



Battle for the Nova-Primus Cluster

2024 EVENT PRIMER



NOTE: This Primer is in its early stages: additional details will be added periodically.
Join the [NoVA Heresy Facebook group](#) for updates and announcements!

For assistance with Hotel Bookings, Convention Tickets, Buying, Transferring or Cancelling Event Tickets, contact NOVA OPEN Customer Service: customerservice@novaopen.com

For specific game and event questions such as event rules, unit restrictions, etc. contact our team via our Facebook Group: [NoVA Open Horus Heresy Events](#)

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NoVA Heresy Event Rules

The following rules are to be followed for each NoVA Heresy event:

Code of Conduct and Sportsmanship

- All players are to play ethically and treat each other with respect. Failure to do so will invoke disqualification from event awards and/or ejection from the event.
- Players are to arrive on time, and maintain punctuality during & between games, allowing the flow of the event to be maintained. (The Event Organizers will deliver time updates at regular intervals.)
- Players who fail to check-in at the listed time will be assumed to have dropped out, and their spot will be offered to present attendees on the waiting list in order of signup.

Modeling Standards

- Models are to be 'WYSIWYG', reflecting the proper loadouts as detailed in their player's army list.
- Models are to be representative of the Horus Heresy era. (Space Marine Armour Marks II-VI are a general rule of thumb, though clever conversions are welcome and strongly encouraged!)

Painting Standards

- All players are asked to bring armies that are painted fully at a minimum to the Games Workshop "Battle-Ready" standard: <https://www.warhammer-community.com/2022/06/28/citadel-colour-just-what-is-battle-ready/>
- Armies not painted to the minimum standard are subject to disqualification from earning event awards and may incur other penalties in-game.

Gaming Standards

- Players should have a working knowledge of the game and are expected to bring all basic required components needed to play their army. (Tape measure, templates, dice, rulebooks, etc.)
- Please bring along extra copies of your army list, at least 1 for each of your opponents and 1 for yourself.
- Unless otherwise noted, all official Core and Expanded units may be selected per standard army construction rules.
- The latest errata and FAQs will be in effect & may be found here:
 - Horus Heresy: <https://www.warhammer-community.com/horus-heresy-downloads/>
 - Adeptus Titanicus: <https://www.warhammer-community.com/adeptus-titanicus-downloads/>
 - Legions Imperialis: <https://www.warhammer-community.com/legions-imperialis-downloads/>

Event Awards

- Award ceremonies will be held immediately at the end of each event.
- Prize support will vary and is subject to change.
- Award descriptions will be updated on each event page in this Primer

Wednesday, August 28th

Blind Date Doubles

EVENT SUMMARY

- System: Warhammer: The Horus Heresy
- Check-In Time: 5:00 PM (See schedule for full details)
- Battle Size: 1000 points per player
- Board Size: 6' x 4
- Number of Games: 2
- Missions: Announced on the Day of Event
- Army Selection: Players will create a 1000-point list and be randomly assigned a partner for each game, regardless of faction.

EVENT AWARDS

Details coming soon!

Thursday, August 29th

Opening Salvo

Imperium & Traitor Forces muster in the Nova-Primus Cluster, and the first volleys are unleashed!

EVENT SUMMARY

- System: Warhammer: The Horus Heresy
- Check-In Time: 9:00 A.M (See schedule for full details)
- Battle Size: 3000 Points
- Board Size: 6' x 4
- Number of Games: 3
- Missions: Announced on the Day of Event
- Army Selection: Any available Force Organization chart except 'Zone Mortalis'

EVENT AWARDS

Details coming soon!

Thursday, August 29th

Centurion: Trial By Fire

By bolter and blade, wars are won with boots on the ground!

