WELCOME TO THE VARDIS SYSTEM

*Amid the vast, unfathomable cosmos lies a beacon of unity and defiance against the backdrop of the Horus Heresy: the Vardis System. This trinity of celestial spheres orbits a dying red giant, their destinies intertwined in a dance of loyalty, ambition, and determination. The Vardis System, though seemingly insignificant in the grand tapestry of the galaxy, serves as a microcosm of the greater struggle that consumes the Imperium of Man.*

*The first of the three planets, Vardis Prime, stands as a testament to the unyielding spirit of humanity. Its sprawling, industrial metropolises emit a constant symphony of progress, while its vast chemical refineries transmute the raw materials of the cosmos into fuel for the Imperium's war machine. Here, countless workers toil day and night, forging the weapons and tools necessary to combat the traitorous forces that seek to unravel the Emperor's vision.*

*Vardis Secundus, the beating heart of trade and commerce, is a bustling hub of activity that bridges the far reaches of the Imperium. Its azure skies are crisscrossed by innumerable vessels, as merchants from a thousand worlds converge to exchange goods, ideas, and hope. The planet's vast markets and elegant spires serve as a testament to the power of unity, a reminder of what can be achieved when the diverse factions of mankind stand together against the encroaching darkness.*

*Finally, Vardis Tertius, a sprawling urban world, exemplifies the resilience and adaptability of the human spirit. Its labyrinthine streets teem with life, while towering hab-blocks pierce the heavens, casting shadows that stretch across the planet's surface. Vardis Tertius is a melting pot of culture and ambition, a microcosm of the galaxy itself, where the citizens of the Imperium work, live, and dream of a brighter future beyond the shadow of the Horus Heresy.*

*Together, these three planets form the backbone of the Vardis System, each contributing to the ongoing battle against the forces of the Warmaster. It is here, in the crucible of industry, commerce, and urban resilience, that the fate of countless souls will be decided, as the embers of loyalty and the cold winds of betrayal collide in a struggle that will shape the destiny of the galaxy itself.*

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# INTRODUCTION

This document provides all the information you need regarding the format of our 2-day Horus Heresy narrative event.

This pack covers the information on the format, timings, and prizes; for all the practical information on the venue, local hotels, travel, and socials, please see the Location Pack for the event.

Please note that this is a live document. It will be continually updated and reference should always be made to the most recent edition. The latest changes are in red, the previous changes are in blue.

Change Log:

V1.0 Document established

# GENERAL ENQUIRIES AND FEEDBACK

If you have any questions, please get in touch at contact@uktc.events

# WHAT IS IT

This doubles event is part of a brand new event for our Vardis series of Warhammer: The Horus Heresy events. Over two days attending teams will play four rounds utilising a fully painted 3000 point army list constructed using the rules from the current edition of Warhammer: The Horus Heresy (Age of Darkness). There will be an organised evening social where all players will be invited to join in a Social Activity after the end of game 2.

Our aim is to provide an event with a narrative edge with a focus on balanced and interactive gameplay for all attendees, bringing like minded players together for the love of the game in an ever growing community.

You have already been introduced to the Vardis System, where this event takes place. In the following sections we will describe the backstory that underpins the events taking place in the Vardis System. After each event, this section will be updated to reflect the developing narrative within the system as traitors and loyalists have varying success. Players will be able to directly influence the story from event to event as well as compete for best general and improve their overall ranking across different events throughout the year. Read on to find out more about how these mechanics shall be implemented.

