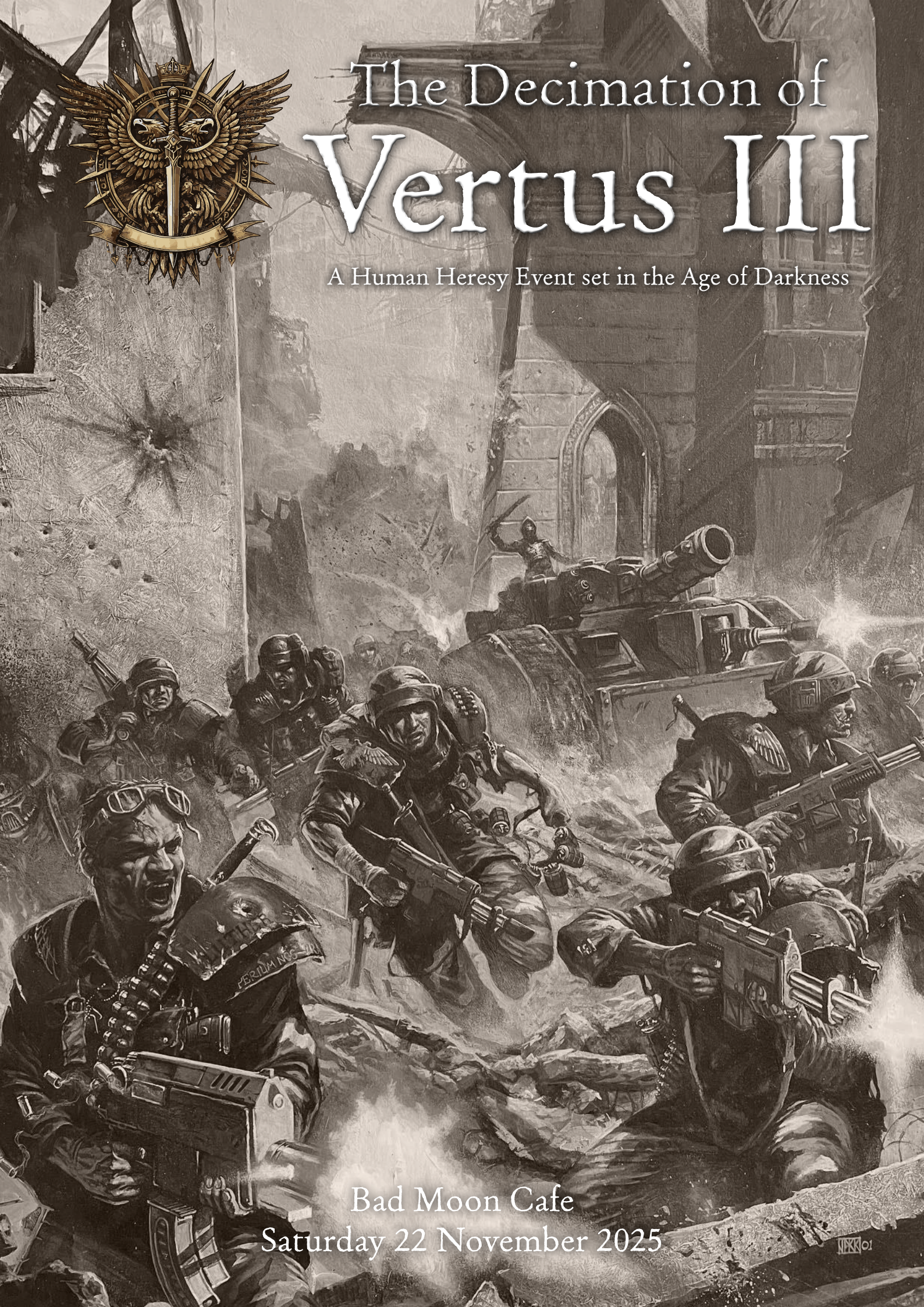




The Decimation of Vertus III

A Human Heresy Event set in the Age of Darkness



Bad Moon Cafe
Saturday 22 November 2025



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The galaxy is at war. Whilst the Primarchs and their legions have sworn the fealty to Emperor or the Warmaster, the vast majority of the fighting is done on untold thousands of battlefields by unknown millions of ordinary humans. If one seeks to fully understand the horror of the Heresy, one should perhaps examine the conflict through the eyes of the unaltered human troopers who fought it.

