WYSIWYG.Events presents a Horus Heresy Event at JustPlay

***The Mongrel Fleets***

***Part One: The Hand of the Hydra***

03/02/2024

**Setting**

“The ragtag Loyalist fleets had fought a hit and run campaign for years. Bleeding the Traitor forces and gaining new allies. Transforming their shattered companies into a potent strike force. Led by the Black Shield Praetor Ophaniel, they survived. They continued fighting for the Emperor.”

“Now they aimed to strike a significant blow. To assassinate the Primarch Alpharius. Intelligence suggested Alpharius himself was mustering Alpha Legion forces on Deva, in the Aurelia system. But the duplicitous Alpha Legion had misled Preator Ophaniel. And as the Mongrel Fleet appeared in orbit to launch their attack, the disparate Legion forces below were thrown into confusion…”

**The Event**

A one-day event.

The opening chapter in the ***Mongrel Fleets*** saga. ***The Hand of The Hydra*** will consist of 3 bespoke, narrative driven missions, pitching the Traitor Legions and their Allies against Loyalists forces.

With the Loyalists plans of assassination in ruins and the Traitors caught unawares. 12 players will wage war on 6x4ft tables.

Games will be fought against random opponents and the outcome of each game will have an effect on the final round, which faction wins the day, and the future of the Mongrel Fleets.

**Tickets**

£20 – Please choose to fight for the Traitors or Loyalists.

**List Submission**

Players are to attend with a 2000-point force which must be **traitor** or **loyalist,** as per the ticket purchased.

**Please also prepare a 1000-point list in case an odd number of players attend, and a randomised multiplayer battle needs to be played each round.**

As a narrative event, players are expected to focus on bringing a fun list for both them and their opponents. Avoid tailoring your lists to be too “competitive”.

Lists to be submitted by Friday the 26th of January to allow time for list vetting and any feedback. Please feel free to submit your lists sooner though.

Army list submission and questions are to be sent to Marc at WYSIWYG.Events@Outlook.com or on the Just Play Horus Heresy Whatsapp Group.

**Event Army List Restrictions and Rules**

The following restrictions are in place for this event:

* No more than 1 Dreadnought of any kind for every 1000pts.
* Titans and Primarchs may not be used in this event.
* Knights **ARE** allowed, but please maintain balance within your list and avoid being “knight heavy”.
* Legio Custodes **ARE ONLY** allowed at this event as an allied detachment. A maximum points spend of 750 points on Legio Custodes units is in place. (The 10,000 were otherwise engaged in the Webway)
* Unique Characters **ARE** allowed.
* Rules from all appropriate Horus Heresy 2nd Edition GW publications, up until the week before the event will be valid.
* **For the first time we will be trialling the SN Battle Report Artificer Armour rule.**
	+ *“If the unit/model pays for the Artificer Armour upgrade (i.e doesn’t have this rule as standard) the unit/model may only make that saving throw up to a number of times equal to its initiative value. The remaining saving rolls must go on the squad until only the upgraded unit/model remains or all attacks are saved. This is once per attack and can be repeated as many times as the unit is attacked during any phase.”*

**Painting and Modelling**

For this event **painting standards** are lowered to:

* 50% of your unit count must be fully painted (minimum 3 colours, detail painted, bases textured and fully coloured).
* The remaining 50% of your unit count must be at least undercoated in the correct/obvious colour for the legion/force they represent.
* Bases also to be at least fully undercoated and presented tidily. (No undercoating over spray!)
* Models are to be fully built.

**Event Schedule**

10.30: Doors open and registration.

11.00: First Round Begins.

13.30: Lunch Break.

14.00: Round 2 Begins.

16.30: Round 3 Begins.

18.30: Event Ends, Narrative Epilogue, Presentation.

**Contact**

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