



Those Who Die

THE GOONHAMMER UK OPEN May 2026

What: Narrative Warhammer: The Horus Heresy Event

When: 23rd and 24th May 2026

Where: De Montfort Students' Union, Campus Centre Building, Mill Ln, Leicester LE2 7DR

Games: Four games of 1500pt (Mortals) or 2500pt (Immortals), with optional doubles.

Version 1.0: Initial Release

THOSE WHO DIE

They talk of the battles between Gods amongst the distant stars, with Primarchs and their Legions clashing on Istvaan, Beta-Garmon and Calth, and a bloodsoaked road to Terra. Half a galaxy away a war is fought between heroes and villains, between saviours and the monsters of myths, but this is not heaven. We are mortals here.

It's been raining for four days. The shells have been coming down for longer. The earth has been churned to mud, stained a faint blood red that you can tune out if you choose to focus on the fog. The barbed wire peaks out from beneath the mud.

I've forgotten how long this deployment has been. Our attrition rate has to be upward of 60%. I've lost hope that they'll rotate us back to the bastions. I know I'm going mad because this foxhole is starting to feel like home. I can tune out the thud of the guns and get a nice bit of shut-eye.

The good news is we're running out of officers. Our Captain's dead. She took a sniper's bullet last week while peaking out on No Man's with her ampli-visor. Her second ate a shell a few days later. The "Discipline Officer" suffered an accident while we took our morning mess. There's a Lieutenant in charge now; a pimple-faced weasel cowering in one of the dugouts on the second line. Vox makes the orders clear though, and we still know to follow: hold the line; man the guns; watch no man's land; don't waste ammo; wait for support. At least there's no one brave or important enough around here to order us to walk through a minefield.

There's rumblings amongst the men that a company of Marines made planetfall last night. They better stay well away from our sector. War is best when it's boring.

- Sergeant Otto Ruthvin, 6th Infantry Company, 29^h Pan-Harmonian Blacks

Welcome to **Those Who Die**, a Warhammer: The Horus Heresy narrative event. This pack is designed to familiarise you with the format, the specific rules we'll be using, how to create an army for the event, and to give you some information about the venue and timings.

In Those Who Die, we explore the stories of the uncounted millions of mortal soldiers who fought in the Horus Heresy. The two teams will battle in a series of missions depicting the mass assault, trench warfare and high body-counts of a conflict between mortal men.

Missions will be highly asymmetric and will evolve over the course of the weekend.. This, more than even a normal Goonhammer Open event, is tale based on narrative and hobby and not a tournament, the chance to bring our plentiful host of Militia and Auxilia and allow these heroes to shine.

Limited quantities of non-Mortal (Immortal) tickets will be available for the event. This planet is not important enough for thousands upon thousands of the Legiones Astartes, but a few hundred Marines may be used as stealthy special forces, the point of spear tip assaults, or to reinforce the most vital of strongpoints. Immortals players may be required to battle against Mortals in challenging missions which may favour the Mortals players.

EVENT FORMAT

The weekend will consist of 4 games over the course of 2 days.

This is **not** a competitive event. This is a **narrative** event.

We're all here to play games, shove models around the table, and experience the thrill of having tanks blow up and warlords run away like cowards. Bring fun, interesting lists and not just the thing you think will dominate on the table. In fact, there are no personal awards for winning the most games or scoring the most victory points, it all goes into the narrative. However, please do be aware that you may end up facing *any* kind of army and plan accordingly - make sure you have the key elements of any list and can face down a variety of foes.

We're not allowing Primarchs or Unique Characters at the event. This is a backwater world where nothing important or heroic will happen.

ARMY LIST SELECTION - MORTALS

Each player should create a 1500pt list from the Imperialis Militia, Solar Auxilia or Skitarii Conclaves Army army lists. No Allied Detachments or Demonic Manifestation Detachments are allowed.

We encourage players to bring flexible and mobile lists capable of holding and scoring objectives, as well as defending positions. Your army may be called to both attack or defend objectives in highly asymmetric missions.

In many missions, the Mortals player will have access to an equivalent of the Unending Horde special rule for their Levy, Infantry and Line Tercio units. Taking the Unending Horde Providence of War is not recommended.

