**Horus Heresy Siege of Steel: Culmination at Coheria.**

A Horus Heresy Narrative Teams Event

8 Loyalist Team and 8 Traitor Team Tickets Available

24/05/25-25/05/25

09:00-18:00 Both Days

Horus Heresy: Age of Darkness

The Outpost Sheffield, 35 Walker St, Sheffield, S3 8GZ

There is on site parking for about 14 cars, as well as plenty of parking at the nearby Victoria quays car park which is £3.50 for the day.

**Horus Heresy Siege of Steel**

**Event Lore**

The Chordant Crusade.

The Chordant Crusade engulfed a large swathe of the galactic northeast in a tide of blood and destruction, forces loyal to The Imperium and the Warmaster alike fought furiously over key resources and, hopefully, safe warp transit routes to The Segmentum Solar. The first notable and possibly the bloodiest of these conflicts was the Dimmamar Crisis.

Early in the onset of The Horus Heresy, conflict raged among the star systems in the Segmentum Obscurus. Proximity to the Istvaan system, along with encompassing multiple legion home worlds and one of the easiest navigable warp routes to Terra, made the Segmentum Obscurus a maelstrom of activity during the early stages of The Horus Heresy.

Beset by the tides of war, many high ranking Legiones Astartes officers were sucked into a brutal struggle for survival or supremacy in the Dimmamar system. The system was engulfed in a brutal warp storm and forces in system were cut off for what seemed to them an age. When the storm abated, the system was a blasted hellscape, planets scoured bare, and resources plundered. The victors set out to join their allies well-armed and battle hardened, ready to play a part in the wider war. Emerging from the maelstrom were a pair of warlords hailing from the Sons of Horus and World Eaters legions, now bolstered by their benefactors the new overlords of Dimmamar, the traitor fleet surged on deeper along the galactic chord towards Mezoa.

The Dimmamar conflict was the spark that ignited the flames of a wider engagement that came to be known as the Chordant Crusade. Fought along the borderlines of Segmentum Obscurus and Segmentum Ultima, the Chordant Crusade would be a concerted effort from the traitors to drive deep into the Imperial Core.

The Sundering of Mezoa.

A hive world, in a system comprised of 8 worlds, Mezoa would prove a key staging point for the Warmaster’s traitorous forces for their push deeper into the galactic core. The loyalists dug in, determined to halt or at least slow the traitor’s advance. The Loyalists fought with bitter fury ceding no ground to the traitorous dogs and fought them to a bitter standstill, robbing them of the momentum to carry them on. The loyalists claimed a shallow victory on Mezoa and enacted a fighting retreat to the Goth system.

The Conquest of Goth.

The Forgeworld of Goth in the Gothic Sector is home to a Questoris Knight Household. The foundries and forges of the geologically varied and unstable world have been critical in maintaining supply lines for the great crusade, and these facilities are greatly desired by both sides in the war for the future of mankind.

The traitors seek to take control of the vast manufactorum facilities to create new technological abominations, repair their damaged machines and refit their forces for the furious nature of legion versus legion combat. The space ports and shipyards are a vital asset the loyalists must deny to the traitors, in order to prevent the traitors pressing their advantage along the Segmentum border.

The traitors fell upon Goth under a cloud of scrap code blocking out the defender's sensors. A Titan maniple of Legio Vulcanum was deployed to sow terror with their bloated and mutated forms. A strong offensive lead by a contingent of Iron Warriors and World Eaters broke the back of the Loyalist forces and the Traitors plundered the stockpiles on Goth, the Loyalists fleeing into the Segmentum Ultima, determined to make a stand and await reinforcement amidst the towering hives of Saria Major.

The Slaughter of Saria Major.

Saria Major was a vast hive world home to billions of souls, its entire surface was one big city and the habs stretched for miles into the thin smoggy atmosphere. It’s Binary star system and asteroid field lead to ever changing day and night cycles, so the entire planet was lit by lumen globes. The Loyalist fleet made planet fall to use the various communications complexes and deep space vox links to contact Terra and beg the Praetorian for reinforcements. The Traitor Fleet made high orbit and a furious battle began. Only one thing was certain, in this dense sprawling environment, close range warfare would be rife, and the death toll would be catastrophic.

The Massacre at Metahira.

Metahira was a trinity of worlds and the three could not be more diverse. Metahira Alpha – a bustling world split between industry and civilised habitation with engineered day and night engines to combat the constant shroud of darkness from its shroud of orbital debris. Metahira Beta – an agricultural world, with thick beast inhabited jungles in the north where the beasts are hunted for meat and mineral farming and promethium drilling in the deserts to the south. Rumours of xenos remnants of previous “Ork” species inhabitation are unconfirmed. Finally Metahira Gamma is designated a research world, with open plains and very little in the way of life aside from basic plant species. Evidence of ancient civilisations and a fallen Imperial Knight House were being examined and explored by the Mechanicum at the outbreak of the Horus Heresy.

