



presents

THE VALASKUS

INCURSION

28/06/2025



Event Pack 1.0

The Valaskus Incursion

As Horus' treachery took hold of the fledgling Imperium, the citizens of Valaskus were some of the first to hear the sound of gunfire echo through city streets. From the desolate southlands, to the frozen northern wastes, the war left no continent untouched.

Space Marine Legions arrived in force, each deploying elite warriors to break the planet's growing deadlock. Armies fought brutal campaigns across Valaskus' continents, with neither side gaining true advantage.

Then came the news: the war was moving to Terra.

The evacuation was swift. Commanders recalled their primary forces, abandoning smaller detachments still fighting planetside. Battle barges and strike cruisers broke orbit, bombarding spaceports behind them, intentionally stranding both loyalist and traitor forces on the surface.

These abandoned warriors now race across Valaskus' war-torn cities. They fight for supplies, ammunition, and functional vox equipment. They hunt for the few remaining evacuation ships rumored to be returning. Their mission is no longer about victory on Valaskus – it's about survival and escape to rejoin the wider conflict that will determine humanity's future.

Only one option remains: secure passage offworld or be forgotten as the Heresy reaches its climax elsewhere.

Event Overview

The forces of the Warmaster make their first move! Across the Pyrestus System, a number of small-scale skirmishes take place as the roots of Horus' betrayal begin to take their hold.

This is a narrative Heresy: Age of Darkness event making use of small 500pt armies with the fan-made '**Litanies of Death**' expansion. Details on this expansion can be found later in the pack.

The goal is to provide a place to play some small, fast-paced games whilst having as much fun as possible. There will also be a strong thematic focus and we look forward to hearing about all the narrative moments that occur in your games!

We would also like the event to be as friendly to those who may be newer to the system, or returning from the earlier edition.

It is our opinion that '**Litanies of Death**' offers one of the best ways to get to grips with what makes Heresy unique, and we hope that you will too!

Thank-you to you!

We're very excited to be hosting this event and bringing the Heresy community together in Cardiff. We hope to make this event fun for everyone - and that you'll do the same!

Should you have any questions about the event or its format, please do not hesitate to drop us an email at: blindfaithwargaming@gmail.com

Let's get together; roll some dice; and commit (or stop) some Heresy!

Tickets

Tickets are priced at **£20** and are available directly from Firestorm Games via the Battelfields Website:

<https://www.thebattlefields.co.uk/events-at-the-battlefields/the-valaskus-incursion-a-horus-heresy-narrative-event>

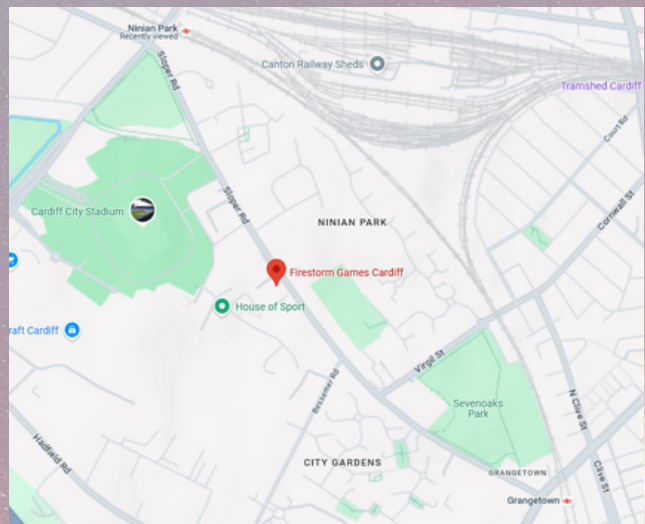
For the ticket you receive access to the event and the Firestorm Games facility; a hot lunch (please let us know should you have any dietary requirements); and our prizes!

Venue

The event is being held at [The South Wales Gaming Centre](#) Firestorm Games, Sloper Road, Cardiff, CF11 8AB

The venue is easily accessible by car; from **Ninian Park** and **Grangetown** train stations both of which link to Cardiff Central); and via local bus routes.

