

Plundering of the Valina System Part 2



16th & 17th August 2025

Contents

Contents.....	2
The Valina System.....	3
The Plundering of the Valina System – Part 1	4
Building your Force	4
Event Format	4
Painting Standards.....	5
Expected Conduct.....	5
Awards and Prizes	6
Event Procedures	6
Event Timeline	6
Dumfries Gamers.....	7
Event Sponsor	7
Parking.....	8

The Valina System

Introduction

The Valina system is located just outside of Sol, to the galactic west. It was brought into compliance at the early stages of the Great Crusade. The local populace welcomed the Emperor and the forces of the Imperium with open arms. With the arrival of the Emperor, great feasts and parades took place across the sector.

The system consists of 6 planets, 4 of which are inhabitable. It became clear to the Imperial scientists that the planets in the system had soil with rich minerals great for farming, so the system was turned into an agriculture system; needed to feed the growing crusade.

The Garrison Forces

During the Great Crusade a small Imperial Naval Squadron was stationed to provide naval support to the transport ships coming in and out of the system. The system also had groups of small militia forces, providing basic defence capabilities. The Governor knew they could reach out to Terra if there was a significant threat.

Once the news of the Warmaster's betrayal reached the Emperor, the 123rd company of the VII Legion were despatched to Valina system to establish defences. Under the command of Lord Castellan Fritz, this began 6 Terran years of work to establish the defences against a likely attack from the Traitorous legions.

The protection of this system eventually became a high priority for the Praetorian. It became clear that it would be vital in assisting Terra in resisting a protracted siege of the Imperial Palace: he needed to stockpile as many resources as possible to keep the populace fed during the coming siege.

The Enemy Masses

The Warmaster was quick to understand importance of this system too. To take the Emperor's throne on Terra, he needed to strangle their food supplies: the hungrier the defenders become the more they will fall to despair. The taking of this system will also help keep his own forces fed throughout the upcoming siege.

With plans drawn, the Warmaster ordered companies from across the forces loyal to him to take the Valina System. He gives overall command to the XIV Legion, with strict instructions that, if they cannot take the system, they are to ensure that the forces loyal to the Emperor can't reap the benefits of this system either: only scorched earth is to be left.

The Plundering of the Valina System – Part 1

The Loyalist's defended against the onslaught wrought on Valina 5, fighting back the Traitor legions with a veracity not often seen in the wider heresy. However, this was achieved at a great cost to both sides, both mentally and physically. A widespread withdrawal occurred shortly after, revealing the devastating impact on planet's fertile surface.

In the face of this defeat, there was still some benefit gained by the Warmaster and his forces. Vital, yet fragmented intelligence was beginning to filter back to the command echelons of this invasion fleet. Although unconfirmed, there was talk of a set of abandoned forges on one of the otherwise uninhabited planets in the system. This was to be the next focus, he decided...

Building your Force

Your force must be selected from the Liber Astartes, Liber Hereticus, Liber Mechanicum, Liber Imperium and Demons of the Ruinstorm. Units from Exemplary Battles and Legacy PDFs may also be taken. You may take an allied detachment, but this is to be included in your army total.

The following restrictions are in force for this event:

- A fully painted and based 3,000 points force
- Maximum of 3 models with the Dreadnought sub type.
- No Primarchs may be taken.
- Only 0-1 of each named character may be taken across the event. This is on a first come first served basis. For example, if someone requests Sigismund then no one else would be able to use him for this event.
- A Warlord progression tree will be used at this event if you chose not to bring a named character.

A polite notice for when you are writing your lists: this event is a light narrative event. This event is open to new players to the game system and anyone wanting fun games of Horus Heresy: **this is not a tournament**. We don't want anyone tabled on turn 2 and not having fun.

Lists will be submitted into the EOs 2 months prior to the event. This enables us to check power levels and help with match ups.

Event Format

This event will be 4 missions of frontline at 3,000 points. There will be some secret missions given by each team captain, which could change the balance of the campaign.

Before each mission, there will be a briefing given to players, outlining the results from the last round and context for the next mission.