EVENT SUMMARY

- System: Warhammer: The Horus Heresy
- Check-In Time: 9:00 A.M (See schedule for full details)
- Battle Size: 2000 Points
- Number of Games: 3
- Board Size: 6' x 4
- Missions: Full details to be announced on the Day of Event, Missions will involve Objectives.
- Army Selection: "Centurion Mode" (See below)

ARMY SELECTION: 'CENTURION' MODE

Players use the rules for army selection using the Crusade Force Organization Chart as normal, with the following additional restrictions:

The following Unit Types may NOT be selected:

- Vehicle
- Dreadnought (if the model has 7 or more wounds)
- Automata (if the model has 7 or more wounds)
- Knight
- Titan
- Armiger
- Primarch

Armies are allowed up to of 1 Unit each of the following:

- Units with the Dreadnought Type (with 6 or fewer wounds) *
- Units with the Automata Type (with 6 or fewer wounds)
- Units with the Artillery Sub-type
- Units with the Monstrous Sub-type
- Units with the Mechanized Sub-type
- Units equipped with either Legion Javelin or Proteus Land Speeders
- Units with the Cavalry Type**

* Maximum one model for the Unit

** An army's Warlord Unit does not count against this limit unless a Retinue unit with this Unit Type is also selected.

EVENT AWARDS

- Favorite Army
- Favorite Opponent

Thursday, August 29th

Zone Mortalis – Thu Morning

Loyalists and Traitors kill for every square inch in the bloody hallways of Zone Mortalis.

EVENT DETAILS

- **System:** Warhammer: The Horus Heresy
- **Check-In Time:** 9:30 AM
- **Battle Size:** 1500 Points
- **Number of Games:** 3
- **Board Size:** 3' x 3'
- **Missions: Zone Mortalis Missions:** Mission Packets will be distributed at the event. Emphasis on Scoring Units!
- **Army Selection:** Zone Mortalis Detachments (Per the Siege of Cthonia Campaign Book)

EVENT AWARDS

- Best Painted
- Best Themed
- Best Sportsmen

Thursday, August 29thth

Zone Mortalis – Thu Evening

Loyalists and Traitors kill for every square inch in the bloody hallways of Zone Mortalis.

EVENT DETAILS

- **System:** Warhammer: The Horus Heresy
- **Check-In Time:** 7:00 PM
- **Battle Size:** 1500 Points
- **Number of Games:** 2
- **Board Size:** 3' x 3'
- **Missions: Zone Mortalis Missions:** Mission Packets will be distributed at the event. Emphasis on Scoring Units!
- **Army Selection:** Zone Mortalis Detachments (Per the Siege of Cthonia Campaign Book)

EVENT AWARDS

- Best Painted
- Best Themed
- Best Sportsmen

Thursday, August 29thth

Adeptus Titanicus: Duskfall

EVENT DETAILS

- **System:** Adeptus Titanicus
- **Check-In Time:** 7:00 P.M.
- **Battle Size:** 2000 points
- **Number of Games:** 2
- **Board Size:** 4' x 4'
- **Missions:** Details announced on the Day of Event
- **Army Selection:**
 - Any official GW published rules and FAQs may be used to build up to a 2000pt force.
 - Crusade Legios and Knight Households are allowed.
 - Up to 10 stratagems must be selected for use at the event.
 - Tertiary objective stratagems may not be chosen.

EVENT AWARDS

Details coming soon!

Thursday, August 29thth

Strike Team: Skirmish Battles

EVENT DETAILS

- **System:** Warhammer: The Horus Heresy (Note: This event Includes Homebrew Elements)
- **Check-In Time:** 7:30 PM
- **Battle Size:** Special: See Primer
- **Number of Games:** 3
- **Board Size:** 6'x4'
- **Missions:** Details announced on the Day of Event
- **Army Selection:** See Details in Primer Attachment 1, Page 21.

EVENT AWARDS

- Favorite Army
- Favorite Opponent

Friday, August 30th

Frontline

EVENT DETAILS

- **System:** Warhammer: The Horus Heresy
- **Check-In Time:** 9:00 AM
- **Battle Size:** 3000 points
- **Number of Games:** 2
- **Board Size:** 6'x4'
- **Missions:** Details announced on the Day of Event
- **Army Selection:** NO restrictions on army lists. All official Force Organization Charts are allowed!

EVENT AWARDS

Details coming soon!

