



Presents

# The Blind Faith Birthday Bash

13 - 14th June 2026



# Vorax Furunculus

Every solar cycle, when the veil of the warp thins to a bruised translucence, the vox-casters of every vessel in the sector begin to scream. It starts as a low, wet thrum, the sound of a heartbeat amplified through a cracked vox-grille, before the reality-scar opens. From that wound in the Materium slides the *Vorax Furunculus*.

A name whispered in the binaric cant of terrified tech-priests, the "*Devouring Boil*" was once the *Aurelian's Tithe*, a heavy-lift bulk cruiser from the early days of the Great Crusade. During the compliance of the Ophiuchus Sector, it was tasked with transporting the singular wealth of a dozen systems back to Terra: crystalline data-wafers containing fragmented Standard Template Constructs (STCs), quintessence extracted from dead suns, and the "Silken Aegis", a cache of archeotech armor capable of turning a mortal into a god of war.

But the Warp is a hungry thing. During a routine translation a localised warp-storm, rumored to have been engineered by the nascent treachery within the Legions, shattered its Gellar Fields. The ship did not merely vanish; it was digested. Over millennia of subjective time in the Empyrean, the ship has become a necrotic fusion of Gothic architecture and pulsating, warp-grown tissue. Its hull is no longer just adamantite; it is a scab of rusted iron and weeping sores that bleeds promethium into the void.

Inside, the riches remain, preserved in the frozen amber of a temporal stasis-loop. To a Legate of the Auxilia or a Captain of the Legiones Astartes, the *Vorax Furunculus* is not a ship, it is a winning hand in the galactic civil war.

As the vox screams crescendo, the Thracian System has become a graveyard of ambition. The shadows of Gloriana-class battleships blot out the local stars. From the golden-clad warriors of the Emperor's own guard to the soot-stained heraldry of the Traitor Legions, the armies of the galaxy have gathered like vultures. They do not come for glory, but for the raw, ancient power rotting within the *Vorax*. To claim the ship is to tip the scales of the Heresy itself, and as the countdown to its emergence begins, the vox-screams of the ship are answered by the thunder of a thousand macro-cannons.



## Event Overview

We're celebrating one entire year of Blind Faith here in Cardiff. What better way to do that than by running a 3000 point weekend of gaming? This weekend is all about the enjoyment of the hobby and getting to see some fantastically painted armies on the board.

### THE COMING OF THE VORAX FURUNCULUS

"That which drifts between the stars remembers nothing of loyalty."

From the outer dark, it comes; silent, vast, and indifferent to the wars of men. The ancient mass-conveyance designated *Vorax Furunculus* has entered the Thracian Reach, its corroded halls heavy with the detritus of a thousand forgotten campaigns. Archeotech. Weaponry. Data-cores of incalculable worth.

The great conflict pauses, as it must. Both Loyalist and Traitor turn their eyes outward, their ambitions momentarily aligned. Whatever oaths were sworn, whatever blood was spilled — the Hulk does not care.

It only waits to be claimed.

## Thank-you to you!

We're very excited to be hosting this event and bringing the Heresy community together in Cardiff. We hope to make this event fun for everyone - and that you'll do the same!

We also couldn't do this without attending other events, so a huge shout out to those events we've attended in the past and those who've helped form the basis of our events!

Should you have any questions about the event or its format, please do not hesitate to drop us an email at: [blindfaithwargaming@gmail.com](mailto:blindfaithwargaming@gmail.com)

Let's get together; roll some dice; and commit (or stop) some Heresy!

## Thank-you to our sponsors

*Artis Opus*



# Tickets

Tickets are priced at £55 and are available directly from Firestorm Games via the Battlefields Website: <https://www.thebattlefields.co.uk/events-at-the-battlefields/warhammer-the-horus-heresy-blind-faith-birthday-bash>

For the ticket you receive access to the event and the Firestorm Games facility; a hot lunch (please let us know should you have any dietary requirements); and our prizes.

# Venue

The event is being held at The South Wales Gaming Centre Firestorm Games, Sloper Road, Cardiff, CF11 8AB

The venue is easily accessible by car; from Ninian Park and Grangetown train stations both of which link to Cardiff Central); and via local bus routes. There is on street parking available at Bessemer Road if the car park is full.

Firestorm itself is a fantastic venue for casual gaming and will be open on the Friday evening.

If you fancy making a weekend of it, there are plenty of hotels available in the city centre.



# Timings

## Saturday

- 9:30 - 10:00 Arrival & Registration
- 10:00 - 13:00 Game 1
- 13:00 - 14:00 Lunch
- 14:00 - 17:00 Game 2

## Sunday

- 9:30 - 10:00 Arrival
- 10:00 - 13:00 Game 1
- 13:00 - 14:00 Lunch & Armies on Parade
- 14:00 - 17:00 Game 2



# Army Selection

Please build a 3000 point army list to the Crusade force organisation chart as detailed on page 282 in the Age of Darkness: Saturnine rulebook.

You are also able to make use of any detachments detailed in your force's Liber, 3.0 PDF document, or Journal supplement.

The Legacy PDF is considered legal for this event, along with any additional rule releases from Games Workshop that occur before the event. However, we will have a cutoff of 2 weeks prior to the event (Saturday 30th May 2026) for any rules being released or updated.

