



Army Construction

Players will need to create 2 lists, 3000 pts, and 2500 pts, each list must have their primary force be the same faction and army. Games at the event will be played at either 2500 or 3000 points, and therefore you need a list for both. What you put in those lists doesn't matter at all, except the Primary Force must be the same faction. Example, maybe your 2.5k list has an allied detachment and your 3k list doesn't have an allied detachment but has a Lord of War.

There are no restrictions on army construction, however players will need to submit their lists for approval before 9/23/22. Email your lists to jrgroat@gmail.com. This is a narrative campaign in a new game system with new players, highly aggressive or strong lists have a strong chance of being rejected. Any new units added to the Age of Darkness that do not currently have rules will be allowed if they are released at least 30 days before the Michigan GT, exceptions can be made on a case by case basis.

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 are back for the 2022 year. Event Tags for the 2022 campaign can be used for 1 free dice re-roll (with exception of first turn or steal the initiative), and faction tags can be used to give a unit Preferred Enemy for 1 game turn.

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. Lists for these games do not need to be submitted for approval.

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

Scoring

Awards:

Best General (Loyalist & Traitor)

Best Sportsmanship (Loyalist & Traitor)

4 Category of Painting Awards:

Best Presentation (Full Army),

Single Model Infantry,

Single Model Vehicle,

Single Model Other (Deamons, Dreadnoughts, etc...)

The Best Presentation awards and Painting Competitions will be judged by the Mournival on Saturday at 4pm. <<Let's see those display boards!>> If a single model is entered into the competition, please denote that model in your presentation.

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

The Best General Award for each faction is selected by the opposing faction. Players when determining the best General Award for their opponents should consider sportsmanship, leadership, gameplay and any other intangible qualities that made that player the MVP of their side.

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 - 3000 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 if the Traitors hold on to the Solachron System.

Factions will nominate Warlords that will be responsible for setting matchups.

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.