Friday, August 30th

Zone Mortalis – Frí Morning

Loyalists and Traitors kill for every square inch in the bloody hallways of Zone Mortalis.

EVENT DETAILS

- **System:** Warhammer: The Horus Heresy
- **Check-In Time:** 9:00 AM
- **Battle Size:** 1500 Points
- **Number of Games:** 3
- **Board Size:** 3' x 3'
- **Zone Mortalis Missions:** Mission Packets will be distributed at the event. (Emphasis on Scoring Units!)
- **Army Selection:** Zone Mortalis Detachments (Per the Siege of Cthonia Campaign Book)

EVENT AWARDS

- Best Painted
- Best Themed
- Best Sportsmen

Friday, August 30th

Legions Imperialis: Fields of Glory

EVENT DETAILS

- **System:** Warhammer: The Horus Heresy
- **Check-In Time:** 9:00 AM
- **Battle Size:** 2000 Points
- **Number of Games:** 2
- **Board Size:** 4'x4'
- **Missions:** to be briefed the day of
- **Army Selection:** No limits or restrictions on army lists beyond what is stipulated in the Legions Imperialis Rulebook. 30% Allied Ratio is in effect.

(NOTE: This is pending on the campaign rules that are to come out with the new LI Great Slaughter campaign book.)

EVENT AWARDS

- Best Painted Loyalist
- Best Painted Traitor
- Best Sportsman
- Glory Hound - Most Victory Points scored
- Bloodletter - Player that caused the most Carnage!

Friday, August 30th

Zone Mortalis – Fri Evening

EVENT DETAILS

- **System:** Warhammer: The Horus Heresy
- **Check-In Time:** 7:00 PM
- **Battle Size:** 1500 Points
- **Number of Games:** 2
- **Board Size:** 3' x 3'
- **Zone Mortalis Missions:** Mission Packets will be distributed at the event. (Emphasis on Scoring Units!)
- **Army Selection:** Zone Mortalis Detachments (Per the Siege of Cthonia Campaign Book)

EVENT AWARDS

Details coming soon!

Friday, August 30th

Battlefleet Heresy

EVENT DETAILS

- **System:** Warhammer: The Horus Heresy
- **Check-In Time:** 7:30 PM
- **Battle Size:** Fleets will be created with a maximum of 2500 Points.
- **Number of Games:** 3
- **Board Size:** 6' x 4'
- **Missions:** To be briefed at the event
- **Fleet Selection:** Fleets will be built using the RR30k Battlefleet Gothic Homebrew supplement:
<https://rr30k.com/battlefleet-heresy/>

EVENT AWARDS

Details coming soon!

Friday, August 30th

Legions Imperialis: Hold the Line

EVENT DETAILS

- **System:** Warhammer: The Horus Heresy
- **Check-In Time:** 7:00 PM
- **Battle Size:** 1500 Points
- **Number of Games:** 2
- **Board Size:** 4' x 4'
- **Missions:** to be briefed the day of
- **Army Selection:** No limits or restrictions on army lists beyond what is stipulated in the Legions Imperialis Rulebook. 30% Allied Ratio is in effect.

(NOTE: This is pending on the campaign rules that are to come out with the new LI Great Slaughter campaign book.)

EVENT AWARDS

- Best Painted Loyalist
- Best Painted Traitor
- Best Sportsman
- Glory Hound - Most Victory Points scored
- Bloodletter - Player that caused the most Carnage!

Saturday, August 31st

Horus Heresy: Doubles

EVENT DETAILS

- **System:** Warhammer: The Horus Heresy
- **Check-In Time:** 9:00 AM (See schedule for full details)
- **Battle Size:** 1500 Points per player
- **Number of Games:** 3
- **Board Size:** 6' x 4'
- **Missions:** Details announced on the Day of Event
- **Army Selection:**
 - The Bromance Bash is a team doubles event with 1500-points per player, 3000-points per team.
 - Each player can bring a second list with a Lord of War (aka: the Special Unicorn List) and the team can decide which player gets to use the LOW list before each game.
 - The Bromance is a friendly, non-competitive event, and we encourage a discussion before each round begins to determine whether a Lord of War is a welcome addition to that game.

