



## **Army Construction**

New FAQ and Playtesting Rules are in effect. Psyarkana is allowed, Divining Blades may not be taken. Relics may not be taken. <<These items may still make their way to the battlefields through narrative elements.>>

All lists must be available for viewing, but not required to be printed. In other words, digital is okay!

All miniatures in your army must be fully assembled, painted, and WYSIWYG.

Horus Heresy Michigan Dog Tags no longer provide benefits, but will still be issued.

There will be three alternative game play modes set in the Horus Heresy - Titanicus, Zone Mortalis and Battlefleet Gothic. Any game in the schedule can be substituted for one of these specialized game tables. Titanicus games will be played at 2,000 points; Battlefleet Gothic games will be played at 1750 <<2010 Compendium>>; Zone Mortalis games will be played at 1500 points.

If you have any questions regarding rules not covered in this pamphlet, contact Event Organizer Jeremiah Groat ([jrgroat@gmail.com](mailto:jrgroat@gmail.com)).

## **Scoring**

Awards: Best General (Loyalist & Traitor), Best Sportsmanship (Loyalist & Traitor), Best Presentation (Loyalist & Traitor)

The Best Presentation awards will be judged by the Mournival on Saturday at 4pm. <<Let's see those display boards!>>

Point systems for events. (For overall best loyalist/traitor & Sportsmanship)

1 point victory, 2 points major victory - Up to 10 for the event. A Major victory is defined as winning a game with twice or more the amount of victory points a player's opponent has.

1 point per each specialist game played.

5 Points max for Painting - 0 to 5 Painting scale, judged by the Mournival.

5 Points max for Sportsmanship - Every player gives their opponent a sportsmanship score; on a scale of 0-5. The average of each score is a player's total sportsmanship score. We expect to see very little 5's given out. A score of 3 should be totally acceptable, I would play again. If your opponent brought the cheese, slap them with a low number <<A Mournival member might ask you to explain>>. It's our hope to see most games around 3 to 4.

Scale for reference.

0 - Poor: Player behavior is completely unacceptable. Conduct may include but not limited to, cheating, rude behavior and complete lack of sportsmanship.

1 - Unsatisfactory: Player is exhibiting win at all cost behavior, poor behavior or unfair lists.

2 - Fair: Opponent showed minimal instances of poor sportsmanship or complaining.

3 - Good: Opponent followed the rules, and standards of sportsmanship.

4 - Excellent: No incidents of poor sportsmanship, great attitude, and a great game.

5 - Best: The best opponent you have played in a long time or at this event.

### **Schedule:**

Saturday

8:00 Check In

9:00 Round 1 - 2500 Points

12:00 Lunch

1:00 Round 2 - 2500 Points

4:00 Break - Setup armies for paint and theme judging.

4:30 - 8:00 Round 3 - (Team Game) 2500 Points per player

Sunday

9:00 Round 4 - 3000 Points

12:00 Lunch

2:00 Round 5 - 2500 Points

5:00 Award Ceremony

### **Campaign**

This is a narrative campaign event, with a strong emphasis on 'narrative'. A campaign map, and pamphlet will be provided at the event. Player's choices and actions will determine the outcome of the Wolgast System.

### **The Mournival Clause**

Event Organizers retain the discretion to modify, ignore or bend the rules as needed to fit the spirit of the campaign and the fun of the players involved. Event organizers are expected to inform players if that is the case. The contents of this packet may change.