#

# THE STORY SO FAR

*In the unfathomable reaches of the cosmos, the Vardis System stood as a defiant bastion against the encroaching darkness of the Horus Heresy. A triad of celestial jewels, bound in a harmonious dance around their dying red giant, they formed an oasis of hope in a galaxy torn asunder by betrayal and treachery. This once-obscure corner of the Imperium now found itself thrust into the limelight, its strategic significance and unique blend of industry, commerce, and urban vitality making it a coveted prize in the grand tapestry of conflict.*

*Before the insidious shadow of the Heresy fell upon the galaxy, the Vardis System had been a radiant beacon of unity and progress. Its planets had thrived in a symphony of cooperation, their combined efforts driving the growth and prosperity of the Emperor's realm. Yet, as the malignant flames of rebellion spread, even the farthest reaches of the galaxy could not remain unscathed by the taint of Horus's perfidy.*

*As the conflict spiraled, the Vardis System found itself inexorably drawn into the tumultuous vortex of the Horus Heresy. The system's abundant resources and strategic location transformed it into a crucible of strife, its fate intertwined with the greater struggle between the forces of the Emperor and those of the Warmaster.*

*Vardis Prime, a testament to humanity's unyielding spirit, became a key battleground in this escalating war. Its vast chemical refineries and ceaseless industrial machinations made it an irresistible prize for the traitor legions. Covert agents, their hearts blackened by Horus's deceit, wormed their way into the planet's workforce, sowing seeds of discord and sabotaging its defenses. Amid the cacophony of progress, loyalist forces valiantly sought to maintain control, fortifying the planet's bulwarks and tirelessly countering the insidious influence of the traitorous infiltrators.*

*Vardis Secundus, the pulsating heart of trade and commerce, bore witness to a more subtle form of conflict. A tangled web of espionage and subterfuge ensnared the once-bustling hub as both factions vied for control of its wealth and influence. The markets that had once thrived with prosperity now teemed with deceit and treachery, as spies and saboteurs from both sides maneuvered to sway the tide of war in their favor.*

*Upon the labyrinthine streets of Vardis Tertius, the sprawling urban world, the hearts and minds of the Imperium's citizens were cast into the crucible. As the specter of the Heresy loomed ever larger, the populace found itself ensnared in a bitter struggle between unwavering loyalty to the Emperor and the alluring whispers of Horus's duplicity. Amid the towering hab-blocks and shadowy alleyways, a battle of wills raged, its outcome poised to tip the balance of power not only in the Vardis System but across the galaxy itself.*

*As our story commences, the Vardis System teeters on the brink, its fate precariously balanced between the forces of loyalty and the insidious tendrils of betrayal. With resources dwindling and trust in short supply, the system's defenders must hold fast against the relentless onslaught of Chaos, fighting not only for the survival of the Vardis System but for the very soul of the Imperium itself.*

WHAT YOU NEED TO BRING

* Your painted (battle-ready minimum) 3000 points army.
* A set of standard six sided dice, a tape measure, six objective tokens and any other gaming aids you may need to play your army.
* The core rulebook for Warhammer: The Horus Heresy (Age of Darkness).
* Any relevant libers, supplements and FAQs for playing your army list.
* A copy of your army list.
* A copy of this event pack.
* If your Warlord does not have the Infantry Subtype, then please ensure you have a single model with up to 4 wounds and the infantry subtype to partake in the evening social.

Digital copies are fine.

#

# EVENT TIMINGS

To avoid queues we will be digitally registering attendees which will be via your list submission emails, and doing the first round draw before the event. When you arrive on Saturday, please check in with the Event Organiser. There will be a short announcement with a narrative brief which formally marks the start of round one.

**Saturday**

Doors open 09:30

Arrival 09:30 - 10:00

Round 1 10:00 – 13:00

Break 13:00 – 14:00

Round 2 14:00 – 17:00

Evening Social 18:00 onwards

**Sunday**

Doors open 09:30

Arrival 09:30 - 10:00

Round 3 10:00 – 13:00

Break 13:00 – 14:00

Round 4 14:00 – 17:00

Awards Ceremony 17:30

# ARMY SELECTION

Your army must be built adhering to the detachment rules present in the core Warhammer: The Horus Heresy rulebook. Your army must not exceed the 3000 points total. Your army must also be painted to a minimum battle-ready standard and be properly based. Your team’s army must be formed of two distinct, legal 1500pt armies, built according to all rules dictated by the rulebook as if they were separate. This includes all rules which limit what units can be taken at a given points level. To best illustrate this, imagine building your list as if you were intending to play a 1500 point 1v1 game against each other.