Firestorm itself is a fantastic venue for casual gaming and will be open both on the Friday evening and all of Sunday. If you fancy making a weekend of it, there are plenty of hotels available in the city centre.



Timetable

09:00 - 09:30	Arrival and registration
09:30 - 11:15	Mission 1
11:30 - 13:00	Mission 2
13:00 - 14:00	Lunch & Armies on Parade
14:00 - 15:45	Mission 3
16:00 - 17:30	Mission 4
17:45 - 18:00	Event results

Contact Us

Should you have any questions about the event or its format, please do not hesitate to drop us an email at:

blindfaithwargaming@gmail.com



Army Selection and Ruleset

Army selection for this event will be built around the Warband Force Organisation Chart as described in [mp_minatures](#) and [CastHeretico's](#) 'Litanies of Death' supplement [which can be found here](#).

The event will make use of the '**General Changes**' and '**Shift Sequence Changes**' sections; however, we will not be using the optional rules. Please do not worry about being an expert of the rules - we will be available all day to answer any questions!

List Submission:

Winning your game serves no benefit at this event - apart from your personal bragging rights! As such, we ask you to refrain from bringing anything that could be considered a 'win at all costs' list. The goal should be to bring something that will be fun for both you and your opponents.

We ask all lists to be submitted two weeks before the event on the 14th June 2025. We will review all lists and may ask you to make some adjustments if something is either felt to be too strong, or to not fall within the Litanies of Death limitations.

What to bring

Along with yourself, you need to make sure you bring the following with you on the day:

- Your army
- All relevant army books, Libers, FAQs, supplements, and any other publications required to play your army
- A copy of your army list for your opponent. Whilst physical is nice, digital is fine
- Dice, tape measure, and templates
- A way of keeping track of scores in a game - pen and notebook recommended!
- 6 objective markers

Player Conduct

The primary aim of this event is for all players to enjoy themselves and have a great day.

Anyone believed to be cheating or purposely encroaching on the fun of others will be asked to leave.

We also want this event to be friendly to new players of Heresy and those who may not have played since 1st Edition. If someone makes a rules mistake, please do not get upset with them - politely explain what went wrong and move on. If you would like a TO to find a resolution, come find us.

We were all beginners once!

Hobby Standards

One of the primary aims of this event is to encourage new and returning players to have a space to try Heresy with small forces. As such, we will not be enforcing a painting standard for the event. This doesn't mean you shouldn't feel discouraged bringing a beautifully painted force though - see the 'Best Army' award below!

We do ask that all models are fully assembled (temporary measures are fine for models in subassemblies) and built with '*What You See Is What You Get*' in mind. Conversions are actively encouraged, but we ask that any are clear for your opponent as to what they represent. If you have something particularly whacky in mind, send us a message!

Awards

There will be two major awards for this event: 'Best Loyalist' and 'Best Traitor'. Your in-game victories will not count towards this award as they will instead be decided by whomever from each team has the most votes for 'Best Army' and 'Best Player'.

These votes will be collected via the a Google Form on the day, there will be QR codes dotted about to make it as seamless as possible.

The votes for 'Best Army' should be submitted at the end of lunch. During lunch, we will ask all those who wish to be considered for a 'Best Army' vote to set their armies up on their Game 2 board for an 'Armies on Parade' display. We also recommend bringing some kind of way of identifying your army as yours - it makes it easier for people to vote for you!

At the end of each game, we will also ask you to submit a score for your opponent as to how likely you would be to play them again. This is entirely personal and can consider all aspects of the game: sportsmanship; narrative of their army; how helpful they were with the rules; anything! Ultimately, the only thing we ask you don't consider is how well their army is painted (as that's covered above)!

Should numbers permit, we may look to expand this to four awards: individual awards for 'best army' and 'best player' for both Loyalists and Traitors

We will also be awarding the coveted '**Wooden Spoon**' to the person with the lowest game score for the day. We will not be considering votes for the above two awards in this. This is a particularly important award to the organisers, as we have both won it ourselves at other events!