “Rule of Cool” – Best Warlord Duo. Voted for by the players. The Singles players can also enter this with up to 2 of their HQ units each.

List Submission

Doubles Teams are to attend with two army lists totalling a combined 4000-points, which must be **Traitor** or **Loyalist**, as per the ticket purchased.

Singles players are to attend with army lists totalling 3000-points which must be **Traitor** or **Loyalist**, as per the ticket purchased.

Lists to be submitted by **Friday the 20th of June** to allow time for list vetting and any feedback. Please feel free to submit your lists sooner though.

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

Doubles Ticket - £50 – Each ticket purchased is for 2 players playing together with a single combined force of 4000pts. Please purchase the ticket for your preferred allegiance. Loyalist or Traitor.

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

The cut off for refunds is **Friday the 20th of June.**

Prizes

Glory for the Emperor/Warmaster is all that matters!

That said. We all like a little glory for ourselves.

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 team or singles will be acknowledged for their efforts. Scores will be a combination of victories, rule of cool votes, and sportsmanship points.

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!
- Packed lunch or pocket money for food and snacks.

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.

Doubles List Building

Please follow the below guidelines for Doubles List building.

- Each player to build a list following the Primary Detachment from the Crusade Force Org Chart, or the Questoris Household Org Chart.
- Total army points is shared between both players, but neither player may have more than 2500pts.
- Optional Allied Detachments may not be selected. You already have an ally!
- One player may take an optional Lord of War/Primarch Detachment. The total points value for this unit must be less than 1000pts in line with the 25% limit for a 4000pt army.
- All factions will count as Fellow Warriors, including Black Shields. The Allies Matrix is disregarded for this event.
- Both players select their own Warlord who gains a Warlord Trait.

List Building Restrictions

The following restrictions are in place for this event:

1. Lords of War/Primarchs are allowed and **highly** encouraged to aid with playing time.
2. 0 - 2 Dreadnoughts of any kind in each players list.
3. Unique Characters **ARE** allowed.
4. Rules from all Horus Heresy 2nd Edition GW publications, published up until the week before the event, will be valid.
5. Horus Ascended and Daemon Primarchs may not be used in this event.
6. Acastus Knight Porphyrons are amazing models, but sadly, too often cause a poor gaming experience for unprepared opponents. They may not be used in this event.
7. Knights **ARE** allowed. Including as a Primary Detachment. With the following restriction.
 - a. In any FOC, only 1 Armiger Warglaive may be taken for every 1 Armiger Helverin.
8. Thanatar Siege-Automata Maniples may only consist of 1 model.
9. Iron Warriors Siege Tyrants, Iron Warrior Havocs, Emperor's Children Sunkillers, Mechanicum Myrmidons of any kind and Legion Heavy Support Lascannon and Volkite Culverin Squads are all limited to 5 model units.
10. Legio Custodes and Sisters of Silence may not be used in this event. *(These forces were not at the battle of Port Maw).*
11. Black Shields and Shattered Legions forces can be used in this event.
 - a. Shattered Legions must declare each units Major/Minor Benefits and Flaws at the start of the event and recorded on your army list. They are then locked in for the event and do not change as the result of Mutable Tactics. (Some tokens/markers may help you and your opponents.)
12. Ruinstorm Daemon Sovereigns are restricted to 0-1 per doubles team or singles army list.

Doubles Event Specific Rules Changes

1. Reactions

- a. Players in an army share their reactions. (i.e. 1 per phase, per team, base).
- b. Both Warlord traits can provide additional reactions.
- c. If both armies have access to the same 'once per game' Advanced Reaction this can be used twice per game.
- d. Reactions limit of 3 per phase still applies.

2. Slay the Warlord

- a. The death of either Warlord will award the normal points as per the mission. This is doubled if both Warlords are slain.

Rule Changes For A Better Gaming Experience

1. Artificer Armour

- *If the unit/model pays for the Artificer Armour upgrade (i.e doesn't have this rule as standard) the unit/model may only make that saving throw up to a number of times equal to its initiative value. The remaining saving rolls must go on the unit until only the upgraded unit/model remains or all attacks are saved. This is once per attack and can be repeated each time the unit is attacked during any phase.*

2. Legion Scimitar Jetbikes, Legion Shamshir Jetbikes and Legion Spatha Combat Bikes

- *Any unit mounted on these gain the **Battle Hardened (1)** special rule.*

3. Telepathy

- *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 essentially means that Stubborn units will not have any modifier to their Pinning Checks.*

4. Deepstrike Reserves

- *Each model in a deepstriking unit must be deployed in base contact, forming complete concentric rings around the first model. The final ring does not need to be completed.*

Event Schedule

10.00: Doors open and registration.

10.30 First Round Begins.

14.00: Lunch Break.

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. On road parking is available on Pall Mall. Moorfields train station is also just a 5-minute walk from JustPlay.