EVENT AWARDS

Details coming soon!

Saturday, August 31st

ExcruciatuS

Loyalists and Traitors unleash all their might in the bloodiest battles of the campaign yet!

EVENT DETAILS

- **System:** Warhammer: The Horus Heresy
- **Check-In Time:** 9:00 AM (See schedule for full details)
- **Battle Size:** 3500 Points
- **Number of Games:** 2
- **Board Size:** 6' x 4'
- **Missions:** Details announced on the Day of Event
- **Army Selection:** NO restrictions on army lists. All official Force Organization Charts are allowed!

EVENT AWARDS

- Best Painted Army
- Best Army Theme
- Sportsmanship

Saturday, August 31st

The Penultimate

Loyalists and Traitors unleash all their might in the bloodiest battles of the campaign yet!

EVENT DETAILS

- **System:** Warhammer: The Horus Heresy
- **Check-In Time:** 7:00 PM (See schedule for full details)
- **Battle Size:** 3000 Points
- **Number of Games:** 1 Game, (four 30-minute rounds)
- **Board Size:** Special
- **Mission:** Mission Details announced on the Day of Event
- **Army Selection:** 3000 points of units. No other restrictions.

The results of each event through the convention will grant boons to either faction for the final battle!

- **Opening Salvo** - Winner chooses who will go first.
- **Centurion** - Winner chooses who deploys first.
- **Adeptus Titanicus** - Winner 1 Free Titan or 3 LOW with less than 12HP/Loser 2 Free LOW less than 12HP
- **Strike Team** - Winner gains +1 L to one unit.
- **Frontline Event** - Winner gains +1 BS to one unit.
- **Excruciatius**- Winner gains +1 WS to one unit.
- **Doubles**- Winner gains +1 I to one unit.
- **Legions Imperialis** - Winner bring back 3 infantry units not LoW/ loser bring back 1 infantry units not LoW
- **Legions Imperialis** - Winner bring back 3 Vehicle units not LoW/ Loser bring back 1 vehicle units not LoW.
- **Zone Mortalis D1** - Laser Control: Control how many lasers may be fired. (Ordinance (2)(4)(6))*
- **Zone Mortalis N1** - Laser Power: Control how powerful the laser the shots is. S6 (S8, S10) *
- **Zone Mortalis D2** - Missile Control: Control how many missiles may be fired. (Blast 7" (1)(2)(3)) *
- **Zone Mortalis N2** - Missile Accuracy: Control how accurate the missiles are to their target. The weapon Scatters 3D6 or (2)(1)D6*
- **Battlefleet Heresy** - Orbital Lance: Once per game attack, roll a D10 on a 1 the Lance misses, on a 2-3 1 void shield is stripped, on a 4-6 2 void shields are stripped, on a 7-9 all void shields are stripped, on a 10 the Titan is destroyed.

**Zone Mortalis Note: Brackets are based on the condition of victory. If you win you get to use the lower bracket, win again, move up a bracket, win a third time and you get the final big last bracket. . If you lose you go down a bracket but no lower than zero.*

Sunday, September 1st

Centurion: Fighting Retreat

Loyalists and Traitors unleash all their might in the bloodiest battles of the campaign yet!

EVENT DETAILS

- **System:** Warhammer: The Horus Heresy
- **Check-In Time:** 10:00 AM
- **Battle Size:** 2500 Points
- **Number of Games:** 3
- **Board Size:** 6' x 4'
- **Missions:** announced on the Day of Event
- **Army Selection:** See below

ARMY SELECTION: 'CENTURION' MODE

Players use the rules for army selection using the Crusade Force Organization Chart as normal, with the following additional restrictions:

The following Unit Types may **NOT** be selected:

- Vehicle
- Dreadnought (if the model has 7 or more wounds)
- Automata (if the model has 7 or more wounds)
- Knight
- Titan
- Armiger
- Primarch

