

THE INVASION OF LOWEN VII



THE
BAWRUS HERESY

TOUCHDOWNS & TREACHERY



Crossfire Gaming Club is proud to announce its first ever weekend tournament – and it's a doubler!

We're merging the worlds of Horus Heresy & Blood Bowl for a spectacular double event weekend.

In this mission pack you will find the ruleset for the Horus Heresy section of the event.

If you have any questions regarding this ruleset or the Horus Heresy ruleset just send the club a Facebook message or email us at: crossfiregamingclub@gmail.com

DETAILS

Date of Event: 14/03/26

Location: Banknock Community Hall

Ruleset: Horus Heresy 3rd Edition

TO's: Richie and Sean

WHAT YOU WILL NEED

- A copy of your army list, Liber or PDF and The Age of Darkness Rulbook
- Dice, including Scatter Dice
- 2000 pt painted Horus Heresy 3rd Edition army
- Status Tokens
- A tape measure or range ruler





14TH MARCH 2026, 8:30AM – 8:30PM

Lowen VII; a world brought into compliance by the X Legion Iron Hands during the heady days of the Great Crusade, long rumoured to hold a bounty of Dark Age Technology hoarded by The Gorgon in one of his legendary Vaults of Mimir. Such rumour is enough to draw the attention of both Horus and Rogal Dorn, and both Primarchs send forces to claim the world and the terrible weapons potentially held within...

WHAT TO EXPECT

A full day event where you will play three games of Horus Heresy 3rd Edition (3 Hours allowed for each)

Lunch, Prizes, Good Times, A Boatload of Heresy and Prizes

TICKETS

£10.00 entry - 50% of proceeds going toward **Men Matter Scotland** and **Crohn's & Colitis UK**

LOCATION

Banknock Community Hall, Kilsyth Road, Bonnybridge, FK4 1HY



TIMETABLE OF THE DAY

8:30AM – 9:00AM	Horus Heresy Registration & Set-Up
9:00AM – 12:00PM	Game One: Invasion
12:00PM – 1:00PM	Lunch
1:00PM – 4:00PM	Game Two: Counter Offensive
4:15PM – 7:30PM	Game Three: Ground War
7:45PM – 8:30PM	Wrap Up & Prizes



WARHAMMER THE HORUS HERESY

MISSIONS

The all-day event will see the Traitor Invasion of Lowen VII and the counter-attack of the loyalists across three games. The specifics of each mission will be communicated on the day, so having a balanced force will be key. All armies will be sorted into either the Traitors or Loyalists.

INVASION

Game One will see the Traitors act as the attackers, attempting to claim ground quickly from the Loyalist Defenders. The Defenders must hold the traitors back and thin their numbers as much as possible.

COUNTER OFFENSIVE

Game Two sees the Loyalists strike back against the Invaders, now going on the offensive. They must attempt to destroy the traitor supply line to cripple their efforts, with the traitors defending their hard-won positions.

GROUND WAR

Game Three is a standing fight between the Loyalists and Traitors, a tense battle between equal forces.

SECRET OBJECTIVES

As well as the primary and secondary objectives, each commander will also receive a secret objective from either The Warmaster or Praetorian – scoring the secret objective will massively benefit your side.



THE INVASION OF LOWEN VII ARMY REQUIREMENTS

Each player will require a 2000 pt army built using the standard Force Organisation rules.

Your army should be built, painted and based. Conversions welcome, and proxies within reason.

As a Narrative event, we encourage you to build broad and balanced lists designed around theme and character.

Your army may not include Special Named Characters or Paragon models. Lords of War are permitted.

Your army can include no more than 5 Seeker Models of any type in your army.

Blackshields may not use Oath of Moment: Alone and Forgotten.

All units from Journal Tactica's and the Age of Darkness PDF's are permitted.

All armies are welcome; Legiones Astartes, Mechanicum, Solar Auxilia, Knights, Militia, Daemons, Talons of the Emperor, Shattered Legions, Blackshields, etc.

ARMY LISTS SHOULD BE SUBMITTED TO crossfiregamingclub@gmail.com PRIOR TO 1ST MARCH



PRIZES ON THE DAY

The Panoply of Victory: The player voted best army considering theme, list, build and painting.

Objectively Correct: The player from each side who scores the most victory points across all three of their games.

Skulls for The Skull Throne: The player who wins the most challenges across all three of their games.

Warrior of Renown: The player voted Best Sport across all games

The Spoils of War: At the end of the event, either Loyalists or Traitors will be crowned the victors!