Unit Restrictions/ List Building Restrictions:

* Fury of the ancients may be taken following the additional restrictions outlined below, but the venerable ancient, and any dreadnoughts that gain line give 1VP to your opponent if destroyed.
* Named Characters and Primarchs are not permitted.
* Each consul upgrade can only be taken once per team.
* Dreadnoughts may only be included with the following restrictions 1 dreadnought per 750 points.
* Please remember that this is a narrative event, and lists will be screened to ensure a positive play experience for all participants. Any lists deemed to need it will be asked to be tweaked.
* Both of your 1500pt forces must have the same allegiance and this must be the same allegiance as the ticket you purchase.

# TERRAIN AND MISSIONS

There will be 3 types of terrain layouts at this event. Each of these will represent Primus, Secudus and Tertius in the Vardis system (see narrative briefing in appendix 1 below) and will have a unique special rule to represent the theme of the planet. You can see the sets that will be used here:

* Vardis Primus <https://www.gamemat.eu/en/terrain/pre-painted-resin-terrain/chem-zone-set.html>
* Vardis Secondus <https://www.gamemat.eu/en/terrain/pre-painted-resin-terrain/industrial-set.html>
* Vardis Tertius <https://ttcombat.com/collections/tournament-terrain/products/municipium-sector-2021-board-bundle>

Each table will have its own mission and deployment map, these will be either taken from official GW publications, or custom made. All missions and deployment maps will be provided as print outs on the tables. Players will be rotated around the tables and there will play a different mission for each game.

# PAIRINGS

Where possible, you will be paired by Loyalist vs Traitor. The first round will be paired randomly. The rest of the rounds will have Swiss-style pairings, where you will be paired against someone with a similar score.

* From Game 2 onwards, gamers will be paired based on performance and list strength.
* If your opponent has not arrived when the round starts, please wait at your table for 10 minutes. If your opponent has still not arrived after 10 minutes, please report to the judges desk where you will be manually repaired against another player who is as close as possible to you in tournament points.
* A Stand in for both loyalists and traitors will be provided. However In the case of there being an odd number of players in the event, the lowest ranked player without an opponent will be given a bye which is a win of round average score
* If at any point you need to drop out of the tournament, please let a judge know or email us.

#

# SECRET AGENDAS

At the start of each event in the series, players will be given a set of 5 Secret Agendas and 1 Prime Agenda. These are scored and ranked completely separately from each individual game and have no impact on the end result of the event, however they form part of the overall narrative of the series as well as providing a way for attendees to build their ranking from one event to the next. Some agendas are worth more than others due to the nature of their objective. Players will have their own secret agendas and must attempt to complete these on their own in secret from their team mate.

Agendas will allow the team with tactical advantage (most agendas completed) to roll on the tactical edge table to give them a leg up in the next mission.

D6 result

1- allow one pair to choose their next mission/ select a different mission

2 - select whether night fighting will be on or off

3 - Select one player on the team, they can call an airstrike once in their next game after turn two. Str10 ap3, large blast breaching 5+ ordinance.

4 - deploy first or second and deployment edge 2nd player still has chance to seize.

5- Select two terrain pieces on the board which now grant +1 cover save

6- Players choice

At the start of each game before the first turn is decided, each player picks a secret agenda from those they have remaining which they can attempt to fulfil in this game. They must place this face down on the table in view of their opponent. At the end of the game players reveal their agenda and score if appropriate. Players submit any completed agendas when submitting their scores to the EO. The agenda is then discarded. For example, a secret agenda may be ‘Investigate Strategic Locations: have one friendly unit within 6 inches of each table corner on the last turn of the game’ Achieving this generates a number of credits as indicated in brackets next to the Agenda. Prime Agenda’s are much harder to achieve and can only be achieved once per event. These generate five credits but may be scored in any round.

Throughout the event players accumulate secret agenda points which form a separate leaderboard. Agendas have their own award however they do impact the overall Master of Vardis Award.

See appendix 3 for a list of the current Secret Agendas.

# AWARDS

Our awards are designed to reward the effort invested in all elements of the HH hobby. As such, it is possible for players of all abilities to win something.