Annihilation at Agthane Excellia

Agthane Excellia was a world often touted as a lush replica of old terra. Lush Equatorial jungles, Frozen polar regions, vast quantities of ocean and desert. Even orbited by a barren rocky moon. Beleaguered loyalist forces abandoned their fighting retreat to the galactic core in the Chordant crusade to fall back to Agthane Excellia and dug in hard, determined to hold the settled regions, fight brutal guerilla combat in the equatorial jungles and deplete the traitors armoured detatchments in the deserts.

The Culmination at Coheria

Coheria during the great crusade was terraformed by the techno-adepts of the

A map of a game

Description automatically generated

**Itinerary:**

Saturday 24th

09:00-09:30 Arrival and Registration

09:30-10:00 Narrative and captain briefing

10:00 – 13:00 Game 1.

13:00-13:45 Lunch

13:45 -16:45 Game 2.

17:00-20:00 Game 3.

Leave armies out overnight for voting for best painted, venue will be locked over night

Optional evening social in the local area, details posted nearer the time.

Sunday 25th

10:00-10:30 Arrival voting for best painted

10:00 – 13:30 Game 4.

13:30-14:30 Lunch

14:30 -17:30 Game 5.

17:45 Awards and Depart.

**Teams Rules:**

This is a team's event and each ticket, covers entry for four players, all players must have the same allegiance. This allows for a loyalist vs traitor narrative conclusion to our Siege of Steel Series.

Each team must have a team captain, and this captain should ideally be the ticket holder (this allows for better comms with the EO team). Each team captain is responsible for liaising with the EO team and ensuring all team members lists are submitted ON ONE EMAIL by the deadline.

Teams will be paired against a different team and sent to a certain set of four tables.

Each of these tables will have a different mission, which teams are able to look at before player selection. Each table will have different environmental factors/ terrain traits.

Each table will have a designation:

Alpha – Worth the most points

Beta- Worth the 2nd most points

Gamma – Worth the 3rd most points

Delta – Worth the least points but will provide the winning team with a Redeploy token\*.

Teams decide which player is going to be allocated to each battleground in secret by writing on a deployment slate (piece of paper) and then teams reveal which player will be going where simultaneously. This allows teams to match the player most suited to the mission or environment.

\*Redeploy token can be cashed in after players have been allocated to tables, by calling an EO and handing in the token, allowing the team to swap 2 players out.

**Forces:**

You must create a 3000pt force.

Your forces must have the same allegiance to the rest of your team according to the ticket you have purchased.

Each force must have 1 HQ designated as a warlord, and two troops minimum (Unless running a Questoris household, in which case the Questoris household force organisation chart overrides this)

Don’t forget your line units.

Allied detachments are allowed and are limited to one per player.

Lords of war are allowed.

Primarchs are not allowed as they were too busy fighting for their lives or fortifying.

Special Characters are also not allowed this is about your generals and their stories.

Rites of war are allowed; Fury of the ancients will be allowed but killing the HQ dread gives d3 vp to your opponent.

You may only include one model with the dreadnought keyword per 750 points.

Any force with an official publication is usable.

3-d Printed upgrades are allowed but wholly 3d-printed models are not.

Your army must be fully painted and based.

Each of your teams’ 3000pt lists must be emailed to [dan@the-outpost.co.uk](mailto:dan@the-outpost.co.uk) by the 30th of April so lists can be checked.

**You will need:**

Dice

Tape Measure

Fully painted and based army

Paper and a pen for noting scores and active effects.

Templates

**Missions:**

Each table will host a different mission in a different location on the planet of Coheria. Therefore there will be different mission rules and terrain rules that teams must take into account when deciding which player will fight on which table.

**Scoring:**

Each table will score the winning team a number of points based on its designation.

Teams scores will be combined with their average sportsmanship score and their favourite army votes (as multipliers) to calculate their overall event score.

**Awards and Prizes**

Steel Siegemasters Award: The team with the highest overall event score – Each team member will win a copy of the (rumoured) new core set on release.

The Artisan Award: Individual with the most favourite army votes

Legion of Artificers Award: The Team with the highest average number of favourite army votes

Icon of the Legion Award: The most sporting player

The Mournival Award: The most sporting team

Ferrus Manus Award: Team with the lowest overall score

Commander of the Chordant Crusade: The player with the highest combined Siege of Steel series event score (this may not be someone from this event but this will celebrate our overall series winner from the last 2 years of events).

Awards other than the Steel Siegemasters will also come with a prize, either of Outpost Vouchers, or Heresy related bundles.

**Tickets:**

Team tickets cost £150 for the weekend

This includes 5 games of Horus Heresy over 2 days.

Prize Support too.

Refunds will not be accepted after the 15th of April.