The list must be ready for all comers in a variety of formats and points sizes:

- A 1500pt game against another Mortals player.
- Teaming up with another Mortals player to face a 3000pts Mortals Doubles pairing.
- Teaming up with another Mortals player to face a 2500pts Immortals player.
- Reinforcing an Immortals player to face another 4000pts Mortals + Immortals pairing.

Battle against Mortals will include challenging missions which may favour the Mortals players.

We expect all lists to **only** include a **moderate** amount of blast and rapid fire weapons. Please do not spoil the event by list tailoring against mortals. The EOs will be on the lookout for this during list submission. Full artillery companies will be boring list to play and play against for everyone.

If you want to bring a Super Heavy in your 1500pts, please consult the EOs via email. We are happy to support lists that ignore the 25% Lord of War cap, but you will be asked to bring 2 lists: one with and one without your Lord of War, where your opponent chooses which list they play.

ARMY LIST SELECTION - IMMORTALS

Each player should create a 2500pt list from any army list.

We encourage players to bring flexible and mobile lists capable of holding and scoring objectives, as well as defending positions. Your army may be called to both attack or defend objectives in highly asymmetric missions.

The list must be ready for all comers in a variety of formats and points sizes:

- A 2500pt game against another Immortals player.
- Facing a 3000pts Mortals doubles pairing.
- Teaming up with a Mortals player to face another 4000pts Mortals + Immortals pairing.

We expect all lists to **only** include a **moderate** amount of blast and rapid fire weapons. Please do not spoil the event by list tailoring against mortals. The EOs will be on the lookout for this during list submission.

LIST SUBMISSION

Lists should be submitted in Best Coast Pairings no later than 23:59 on 23rd April 2026 to give the organisers time to review. Please make sure your list is as clear as possible for your opponent. Lists created in Battlescribe should use the Chat Text export to make them easier to read.

If you want to send your list to the EOs for feedback ahead of submissions or to check you've done everything correctly, please email contact@goonhammer.com with "GHO UK HH LISTS" at the start of the subject line.

The event is available on Best Coast Pairings via this [link](#).

ALLEGIANCES

Tickets are for either the Traitor or Loyalist Allegiance.

RULES, FAQs AND ERRATA

The event will use the latest version of Warhammer: The Horus Heresy - Age of Darkness (i.e. 3rd Edition). All Games Workshop FAQs and errata published up to two weeks ahead of the event. It will use rules supplements published up to four weeks ahead of the event. Anything published after this date will require EO approval.

If you have any queries related to list building, rules interaction and event rulings, please submit them to contact@goonhammer.com and specify "GHO UK HH" in the subject line.

SCHEDULE

SATURDAY

8:30 - 9:00 Registration

9:00 - 13:15 Game 1

13:15 - 14:00 Lunch

14:00 - 14:15 Briefing

14:15 - 18:15 Game 2

SUNDAY

08:45 - 09:00 Registration

09:00 - 12:45 Game 3

12:45 - 13:45 Lunch and Best Army Judging

13:45 - 17:30 Game 4

17:30 Prizegiving

WHAT YOU NEED TO BRING

- Your 1500pt (Mortals) / 2500pt (Immortals) army list.
- A name for your High Command model and regiment, company, order or chapter. .
- Two printed copies of your lists.
- A copy of the core rulebook and any books containing the profiles that your army is drawn from, physical or digital (e.g. *Liber Astartes*).
- A printed copy of any units you are using from a PDF resource (e.g. *Legacies of the Age of Darkness*).
- Dice, templates, measuring tapes, a pen/pencil.
- A good attitude and willingness to embrace that this might be people's first exposure to the new edition.

ARMY REQUIREMENTS

- All models are to be *Battle Ready*, painted and based as a minimum.
- All models are to be modelled WYSIWYG for main guns and armaments, but you do not need to model grenades, non-optional wargear and other minor items.
- Conversions are encouraged as long as it is still clear to your opponent what is going on.

While we respect that assembling and painting a full army is a time consuming and difficult challenge, we want all players to have the experience of playing against opponents who have put care and detail into their force.

