



The War for Kar Dathra's Gate

BAWRUS HERESY 2027 – EVENT GUIDANCE PACK



Kar Dathra's Gate.

A thriving sub-sector. A collection of twinkling orbs in the blackness of space. A safe harbour in the tumult of the Halo Stars.

Humanity claims this sector in the name of the Imperium, mining its ores and minerals, syphoning its nebulae and gas-pockets and plundering its asteroids and stellar phenomena for riches - all for the armies of mankind. The Imperium drinks greedily of its natural resources.

And now with the Heresy setting alight the realms of man, Kar Dathra's Gate is now a warzone of the most horrendous kind.

Both Loyalists and Traitor Forces descend upon the sector with fratricidal violence, its inhabitants caught between two forces of unbelievable power and viscousness – the gulf between worlds is filled with steel and hate as the fleets of the Emperor and the Warmaster do battle.

Both sides desire theses worlds, their resources, their people, and both will unleash all the weapons at their disposal to claim it.

But what will be left when a victor emerges?

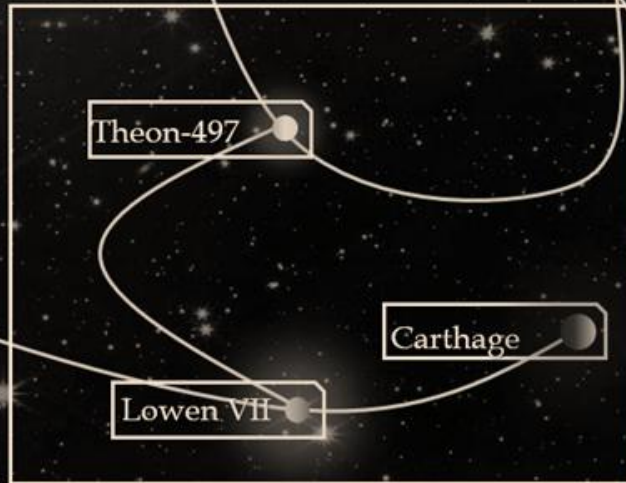
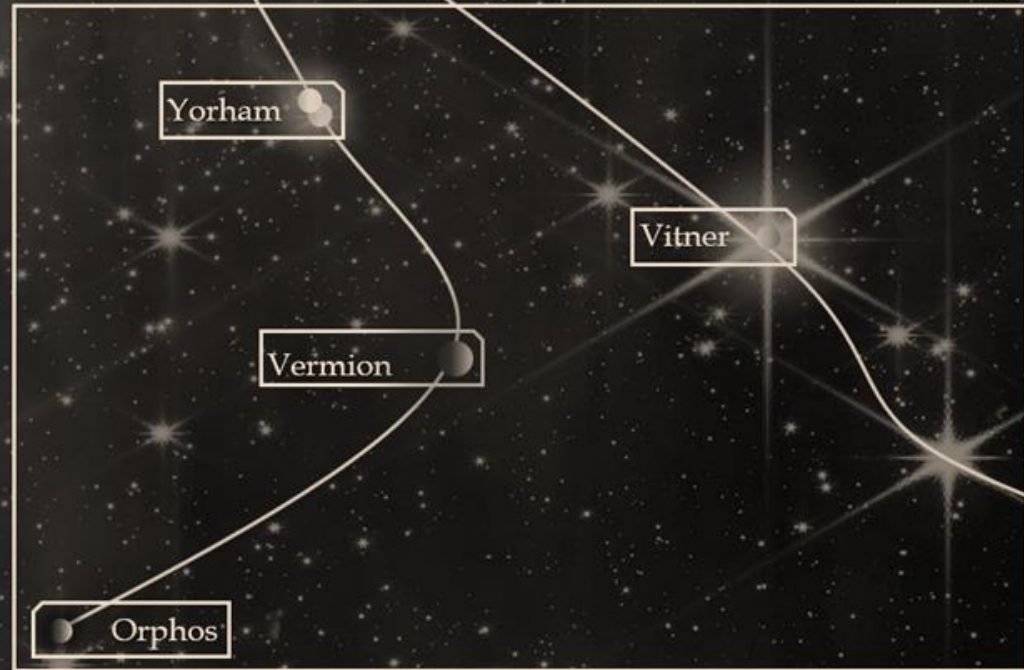
Will the spoils be worth the butcher's bill when the guns finally fall silent...

Will the Kar Dathra's Gate survive?