The following list-building restrictions are in place:

## - There are none for this event

This event isn't only a celebration of Blind Faith, but of you: the Heresy Community! We want to give everyone an opportunity to bring out their most prized Lords of War; whackiest conversions; and favourite Primarch or named character. As such, we will not be imposing any restrictions for this event. However, it will still be narratively driven - WAAC lists aren't appropriate.

We ask all lists to be submitted 2 weeks prior to the event (**Saturday 30th May 2026**). We will review all lists and may ask you to make some adjustments if something is could be too strong.

## Additional Rules

### House Rules

We have decided to continue to implement the house rule:

#### **Vanguard:**

Should an enemy unit be within range of an objective at the beginning of a player turn, it should be considered 'marked'. A unit is considered 'marked' until the beginning of its controlling players next turn.

The second bullet point of the Vanguard special rule should be altered to the following:

*If a Unit that includes a majority of Models with the Vanguard (X) Special Rule has at least one attack made for it in a Combat that results in one or more enemy Units **considered marked** to be either Falling Back from Combat or being Massacred.*

### Terrain Rules

We will be using terrain rules as described on the next page.



# Terrain Rules

Perhaps the biggest change for TO's is the ability to change the rules. With the help of others (full credit to Danger Close Events & the team at Silent Wars).

## Terrain Rules

On page 235 terrain types - these rules have been replaced by the ones below. This is also not a competitive event, so please discuss with your opponents before you start the game to avoid any surprises.

## Open Terrain

This is unchanged from page 235

## Terrain Types & Area Terrain

These concepts are rolled together as per 2nd Edition. Use true line of sight (LoS) and if more 25% of the model\* is visible then it can be targeted. If at least 25% of the model is obscured then it gains a cover save. This applies where a unit is inside the cover feature or the LoS passes over the area covered by the terrain.

Note: True LoS is used to determine cover saves and targeting eligibility. You can kill models out of LoS as per the Core Rules. Vehicles are also considered to be the height and size as represented by their models e.g. if using LoS you can see over them, you can see over them.

## Light Cover

By default all terrain is deemed light cover, unless otherwise stated, and confers a 6+ cover save. This can be applied when models are blocking line of sight to the unit being targeted as Intervening Models.

## Medium Cover

This confers a 5+ cover save to models that are targeted within/through terrain. At our event, this applies to Ruins, Buildings, Rocky Outcrops and Forests.

## Heavy Cover

This confers a 4+ cover save to models that are targeted with/through this terrain. At our events this applies only to military style defensive buildings or fortresses.

All terrain is as tall as it appears, and if a model/weapon can see over it then it can be seen as per the true LoS rules above.

These rules also apply on a model by model basis. If half a unit is eligible for a cover save and half not, the controlling player may choose to take where to allocate the wounds but they must remove the casualties from those models.



As mentioned earlier this is not a competitive event, so don't let terrain get in the way of your wargaming. If you have any questions or queries reach out to one of Blind Faith who will be visible.

## What to bring

Along with yourself, you need to make sure you bring the following with you on the day:

- Your 3000 point army - meeting the hobby standards detailed below
- All relevant army books, Libers, FAQs, supplements, and any other publications required to play your army
- A copy of your army list for your opponent. Whilst physical is nice, digital is fine
- Dice, tape measure, and templates
- A way of keeping track of scores in a game - pen and notebook recommended!
- 6 objective markers

## Hobby Standards

Horus Heresy games are about the narrative and the story. For this event, with its particularly narrative heavy theme we expect all armies to be fully painted and based to give every player the same level of immersion as they fight in their battles.

We also ask that all models are built with 'What You See Is What You Get' in mind. Conversions are actively encouraged, but we ask that any are clear for your opponent as to what they represent. If you have something particularly whacky in mind, send us a message!

## Player Conduct

The primary aim of this event is for all players to enjoy themselves and have a great day.

Anyone believed to be cheating or purposely encroaching on the fun of others will be asked to leave.

We also want this event to be friendly to new players of Heresy and those who may not have played since 1st Edition. If someone makes a rules mistake, please do not get upset with them - politely explain what went wrong and move on. If you would like a TO to find a resolution, come find us.

We were all beginners once



# Awards

There will be two major awards for this event: 'Favorite Loyalist' and 'Favorite Traitor'. Your in-game victories will not count towards this award as they will instead be decided by whomever from each team has the most votes for 'Favourite Game'.

These votes will be collected via a paper slip on the day, which you can collect from the TO desk.

The votes for 'The Army I Want to Take Home' should be submitted at the end of lunch on Sunday.

During lunch, we will ask all those who wish to be considered for a 'The Army I Want to Take Home' vote to set their armies up on their current game board for an 'Armies on Parade' display. We also recommend bringing some kind of way of identifying your army as yours - it makes it easier for people to vote for you!

At the end of the event, we'd like you to submit which game you had the most fun at over the weekend. This is entirely personal and can consider all aspects of the game: sportsmanship; narrative of their army; how helpful they were with the rules; anything! Ultimately, the only thing we ask you don't consider is how well their army is painted (as that's covered above)!

We will also be awarding the coveted 'Wooden Spoon' to the person with the lowest game score for the weekend.. We will not be considering votes for the above two awards in this. This is a particularly important award to us, as we have both won it ourselves at other events!