Whether the elite cadres of the Solar Auxilia, the disciplined mass of the Imperial Army, or the ragtag rabble of local militias and planetary defence forces, the nature of these human forces meant the majority fought not for grand ideals, but for their very existence, the man or woman next to them on the field of battle, and under the orders of their immediate superiors.

Approximately two days' travel at sublight speed from the Forgeworld of Vanaheim, Vertus III originally served the Emperor as a marshalling yard for troops preparing to join the Great Crusade. As word of the Heresy spread, senior commanders made their choices and declared their allegiance, and Vertus III's loyalty was confirmed by its somewhat nervous Planetary Governor. Given the strategic location in such proximity to a major stockpile of munitions and vast production facilities, the Governor knew his planet must eventually be attacked by the forces of the Warmaster and so prepared for all-out war.

Hundreds of thousands of troops arrived each week from across the Segmentum Solar, with millions already under arms and preparing for combat. Unknown to the Governor, the whispers of mutiny and sedition had begun to spread through the ranks of the various formations across the planet. Raw recruits pressed into the militias resented their brutal and sudden induction into military; junior officers in some regiments of the Imperial Army discussed the odds of survival against the Warmaster's onslaught; and veterans scattered across Solar Auxilia cohorts well remembered their service with the legions in the Great Crusade – questioning the Governor's loyalty, and reflecting on the perceived betrayal of his forces by the Emperor.

In the weeks before the full-scale attack on Vanaheim by the Iron Warriors' 72nd Grand Battalion with more than 700,000 Solar Auxilia in support, Vertus III was engulfed in a vast and unpredictable conflict which saw millions of humans stand and fight their own. Records are unclear as to the final victor, but more than ten percent of the planet's population perished before the Space Wolves arrived en route to relieve Vanaheim. Risking no further betrayal, the forces of Gautrek Skyblade seized many hundreds of the tanks named for their Primarch, before subjecting the surface to orbital bombardment and ending all organised conflict on the planet. Thus concluded the Decimation of Vertus III...

The Event

The Decimation of Vertus III is a one-day campaign event set during the Horus Heresy. Human-centred armies will take to the field, announcing their loyalty for Emperor or Warmaster as they confront their erstwhile brothers in arms.

This event seeks to celebrate the glory of human armies in the Heresy, indulging those who lust for endless ranks of troops standing shoulder to shoulder, or lumbering companies of tanks tearing across the field of battle.

It also introduces the 'Liber Excertus Imperialis', or Imperial Army list, allowing players to field the force of their childhood reams in the conflicts of the Age of Darkness. This list is not intended to be a tournament-winner, it is hoped to sit comfortably between the elite forces of the Solar Auxilia and the harmless rabble of the Imperialis Militia.

This event is centred on fun, human-based armies and has no prizes for victory. Take the models you want, well-modelled and clearly equipped, and ensure your opponents are happy, then play hard and die gloriously in the service of your chosen master. Awards inspired by the armies in battle await you...

The Details

Date: Saturday 22 November 2025; 10.00 - 21.30

Venue: Bad Moon Café, 159A Great Dover Street, London SE1 4GZ.

Tickets: £60 per person, total of 16 tickets available.

Ticket link: [Buy via Eventbrite here](#)

Points: 2500 points, selected according to the restrictions noted on the next page.

Schedule: 10.00 Arrival and Registration
10.20 Briefing and Pairing
10.40 Game 1
13.30 Break
14.30 Game 2
17.30 Break
18.00 Game 3
21.00 Dice Down
21.15 Awards

Each ticket will provide you with:

- 3 fantastic games of Human Heresy
- A printed copy of the Imperial Army list
- Event tokens and seals for use in the games (and keep)
- 1 hot or cold drink voucher to use at the venue
- Bonus goodies on the day...

Selecting your Army

This event will use the Second Edition of the Age of Darkness, even if a Third Edition is released in the meantime. This will not change, so please consider this before you purchase a ticket and ensure you are happy with it!