Armies are allowed up to of 1 Unit each of the following:

- Units with the Dreadnought Type (with 6 or fewer wounds) *
- Units with the Automata Type (with 6 or fewer wounds)
- Units with the Artillery Sub-type
- Units with the Monstrous Sub-type
- Units with the Mechanized Sub-type
- Units equipped with either Legion Javelin or Proteus Land Speeders
- Units equipped with Legion Scimitar Jetbikes**
- Units equipped with Legion Spatha Combat Bikes**

* Maximum one model for the Unit

** An army's Warlord may select this wargear and not have it count against this limit. If a retinue unit is selected, the retinue unit does count towards the restriction.

EVENT AWARDS

Details Coming Soon!

Strike Team Rules (2024 Edition)

Building a Strike Team List

Players will build a list using only a single unit: The Legion Strike Team Squad.

The Player will spend up to 200 points to purchase Wargear and additional models for the unit.

Each model in the squad operates as their own unit. *(Treat rules that specify an "entire unit" on a per-model basis instead.)*

Each model may choose any variation of the Legiones Astartes (x) special rule.

(It is required that the model be painted to reflect its Legion.)

Units may make use of the Legiones Astartes (X) Rules found in Liber Astartes and Liber Hereticus.

Models may take wargear allowed by their specific Legiones Astartes (x) special rule.

No model is nominated Warlord.

STRIKE TEAM REACTIONS

To reflect the flexibility of a Legion Strike Team squadron, Reactions used in Zone Mortalis are also available:

(See The Siege of Cthonia campaign supplement, Pg. 177)

Available Movement Phase Reactions:

Suppress*, Advance, Withdraw

Available Shooting Phase Reactions:

Return Fire*, Displace, Evade

Available Assault Phase Reactions:

Overwatch*, Brace, Hold The Line

Ranged Weapon Reaction Limitations

A model that uses the Suppress Reaction with any weapon type other than Pistol may not use the Return Fire or Overwatch Reactions the same Game turn.

A model that uses the Return Fire Reaction with any weapon type other than Pistol may not use the Overwatch Reaction the same Game turn.

BREAK TESTS

At the start of a player's turn, if greater than half of their starting models (rounded up) have been removed as casualties, the Strike Team is considered shaken. At the start of the controlling player's movement phase, each remaining model must perform a 'Break Test'.

A Break Test is a Morale check. Therefore, a model that fails a Break Test immediately falls back.

If a model passes a Break Test when falling back, they may then regroup, perform shooting attacks as normal, and may attempt charges.

If a model fails two consecutive Break Tests, that model is immediately removed from play.

Lead by Example

If the Strike Team Leader passes their Break Test, all friendly models within 6" of the Leader automatically pass their Break Tests.

Friendly models farther than 6" and in line of sight of the Leader gain +1 Ld when making Break Tests.

WARGEAR

Certain Wargear works differently in Strike Team, changes are shown below:

Narthecium

In lieu of its normal rules, A model equipped with a Narthecium grants Feel No Pain (5+) special rule to itself and each friendly model within 3".

Nuncio-vox

In addition to its normal rules, whenever the Legion Commando Leader passes a Break Test, any friendly model equipped with a nuncio-vox and all friendly models within 6" of a friendly model equipped with the nuncio-vox automatically pass their Break Tests.

Legion Vexilla

Any friendly model within 6" of a friendly model equipped with a Legion vexilla also gains its normal benefits.

Augury Scanner

Any friendly model within 6" of a friendly model equipped with an Augury scanner also gains its normal benefits.