* **Masters of Vardis -** The team with the combine highest score (Highest Combined Score of: Credits, Game Score, Painting Score, Theme Score, Sporting Score)
* **Silent Assassin** - The player scoring the most credits (see secret agendas above) at this event.
* **Best Generals (Loyalist and Traitor) -** The highest ranked Loyalist and Traitor pairs (combining game score and sportsmanship scores) The Master of Vardis will not claim this award as they are superior to all.
* **Wooden Spoon** - The lowest ranked team
* **Best Painted** - The team with the most votes for Best Painted Army
* **Best Theme** - The team with the most votes for Best Themed Army, this will consider list building, conversions and narrative as well as painting.
* **Most Sporting** - The team with the most nominations from their opponents for Most Sporting.

#

# BEST PAINTED/THEMED AWARD

At the lunch break on the Sunday of the event, please place your army on display with your name clearly displayed next to it using the sticker provided for player voting

To qualify for entry, please note your army must comply with the following:

* Your army must be painted to beyond battle-ready standard. To clarify, this means your army must be properly based and painted with an appropriate attention to detail.
* The models in your army must follow a theme and look like a cohesive force.
* The models in your army must be built and painted by yourself.

MOST SPORTING AWARD

After each round players should submit the google form to rate their opponent’s sportsmanship out of 10, things to take into account would be how helpful the opponent was, how friendly, and would you like to play them again (this does not take into account the opponents list, but them as a player and member of the community).

BEST THEME AWARD

After each round players should submit the google form to rate their opponent’s sportsmanship, on the same form there is a place to score your opponents army theme out of 10, please consider things such as list writing, any lore or narrative provided, conversions, etc.

# APPENDIX 1: TERRAIN MAPS

***Vardis Prime,*** *the industrial heart of the Vardis System, is a sprawling, magnificent world where the unyielding spirit of humanity is made manifest. Orbiting the dying red giant, this planet serves as a testament to the determination and ingenuity of the Imperium's denizens, its vast landscapes dominated by the ceaseless hum of progress and the relentless march of industry.*

*Vardis Prime's surface is a patchwork of expansive manufacturing complexes, colossal chemical refineries, and towering habitation spires that pierce the bruised, smog-choked skies. The atmosphere, tinged with the acrid scent of industry, is a swirling canvas of oranges and reds, reflecting the fiery heart of the red giant above. The planet's horizon is a jagged silhouette, an ever-changing skyline of smokestacks belching plumes of exhaust and colossal cranes stretching like skeletal fingers toward the heavens.*

*At the core of Vardis Prime lies the Vardisium Foundry, an immense, labyrinthine complex that serves as the beating heart of the planet's industry. Here, the rare and invaluable element Vardisium is refined and processed, its unique properties harnessed to create weapons and tools vital to the Imperium's war effort. The foundry itself is a vast, cathedral-like structure, its immense halls echoing with the clamor of machinery and the rhythmic chanting of countless workers toiling in unison.*

*The populace of Vardis Prime is diverse and industrious, a melting pot of laborers, engineers, and artisans drawn from across the galaxy by the promise of purpose and prosperity. In the planet's bustling marketplaces and winding, cobbled streets, one can find a myriad of cultures, languages, and traditions woven together in a vibrant tapestry of life.*

*Despite the challenges posed by the harsh environment and the weight of the ongoing conflict, the people of Vardis Prime remain steadfast in their loyalty to the Emperor. Their unwavering faith and determination are the foundation of the planet's defenses, and their tireless efforts ensure that the fires of industry continue to burn bright, even in the face of darkness.*

*Vardis Prime is a world of contrasts, where the unbridled power of industry meets the indomitable spirit of humanity, and where the ceaseless drive for progress is tempered by the resilience of the heart. In this crucible of steel and fire, the fate of the Vardis System and the Imperium itself may well be forged*.