Armies may be selected from the Solar Auxilia (*found in the Liber Imperium and associated additional publications*), Imperialis Militia ([found here](#)), or the Imperial Army ([Liber Excertus Imperialis download available here](#)).

- Each player may include up to 500 points of Allies from one of the Legions; excluding Shattered Legions or Blackshields.
- Allied forces from the Legions may not Deep Strike or Outflank.
- No army may include more than 2 Dreadnoughts (though Sentinels with the Dreadnought type or rule are not restricted beyond normal conditions).
- No named characters may be taken – this event is about the millions, not the one.
- You are encouraged to deploy those models you've always loved, and longed to field; modelling and painting are far more important than winning - remember, the Space Wolves ensured none survived the end of the campaign, so you may as well have fun and look stylish on the way out...
- Grudge matches will be considered, so let us know if you really hate your best friend.
- If you have a strong feeling that your army is Loyalist or Traitor, let us know once you have your ticket. If not, it will be assumed that they have fallen foul of rumour and sedition, or reclaimed their honour in the face of fear, and we will match up players for each round.

Things to Consider

At the core of this event is a desire to see human-heavy armies ripping each other to shreds across the battlefield. We encourage you to think about the following as you prepare:

- There is no award for Sportsmanship as it should be considered an integral part of the game.
- We are using an entirely new Imperial Army list, and some will be using a human army for the first time; others will no doubt be spheres-deep in the next edition of Heresy by the time the event comes round - so please be kind, and keep the brutality on tabletop.
- Hobby Standards: All models should be painted and based to a standard reflecting the faith the Emperor (or Warmaster) has placed in you.
- When building your list, please be prepared to present it as a Word Doc. or PDF, bearing in mind the unreliability of Battlescribe and other apps on lesser-used lists like Militia.
- List submission should be to captainfistyevents@gmail.com - feel free to send as early as you like if you're worried about what to build, but by 1 November 2025 at the latest.
- Everyone is encouraged to indulge in fun combinations and explore the possibilities - if your list is felt to be particularly egregious, you may well find a hunting pack of Space Wolves is deployed against you halfway through your game!

The Awards

Custom trophies will be awarded for the winners in five categories. Awards will be decided by the event organisers, with some input from a guest judge or two, and the Best Theme award will be voted for by all players on the day.

- Champion of Vertus III – Best Painted HQ model
- Storied Victors – Best Themed Army
- Inspiring Vista – Best Painted Army
- Statues of Heroes – Best Modelled Army
- Brutal Behemoth – Best Tank

About the Venue

Bad Moon Café is a dedicated gaming venue in central London. It is spacious and has air conditioning for comfortable gaming. They offer barista coffee, a large selection of locally-brewed craft beers, and sandwiches. In addition, fresh pastries are baked in-store. Wood-fired Basilico pizza can also be purchased in our store - they deliver to the store and you can eat inside. No external food or alcohol should be consumed inside the store during the event.

The venue is located minutes away from Borough Station in Central London. It is a 10-minute walk from both London Bridge and Elephant & Castle stations. If you're driving in, be aware that the venue is within the Congestion Charge and ULEZ zones. There is parking on the residential street directly behind the Cafe, though it can be busy.

Bad Moon Cafe is a wheelchair accessible venue, with dropped curbs and a good set of transport links. They also have gender-neutral toilets with baby-changing facilities and an accessible toilet with rails and an alarm system.

They aim to be a venue accessible to all, so if you have any particular mobility or accessibility queries, please don't hesitate to get in touch directly at contact@badmooncafe.co.uk

What to Bring

- 3 printed copies of your army list.
- Your beautifully painted and based army.
- A copy of the relevant rulebook, PDF, or FAQ you are using for your army (printed copies of the Imperial Army list will be supplied on the day).
- Dice, Tape Measure, and Templates.
- Painkillers, deodorant, super glue, spare dignity.

If you have any questions, please feel free to contact Nick Newland-Ešner or Nathan Jones, email captainfistyevents@gmail.com or on Instagram to @captain_fisty or @Berith_degustan.