This will be a loyalist vs traitor event with up to 13 players per side. A team captain will be selected for each side closer to the event.

Score sheets during each game to all players. You will fill out scores and any notable event from your games.

Painting Standards

For this event we would suggest the following minimum standard for a complete heresy army.

- All models fully **constructed** i.e. all weapons, ancillary parts, and bases attached firmly. Models should not be held together with “blue-tack” or other temporary measurers other the magnetising weapon options.
- Models should be **painted** to a minimum event/tournament “three colour” standard i.e. completed base coat of all relevant parts with no bare plastic/resin showing.
- Models should be **based** i.e. no black plastic/resin showing on the base, and those that require flying stands should have them appropriately attached when in play.

If players army does not meet the standards shown above, then the owning player will be ineligible for any of the prize categories.

Expected Conduct

Similarly, we expect players at the event to be “good sports” and abide by the following code of conduct.

- Offer your opponent a chance to examine your army list before battle commences.
- Answer any questions your opponent has about your army and the rules that apply to it.
- Measure moves and distances carefully and accurately.
- Give your opponent the chance to examine your dice rolls before picking up the dice.
- Ask permission before touching anyone else’s models.
- Remind your opponent about they may have forgotten to use or were used incorrectly.
- Never deliberately waste time during a game.
- Avoid distracting an opponent when they are trying to concentrate.
- Be polite and respectful.
- Any decision on gameplay questions or prizes decided by the EOs is final.

Awards and Prizes

The Warmaster's Champion

This award goes to the top player from the Traitor team. This is **not** awarded to the player with the most victory points scored. This will contribute to it, but players will also be scored on gamesmanship and narrative.

The Praetorian's Champion

This award goes to the top player from the Loyalist team. This is **not** awarded to the player with the most victory points scored. This will contribute to it, but players will also be scored on gamesmanship and narrative.

The 'I Want That Army' Award

This award will go to the army voted for by all people attending the event. During the Armies on Display section people can select the top 3 armies they would love to own. This is not just the best painted: it can be narrative, cohesiveness, customisation and conversion too.

The Loken Award

This goes to the player that scores the highest in gamesmanship from all 4 games. In cases of a draw, the EOs will cast the deciding vote.

The Narrative Award

This award goes to the player that submits the best piece of narrative of fluff for their army, to be submitted before the event. Aspects could include why your army is present in the theatre of war, what actions have led to them that stage, what was their role in the previous actions of the campaign, etc. This will be decided by the EOs.

Event Procedures

A Facebook page has been created for the event: this is where the EOs will place all announcements, and information can be found.

Event Timeline

Day 1

0900 – 0930 Registration
0945 – 1245 Game 1
1245 – 1345 Lunch (Not Provided)
1400 – 1700 Game 2

Day 2

0900 – 0930 Armies on Parade
0945 – 1245 Game 3
1245 – 1345 Lunch (Not Provided)
1400 – 1700 Game 4
1730 – 1800 Awards and Prizes

Dumfries Gamers



Dumfries Gamers is a tabletop wargaming club for the players in the Dumfries area. The club runs campaigns for Warhammer 40,000, Age of Sigmar, Horus Heresy and Blood Bowl. It has an active D&D and other RPG game group. It also has regular Magic the Gathering drafts and has some other table top games being played regularly Dystopian Wars and Infinity. A warm and welcoming club and all people are welcome.

<https://www.facebook.com/dumfriesgamers>

Event Sponsor



United Bricks Toy Shop is your go to place for all your LEGO needs. We stock a wide variety of new sets, and even some used ones that are looking for good homes. We also have a range of our own Custom Printed Products available. We stock a selection of miniature wargame ranges by Games Workshop, such as Warhammer 40,000, Age of Sigmar, Horus Heresy, as well as paints and basing materials from multiple brands so that you can get exactly what you need to have your army ready for the tabletop.

<https://www.unitedbricks.com/>

United Bricks Toy Shop
168 King Street
Castle Douglas
DG7 1DA

Parking

See below a map showing the venue and where to park. Please note that this is a residential neighbourhood, so please be mindful of local residents.