Map TBC

USR: I can't hear a thing; reduce LD by 1 if within 3" of a terrain feature when taking pinning tests

***Vardis Secundus,*** *the vibrant nexus of trade and commerce within the Vardis System, is an energetic world brimming with opportunity and diversity. Its orbit around the fading red giant is a celestial waltz, a testament to the delicate balance of power and prosperity that defines the planet. Vardis Secundus serves as a vital artery of the Imperium, its bustling ports and teeming markets providing a lifeline of resources, knowledge, and hope to countless worlds.*

*The surface of Vardis Secundus is a breathtaking mosaic of azure oceans, emerald green plains, and gleaming spires that reach for the heavens. The skies above are a symphony of color and motion, crisscrossed by countless vessels traversing the celestial highways, their contrails painting ethereal brushstrokes against the backdrop of the cosmos. Vardis Secundus is a world alive with possibility, where the cacophony of a thousand languages and cultures converges in a harmonious blend of trade and diplomacy.*

*At the heart of Vardis Secundus lies the Grand Emporium, an awe-inspiring monument to the power of commerce and collaboration. This colossal marketplace stretches for miles in every direction, a labyrinth of stalls, bazaars, and galleries that offers treasures from every corner of the galaxy. The air is filled with the heady scent of exotic spices and the clamor of haggling merchants, while the vibrant tapestries that adorn the market stalls flutter like the wings of a kaleidoscopic phoenix.*

*The inhabitants of Vardis Secundus are a varied and enterprising people, a melting pot of traders, merchants, and artisans drawn from the farthest reaches of the Imperium. In the planet's bustling promenades and verdant plazas, one can encounter an astonishing array of customs, philosophies, and fashions, woven together in a complex web of alliances, rivalries, and friendships.*

*Though the shadows of war and treachery loom over Vardis Secundus, the spirit of its people remains unbroken. Their determination to weather the storm of the Horus Heresy is the driving force behind the planet's thriving commerce, a beacon of hope in a galaxy beset by darkness.*

*Vardis Secundus is a world of contrasts, where the endless possibilities of trade and diplomacy are tempered by the ever-present specter of subterfuge and intrigue. It is here, in this vibrant hub of activity, that the fate of the Vardis System and the Imperium may well be bartered, negotiated, and ultimately determined.*

Map TBC

USR: Hazardous Cargo; Pieces of Terrain Marked with a hazardous marker project a bubble of dangerous terrain of 4inches radius around them.

***Vardis Tertius****, the urban jewel of the Vardis System, is a bustling, cosmopolitan world that embodies the resilience and adaptability of the human spirit. Encircling the waning red giant in a delicate celestial ballet, Vardis Tertius stands as a testament to the fortitude and determination of the Imperium's citizens, its labyrinthine streets and towering hab-blocks a vibrant testament to the dreams and ambitions of a galaxy at war.*

*The surface of Vardis Tertius is an intricate tapestry of sprawling metropolises, verdant parks, and shimmering waterways that carve a sinuous path through the urban landscape. The skies above are a canvas of deep indigo and star-speckled midnight, the celestial tapestry pierced by the glittering spires of gleaming arcologies and the pulsating glow of neon signage. Vardis Tertius is a world in constant motion, where the frenetic energy of countless lives intertwines in a complex dance of commerce, culture, and camaraderie.*

*In the heart of Vardis Tertius lies the majestic Capitol Spire, an awe-inspiring edifice that soars above the cityscape like a beacon of hope and unity. This towering monument serves as the seat of governance and a symbol of the unbreakable bond between the citizens of the Vardis System. The Capitol Spire is an architectural marvel, its elegant lines and soaring arches a testament to the ingenuity and vision of humanity, even in the face of adversity.*

*The denizens of Vardis Tertius are a diverse and vibrant people, a melting pot of scholars, artisans, and laborers drawn from across the galaxy in pursuit of opportunity and shared prosperity. In the planet's bustling markets and shadowy alleyways, one can encounter a dizzying array of dialects, beliefs, and traditions, all woven together in the intricate tapestry of urban life.*

*Despite the encroaching darkness of the Horus Heresy, the spirit of Vardis Tertius remains indomitable. Its citizens, united by the bonds of loyalty and the shared dream of a brighter future, stand as a bulwark against the insidious forces of treachery and despair.*

*Vardis Tertius is a world of contrasts, where the boundless energy of urban life meets the unyielding resolve of the human spirit. It is here, amid the twisting streets and towering hab-blocks, that the fate of the Vardis System and the Imperium may well be shaped by the courage and determination of its people.*

Map TBC

USR: Cityfight; units arriving from reserves may enter the battlefield from any building in their deployment zone instead of their battlefield edge

# APPENDIX 2: REGISTRATION

We will be pre-registering all players before the event.