Kar Dathra's Gate

Imperial Sub-Sector - The Halo Stars
Key Planets & Warp Routes



Bleak Pass

Crossfire Gaming Club is proud to announce the second ever Bawrus Heresy, the return of the All-Day Extravaganza of Touchdowns and Treachery!

We're once again merging the worlds of Horus Heresy & Blood Bowl for a spectacular double event!

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

If you have any questions regarding this ruleset or the Blood Bowl ruleset just send the club a Facebook message or email us at:

crossfiregamingclub@gmail.com

DETAILS

Date of Event: 21/03/2027

Location: The Muirfield Community Centre , 1a South Muirhead Road, Cumbernauld, G67 1AX

Ruleset: Horus Heresy 3rd Edition

EO: Sean McCarter

WHAT YOU WILL NEED

- A copy of your Army Lists, Liber, Journal Tactical's, PDFs and Age of Darkness Rulebook
- Dice, including Scatter Dice and Templates (3" Blast, 5" Blast, Flamer, etc)
- Status Tokens & Tape Measure
- A Painted Horus Heresy 3rd Edition Army
- A Positive, Fair Play Attitude!



EVENT DATE

21ST MARCH, 2027, 9:00AM – 9:00PM

WHAT TO EXPECT

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

Lunch, Prizes, Good Times, Printed Mission Pack to Keep and A Boatload of Heresy and Prizes

Mission Pack will be released closer to the date!

TICKETS

£20.00 Entry

LOCATION

The Muirfield Community Centre , 1a South Muirhead Road, Cumbernauld, G67 1AX



EVENT TIMETABLE

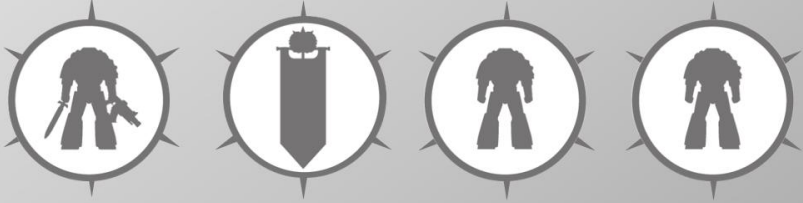
Event Registration	9:30am
Game One	10:00am – 1:00pm
Lunch	1:00pm – 1:45pm
Game Two	1:45pm – 5:00pm
Game Three	5:15pm – 8:15pm
Event Wrap-up & Prizes	8:15pm

Please arrive in good time for registration, and be mindful of other attendees when moving between games.



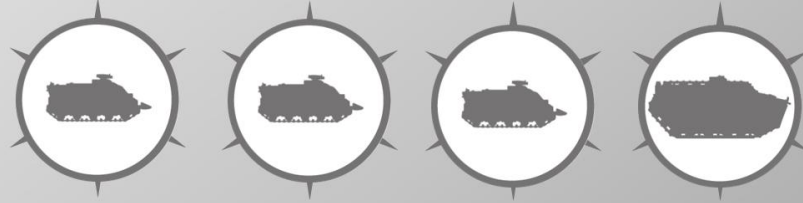
LEGIONES ASTARTES

Planetfall Speartip Auxiliary Detachment



- This detachment can only be unlocked by a Master of Descent, and only one of this detachment can be selected per army. The Master of Descent **must** join one of these units at the start of the game.
- All units in these slots must have the infantry sub-type, the antigrav sub-type and the Deep Strike Special Rule. All units in this detachment must start the game in Reserves.
- All units in this detachment have the Prime Benefit **Death From Above**. All units in this detachment require a single Reserves Roll to deploy from Deep Strike, and all units must be deployed on the same turn via Deep Strike. No other Prime Benefits can be chosen.
- Units that deploy via Deep Strike are not eligible to make any form of charge move on the turn they deploy, regardless of any other special rules.

Drop Pod Assault [Auxiliary Detachment]



- This detachment can only be unlocked by a Master of Signals, and only one of this detachment can be selected per army.
- Light Transports in this detachment can only be used for Drop-Pod units, and Heavy Transport Slots can only be used for Dreadnought Drop-Pod Units. No other Units may be taken in this detachment.
- All units in this detachment have the Prime Benefit **Death From Above**. All units in this detachment require a single Reserves Roll to deploy from Deep Strike, and all units must be deployed on the same turn via Deep Strike. No other Prime Benefits can be chosen.
- Units embarked within units that deploy via Deep Strike are not eligible to make any form of charge move on the turn they deploy, regardless of any other special rules.

