

EMPEROR

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THE EMPEROR PROTECTS

The Ruination of Acropolis

Forces fleeing the catastrophic ending of the Acropolis System (DAMN YOU EREBUS) were flung across the warp in varying directions.

'Siv Van Der Scorn watched as the planet imploded. Sending writhing, corrupted masses of Necropolis hurling into its neighboring planet Acropolis. Acropolis cracked and was torn apart as the warp opened up and pulled everything in.

The astropaths began to babble and froth uncontrollably as they lost control. The ship was creaking and plasteel buckled under the pressure. Over the chaos a faint, pulsing beacon was spotted and 'Siv Van Der Scorn instinctively corrected their course hoping it would lead them out of the warp. A place to re-org and dig in/ deploy.

Their ship punched out of the warp, comms and scanners momentarily offline, alongside a very small group of ships from both sides. A planet beneath, the mishap of ships, gave them a deathly and scarred welcome. Drop pods and transports dropped out of ships immediately looking to secure resources to replenish from the previous fight.

The scanners came online..... SYSTEM ISSTVAN, PLANET ISSTVAN 3.

The Emperor Protects Events group welcomes you to Return to Isstvan.

Isstvan System Doubles Event

- 4k points for each team.
- 2k points per player.
- 500 points (taken from original list) per player for Zone Mortalis legendary mission.
- 4 games over the weekend.
- £60 per team.
- Please include a Team name, players' names, Loyalist or Traitor during payment.
- Held at 4TK Gaming. 20 Davey Close, Colchester, Essex, CO1 2XL.
- Closest hotel is The Best Western Rose and Crown. Other Hotels are along the A12, route into Colchester from A12 Junction 29 is only 10 - 15 mins.

Timings

20th and 21st of September 2025

20th

(0900 - 0930) Registration and Introduction.

(0930 - 1300) First Game.

(1300 - 1400) Painting displays and lunch.

(1400 - 1730) Second game.

21st

(0900 - 0905) Story progression update.

(0905 - 1235) Third game.

(1235 - 1300) Lunch with painting finalists judged

(1300 - 1630) Final Game

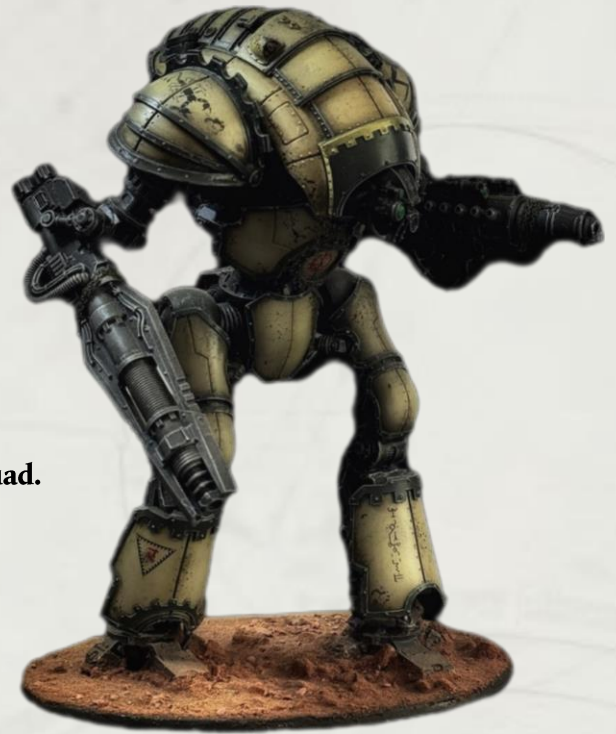
(1630 - 1700) Awards!



EVENT RULES

We love a narrative event, these rules are us trying to help avoid nasty reactions or oppressive spam that you might see at other events.

- 1- Don't be a dick (Yes this rule is back)!**
- 2- No Primarchs and named Characters.**
- 3- 1x Dreadnought for every 1k (2 per player).**
- 4- Blood Slaughterers ignore max dreadnought rule.**
- 5- 1x Questoris knight household Force Organisation per 2k.**
- 6- 1x Armoured Spearhead ROW per team.**
- 7- 5 Lascannons and multi-meltas max per Heavy Support Squad.**
- 8- Maximum of 10 Nemesis bolters in list.**
- 9- Pictures of Conversions to be sent prior to list submission.**
- 10- Fully Painted.**
- 11- WYSIWYG (No Thunder Helmets please).**
- 12- Units and models from the Games Workshop Horus Heresy rule books/FAQs, exemplary battles and legacy PDF only.**
- 13- Lists will be reviewed with the intention to prevent unintentional WAAC lists
(Rule 1 again). This is to ensure we have 4 fun and balanced games.**
- 14- Heresy era armour patterns only (mk2 to mk6)**
- 15- Any list submitted after the deadline will get a forfeit and will be showing it off all weekend!**
- 16- List Submission 29th August.**
- 17- Lists will be revealed along with first game pairings 12th September.**



Special Event Rules

These trump rules in the main rulebook if there is a clash

- Troops can score Objectives, Line units will win contested objectives if against non- line troops.

ROW or abilities that turn units into troops will allow them to score

- Narrative Character Progressions with special items to be found.

- 4 Legendary Zone Mortalis missions.

- Grudges

- IVP for killing Word Bearers Warlord (This is in addition to slay the warlord)



Check out these guys who have helped make *horus heresy* events and gaming so much better.

