

BATTLE FOR ODYSSEUS III

THE FATE OF THE TWIN
PLANET



THE WAR RAGES ON...

After the destructive and brutal battles fought on Odysseus III Primus, the traitor legions rush to evacuate the planet with their spoils of war still fresh in leu.

The loyalist legions fast to react, contact the fleets above to target incoming enemy Stormbirds and thunderhawks that look to return to their legions fleet.

Thus, a new battle begun. Due to the fast reaction of the loyalist forces, this resulted in more than half of the traitor forces fleeing the surface to be shot down and plummeting to the surface below. Whilst some fell to Odysseus III Prime, other fell to Secundus.



SECOND CHANCE...

As the traitor legions crash to the surface below, loyalist legions capitalize on this with deploying strike forces to assault the stranded traitors before reinforcements arrive.

Knowing the cost of what they lost on Odysseus III Prime, they look to re-take and capture the lost STC and relics.

Both sides knowing this will be the last chance to secure or defend the tressure on this planet... non hesitate to deploy the full wrath of all the resources they have to hand.

No battle is spared from the bloody fate of the Horus heresy...



CRAFTING YOUR LEGION

WHAT YOU NEED TO BRING:

- 3250 points army (we allow all official GW FAQ, Errata, Legacies, Exemplary battles and other official Horus heresy publications)
 - Tape measure and dice
- Army list, copy for yourself and your opponent

All armies need to be painted to table top level. That means 3 colours minimum and bases done. If using movement trays that aren't transparent, these too will need to be based correctly.

Any horde armies will need to be based and painted to this standard too.

Failure to meet this will result in modes being removed! We understand meme lists may be fun, but we don't want this to affect the core tenets of the hobby and heresy events.

ARMY LIST RESTRICTIONS:

Please see here the restrictions to be aware of when forging your force. Please keep in mind these changes have been made for the sake of narrative and fun. As whilst most will do this, some seek to abuse that. As such these changes have been made.

- max 4 Dreadnoughts of any type per player
- 0-2 Daemon sovereigns max per player
 - 0-2 Thanatar

We ask players to keep in mind that this is a narrative event, because of this please make sure when building your force that the narrative you're telling is at the heart of it.

Any question on rules or army building, please get InTouch via email or Instagram

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TIME SCHEDULE

SATURDAY:

9:00 - 9:30 registration
9:30 - 9:45 Briefing
9:45 - 12:45 Game one
12:45 - 13:45 Lunch
13:45 - 14:00 Briefing
14:00 - 17:00 Game two

SUNDAY:

9:00 - 9:15 doors open
9:15 - 9:30 Briefing
9:30 - 12:30 Game three
12:30 - 13:30 Lunch
13:30 - 13:45 Briefing
13:45 - 16:45 Game four
16:45 - 17:00 awards

Hard dice down on game four to allow for awards to go smoothly and people to leave at an reasonable time.

AWARDS:

Sculpted by Gods = best army overall. This is theme, painting and conversions, Peer voted

God Amongst men = best sporting, Peer voted

Emperors artisan = best painted loyalist army, Eo voted

Warmasters artisan = best painted traitor army, Eo voted

Emperors champion = most challenges won in all four games

Maloghurst award = wooden spoon (last place)

Hero of Odysseus III = awarded to the player who scores the most in best army, sporting and score.

DATE AND PALCE :

MAY 17TH—18TH

SANCTUARY GAMES,
ASHBROOK HOUSE, FOREST ST,
SUTTON-IN-ASHFIELD ,
NG17 1BE

There are several hotels next to the venue, including a travel lodge that is a 5 minute walk away

As for lunch, there is a KFC and McDonalds next to the venue. Along with a Wetherspoons next door. The venue will serve alcohol for the event, because of this we ask you drink responsibly and be respectful of other around you. Failure to abide by this and getting too drunk will result in you being asked to leave.

Venue also services hot and cold food, along with hot and cold drinks. As per the venues rules, no food or drink can be brought onto the premises

Tickets go on sale Friday 31st January 2025 and can be brought via Eventbrite

£45

Four bespoke mission over two days that will be narrative driven with each game affecting the next. Along with other in game conditions that will immerse the player

Ticket will also grant all players access to a raffle that will happen on the day and all players will receive a goody bag which will contain:

- a mission pack
 - Stickers
- A free 3D printed gift