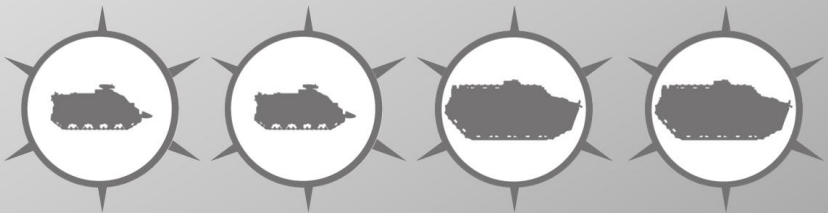
Dreadnought Talon [Auxiliary Detachment]



- War-Engine Slots in this detachment can be used for Contemptor, Leviathan, Castra Ferrum, Deredeo or Saturnine Dreadnought Units – however, all slots must be dreadnought units of the same type.
- The Prime Slot in this detachment has the Prime Benefit **Legion Ancient** – the Dreadnought in this slot has +1 Weapon Skill, +1 Ballistic Skill and +1 Attack added to its base characteristics. No other Prime Benefit may be selected.
- This Detachment can only be unlocked by a Mortificator or Mortificator in Terminator Armour.

MECHANICUM

Harmonious Integration [Auxiliary Detachment]



- All Transports and Heavy Transports in these slots have the prime Benefit **Harmonious Integration** – all units in this detachment can have units from any other Mechanicum Sub-Factions embarked within them. The Units in this Detachment are assumed to have the Mechanicum Faction trait above all others. Note, the models embarked still need to be eligible to embark within other models.

These Detachments are for use during the **Bawrus Heresy 2027: War for Kar Dathra's Gate** event only, and are not official in any capacity.

They can only be used for your **Primary Faction** – no allies.

They do not appear on New Recruit – if using them you will need to use the Unrestricted Collection option when building your force.

When submitting your army for review, please highlight if you are using one of the highlighted Detachments.

THE WAR FOR KAR DATHRA'S GATE ARMY REQUIREMENTS

- ❖ Each player will require a 3,000 pt army for Horus Heresy 3rd Edition.
- ❖ Armies should be built using the standard rules for building a Horus Heresy army – you can also include the Detachments from the Journal Tactica's when creating your army, as well as the event detachments included in this pack.
- ❖ 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 one unit of Legion Seeker Squads in your army, up to a maximum of ten models (*Legion Specific Equivalents can be used normally*)
- ❖ Allies **can** be used in this event - Titans **cannot** be used in this event.
- ❖ All units from Journal Tactica's and the Age of Darkness PDF's are permitted.
- ❖ All armies are welcome; Legiones Astartes, Mechanicum, Solar Auxilia, Questoris Knights, Imperialis Militia, Daemons of The Ruinstorm, Talons of the Emperor, Shattered Legions, Blackshields, etc.

ARMY LISTS SHOULD BE SUBMITTED TO crossfiregamingclub@gmail.com FOR REVIEW PRIOR TO 1ST MARCH
All army lists will be approved/vetoed at TO discretion – when registering please confirm your full name and army you will play.

MISSIONS

Kar Dathra's Gate has yet to declare for either the Loyalist or Traitor sides, and both are aware of the boon her world's resources could present - but will they take what they want through force, destroying the infrastructure of the sub-sector in the process? Or will they use subtler tools to coerce the people to their side?

MISSION ONE – AGENDAS UNSEEN

The Loyalists and Traitors meet in open conflict across many worlds, but the chaos of these initial battles are based on shaky intelligence and uncertain objectives – can your eyes be trusted, and can victory even be obtained?

MISSION TWO – RESOURCE RAID

The vast resources of Kar Dathra's Gate are focused on its Mechanicum Drilling Stations, and both sides strike to extract what they can before devastation claims these lands. But will they honour their promises to the people of the sector or take what they please?

MISSION THREE – THE BATTLE OF KAR DATHRA'S GATE

As the war reaches its inevitable bloody resolution, both sides bring their heaviest and most brutal weapons to bear – will the sub-sector still stand when the dust settles? Will the prize have been worth the struggle?

PRIZES ON THE DAY

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

Warrior of The People: The player from each side who completes the most Sub-Sector Protector Objectives.

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, whichever side holds the most worlds of the sub-sector will be crowned the victors!

**Panoply of Victory and Warrior of Renown to be voted for by the TO's and event attendees, TO Decision is final