We will register players as they submit their list. No list submission, no entry, this is to ensure all players have an enjoyable experience, and no egregious, illegal or otherwise offensive lists are in attendance.

Army Lists **must** be submitted via email to: vardisheresy@gmail.com no later than 2 weeks before the event. This is so lists can be screened by the event organisers.

The first round draw shall take place on Friday prior to the event. Pairings will be announced on arrival.

# APPENDIX 3: AGENDAS

Secret Agendas

* Area denial: end a game with more scoring units wholly within 12 of the centre of the board than your opponent (1)
* Blood and guts: kill 5 enemy units in melee in a single game (1)
* Bring it down: kill 5 enemy vehicles in a single game (1)
* No prisoners: kill 5 enemy units of the same unit type (EG infantry) in a single game (1)
* Secure no man’s land: end a game with no enemy units in no man’s land (1)
* Overwhelming firepower: kill 5 enemy units with ranged weapons in a single game (1)
* Secure no man’s land: end a game with no enemy units in no man’s land (1)
* First Blood: Destroy two enemy units in your first active turn (1)
* It Sure Is Dark Out: Cause an enemy unit to fail a leadership test when night fighting is in effect. (1)
* Counter Attack: Win a combat with a unit that received a charge (1).
* Assassination: kill all enemy characters in a single game (2)
* Behind enemy lines: end a game with more units in the enemy deployment zone than your opponent (2)
* Capture enemy outpost: end the game holding the objective marker in your opponents deployment zone (2)
* Defend stronghold: end a game whilst having had 0 enemy units within your deployment zone (2)
* War of attrition: end a game having killed more enemy units than they killed of yours (2)
* Lock down the position: hold the same 2 objectives for 3 or more turns consecutively (2)
* Storm hostile objective: end a game with no enemy units in their deployment zone (2)
* Investigate Strategic Locations: have one friendly unit within 6 inches of each table corner on the last turn of the game (2)
* Fix Bayonets: Win a combat, with a troops unit that in the preceeding shooting phase shot at the unit it then charged. (2)
* If it bleeds, we can kill it: Win a combat with a troops unit, while fighting against an elites or HQ unit. (2)
* Total annihilation: kill all enemy units in a single game (3)
* Victory and honour: Kill 3 enemy models in a challenge. (3)
* Extend battle lines: end a game holding all objectives in each players deployment zones (3)
* A tempting target: hold all objectives in no mans land at the end of a game (3)
* Battlefield supremacy: end a game while holding all objective markers (3)
* Outrank This: Win a challenge fighting against a model with higher weapon skill. (3)
* Pillage their lines: End your turn with your Warlord within 10 inches of your opponents table edge (3)
* King of the Hill: End your turn with your warlord wholly within 6 inches of the centre of the board, with no enemy units partially within the same 6 inches

Prime Agendas

* Crush them: destroy the last model in a unit using the ramming rule (5) Prime
* Kingslayer: slay the enemy warlord during a challenge (5) Prime
* Cull the hordes: destroy over 50% of enemy models in the first 2 battle rounds (5) Prime
* Reaper: destroy at least 3 units with your warlords unit in a single game (5) Prime
* Sentinel: completely destroy an enemy unit using the return fire or overwatch reactions (5) Prime
* Break their spirit: cause 3 or more units to flee the battlefield in a single game (5) Prime
* Sacrificial Feint: Lose over 50% of the points value of your army (5) Prime
* We are the backbone: Defeat 5 enemy units with line units (5) Prime

Difficulty ratings, each player gets a selection of each difficulty, 2 easy 2 medium 1 hard, 1 prime