LEGION STRIKE TEAM SQUAD

	M	WS	BS	S	T	W	I	A	Ld	Sv
Legion Commando Leader	7"	4	4	4	4	3	4	3	9	3+
Legion Commando	7"	4	4	4	4	2	4	2	8	3+

Unit Composition

- 1 Legion Commando Leader
- 3 Legion Commandos

Wargear

- Bolter
- Bolt pistol
- Chainsword
- Power armor
- Frag grenades
- Krak grenades
- Refractor field
- Melta bombs

Unit Type

- Infantry (Character, Line)

Special Rules

- Legiones Astartes (X)
- Relentless
- Independent Operatives
- Leader
- Combat Specialist
- Weapons Specialist
- Subterfuge Specialist

Independent Operatives

- Each model is treated as its own separate unit.
- Each model may choose a separate version of the Legiones Astartes (x) special rule.
- The Legion Commando Leader Legiones Astartes (x) variant dictates which Legion Advanced Reaction may be used by the player.
- Any friendly Legion Commandos that share the same variant of Legiones Astartes (x) as the Leader may also perform the Legion Advanced Reaction.
- Models in this unit are not required to be deployed in coherency.

Leader

The Legion Commando Leader counts as having the Independent Character special rule for the purposes of selecting legion-specific wargear.

The Legion Commando Leader may make a single free reaction once per Game turn in any phase.

The Legion Commando Leader gains one benefit from the options below:

- Increase Ld Characteristic by 1
- Increase BS Characteristic by 1
- Increase WS Characteristic by 1

Combat Specialist

One Legion Commando is designated as a 'Combat Specialist' and gains one benefit of the player's choice below:

- Hammer of Wrath (1)
- Counterattack (1)
- Furious Charge (1)

Weapons Specialist

One Legion Commando is designated as a 'Weapons Specialist' and gains one benefit of the player's choice below:

- Master-Crafted (One ranged or melee weapon equipped by the model.)
- Pinning (One ranged weapon equipped by the model.)
- Firing Protocols (2)

Subterfuge Specialist

One Legion Commando is designated as a 'Subterfuge Specialist' and gains one benefit of the player's choice below:

- Scout
- Move Through Cover
- Fleet (2)

Options

- **The Legion Strike Team Squad may:**
Take up to 6 additional Legion Commandos +10 Points each
- **Any model in the unit may exchange their bolt pistol for a:**
Volkite serpenta +5 points each
Hand flamer +5 points each
Plasma pistol +10 points each
- **Any model in the unit may exchange their chainsword for one of the following:**
Bolt pistol Free
Heavy chainsword +5 points each
Charnabal weapon +5 points each
Lightning claw +5 points each
Power weapon +5 points each
- **Any model in the unit may exchange their bolter for one of the following:**
Volkite charger +5 points each
Flamer +5 points each
Astartes shotgun +5 points each
Minor combi-weapon +15 points each
Magna combi-weapon +20 points each
- **Any model may exchange their bolter, chainsword and bolt pistol for one of the following:**
Two lightning claws +10 points per model
Two hand flamers +10 points per model
Two volkite serpentas +10 points per model
Two plasma pistols +20 points per model
- **For every 3 models in the unit, 1 model may exchange their bolter for one of the following:**
Heavy flamer +10 points each
Rotor cannon +15 points each
Nemesis bolter +15 points each
Graviton gun +15 points each
Volkite caliver +15 points each
Autocannon +15 points each
Plasma gun +20 points each
Meltagun +20 points each
- **For every 4 models in the unit, 1 model may exchange their bolter for one of the following:**
Heavy bolter +20 points each
Missile launcher
(with frag, krak and flak missiles) +25 points each
Plasma cannon +25 points each
Volkite culverin +25 points each
Multi-melta +30 points each
Lascannon +30 points each
- **Any model may exchange their chainsword or bolt pistol for the following:**
Boarding shield +5 points each*
- **A single model may take a Narthecium +10 points**
- **A Single model may take a Servo-arm +20 points**
- **Any model may take one of the following:**
Legion Warhawk jump pack +10 points each**
Nuncio-vox +10 points each
Legion vexilla +10 points each
Augury scanner +10 points each
- **The Legion Commando Leader may take one of the following:**
Power fist +20 points
Thunder hammer +25 points
- **The Legion Commando Leader may take the following:**
Cyber-familiar +15 points
Artificer armour +15 points

*A model that selects a boarding shield also gains the Heavy Sub-type. Note that this does not affect the model's base Movement characteristic.

**This option may not be selected for any model with a Boarding shield.