If you're unsure whether a model or conversion is appropriate, reach out to us contact@goonhammer.com with "GHO UK HH" at the start of the subject line.

EVENT SPECIAL RULES

These changes may be updated or changed before the event depending on the publications, FAQs and errata released.

- A new sub-phase is added at the end of the Start Phase: the Line Sub-Phase:
- The Line (X) Special Rule and Comptroller (X) Special Rule has the following text, replacing its original rules:
 - If the unit with a model with this special rule controls an objective during the Line Sub-Phase of the controlling player's turn, they gain X Victory Points. Furthermore, the value of X is added to the Tactical Strength of a model that has this special rule. If Models with multiple variants of this Special Rule are part of the same Unit, then the values of X do not stack and only the highest value is used.
- Shot Selector only provides the Breaching (5+) rule.
- Legion Seeker Squads gain Support Squad (2).
- All Dreadnoughts gain Eternal Warrior (1).
- Chainswords, Heavy Chainswords, Chainaxes and Heavy Chainaxes have an AM of +1. Talk to the EOs if you have a question about Legion specific Chain Weapons.

The Line changes are designed to encourage Line units to stay on objectives to score points, to increase risk taking, and also to improve the power of Vanguard.

Before starting any game, please ensure you and your opponent have agreed on how each item of terrain works and will impact line of sight. The terrain rules will be played by the book by default, unless otherwise agreed by both players before starting their game.

PRIZES AND SPONSORS

The Goonhammer Open could not happen with support from our Event partners and sponsors. We'd like to thank each of them and encourage you to check them out!



THE **ARMY** PAINTER

Our sponsors have come through with some amazing prize support for everyone.

Prizes will be awarded for the following:

- Best Army (Painting/Modelling) - Judges shortlist which players then vote on.
- Best Traitor / Loyalist - Combined sporting votes, game performance and hobby votes from opponents.
- Best Force Commander - Player voted .

Commission painted models and armies cannot be considered for Best Army and Best Force Commander awards.

REFUNDS

Requests for a refund on the ticket price can be made on Eventbrite up to 30 days ahead of the event.

ACCOMODATION

Being in the heart of Leicester there are plenty of options for accommodation for all different budgets within short walking distance.

PHOTOGRAPHY

The Goonhammer team will also be taking photos throughout the event. Our privacy policy is published on the Goonhamer Open UK events page on the website.

ACCESSIBILITY

We want to ensure our event is accessible to everyone. If you have any specific accessibility requirements or if there is anything we can do to make your experience more comfortable please let us know at contact@goonhammer.com with UK GHO in the subject line.

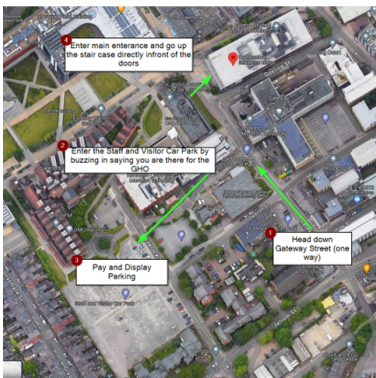
FOOD AND VENDORS

The venue will have a staffed bar serving refreshments and snacks throughout the weekend. Alcoholic beverages are available; we kindly ask that you check with your opponent before getting a drink out of courtesy. Any drunken behaviour will not be tolerated at the event, drink responsibly.

The Student Union is well placed for a short walk to numerous different food options - such as Tesco, Dominos and burger joints five minutes away. The lobby has a lounge ideal for having your lunch if you bring it in or have it delivered. There is no issue with bringing outside food into the venue.

FINDING THE VENUE AND PARKING

The event is hosted at the De Montfort Student Union building (LE2 7DR) pictured below. We have use of the onsite parking at the Staff and Visitor Car Park. This can be prebooked for the whole of Saturday and Sunday using this link or via the pay machines (will need to top up every 24 hours).



As inner Leicester is all one way roads, do not overshoot the parking entrance (pictured below) – this will cost you 5 minutes of looping back around! **At the security gate (pictured below), if the gate is down say you are here for the Warhammer and they'll let you in!**



