



VERIDIAN BURNS

'Wars begin when you will, but they do not end when you please.'

- the Philospharch Machiavelli circa M1

'Live, laugh love.'

- Erebus, First Chaplain and Dark Apostle of the Word Bearers

BACKGROUND

Commanders welcome. The Shadow Crusade rages through the realm of Ultramar, as a traitor armada, led by Lorgar Aurelian, Primarch of the Word Bearers, and Angron, The Red Angel and Lord of the XII Legion, butcher a bloody swathe through the 500 worlds.

Facing down the full might of these madmen and zealots are the defenders of Ravishol, an industrial world in the Veridian System – home to Calth. The combined Loyalist forces are in the maelstrom of the fires of Heresy and are ready to meet the second wave of the onslaught head on.

Here we rejoin the action in this sorry theatre of war as the massed ranks of the once loyal Legiones Astartes tear each other apart, rending the galaxy asunder and consigning countless billions to the grave.

EVENT PACK: VERIDIAN BURNS

What: A two day narrative event featuring four custom missions. This event is the second of a story arc of events, but it isn't necessary to have played in the first event.

When: 31st May -1st June 2025.

Where: Boards and Swords Hobbies, Jubilee Business Park, 3 Jubilee Parkway, Stores Road, Derby DE21 4BJ

Timings:

Saturday 31st May	Sunday 1st June
<ul style="list-style-type: none">• 09:30-10:00, Arrival and registration• 10:00-12:30, Game 1• 12:30-13:30, Lunch• 13:30-16:00, Game 2• 16:00-17:00, The Pit Tournament	<ul style="list-style-type: none">• 10:00-12:30, Game 3• 12:30-13:30, Lunch<ul style="list-style-type: none">○ Armies on Parade• 13:30-16:00, Game 4• 16:30 - Prizes

Lunch will be provided on both days. Your choice of small Domino's Pizza. Om nom nom.

List Building

2,500pts. All armies must adhere to a Horus Hersey 2nd Edition Force Organisation chart. **Please note: All miniatures should be painted to a minimum battle ready standard.**

You are encouraged to bring some line units. You will struggle to score/interact with objectives without them.

Restrictions

- No primarchs or named characters.
- Only Units or Characters with Artificer Armour equipped as standard may take it. It can't be taken as an upgrade. For example, a Tactical Marine Sergeant has Power Armour listed in his Wargear – so he can't take Artificer Armour., but a Praetor can, because it is listed in his Wargear.
- You are **limited to a maximum of two Units of Legion Reconnaissance Squads.**
- You are **limited to a maximum of four Dreadnoughts** of any type.
- The White Scars Rite of War 'Sagyar Mazan' and Blackshields Oath 'Only in Death Does Duty End **may not be taken.**

To Note

- Exemplary Battles and Legacies of the Age of Darkness units are allowed.
- Liber Panoptica units/rules are **not** allowed.

Awards:

- **Legionem Victrix** – Trophies for all players of the victorious faction.
- **The Faultless Blade** – The winner of the Pit Tournament.
- **I want that one! (Traitor/Loyalist)** – Favourite army.
- **Nice Guy Eddie (Traitor/Loyalist)** – Voted most sportsman.