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***The Mongrel Fleets Part 3:***

***Scourge of Oaths***

A Horus Heresy Event at JustPlay

18/05/2024

**Setting**

*“Jareg, Scourge of Oaths, had chased the loyalists from the Aurelia system. Ignoring orders from the muster command on Deva to return and ransacking the meagre supplies left undestroyed on the Althanean moons. The Nails were biting, and they wouldn’t stop until Jareg had caught his pray. They had screamed in his skull when the loyalists fled into the warp, thinking Ophaniel had escaped. Then one of his Lieutenants had brought him the means to track them through the warp. This Astartes smelt wrong, like copper. Jareg didn’t trust him. But the Nails bit when he thought about not following the information. Jareg ordered his fleet into the warp. To the Pydonian Shipyards…”*

**The Event**

A one-day event. ***Scourge of Oaths*** is Part 3, and the Finale, of the Mongrel Fleets Saga. The day will consist of 3 bespoke, narrative driven missions, pitching the Traitor Legions and their Allies against the Loyalists forces.

Set in the combat zone of the Pydonian Shipyards. 12 players will wage war on 6x4ft tables. The loyalists have put in for urgent repairs on their remaining ships, unaware that the Alpha Legion spies still among them have given their position away…

Games will be fought against random opponents from the opposite faction and the outcome of each game will influence the final round and which faction wins the day.

**Tickets**

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

**List Submission**

Lists to be submitted by Friday the 10TH of May for list vetting and any feedback. Please feel free to submit your lists sooner though.

Players are to attend with a 3000-point force which must be **traitor** or **loyalist,** as per the ticket purchased.

**Please also prepare a 1500-point list in case an odd number of players attend, and a multiplayer battle needs to be played each round.**

As a narrative event, players are asked to focus on bringing a fun list for both themselves and their opponents. Please avoid tailoring your lists to be too “competitive”.

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**

The following restrictions are in place for this event:

* No more than 1 Dreadnought of any kind, per 1000pts in each list.
* Titans and Primarchs ARE **ALLOWED** in this event. (History may record the Primarchs as being at different locations during this time. However, the fog of war is dense, and sources are unreliable).
* Knights **ARE** allowed. Including as a Primary Detachment. With the following restriction.
	+ In any FOC, only 1 Armiger Warglaive may be taken for every 2 Armiger Helverin.
* 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 Horus Heresy 2nd Edition GW publications, published up until the week before the event, will be valid.
* Due to the Beta-Garmon campaign book being released recently please contact us if you wish to bring a Shattered Legion or Black Shields force.

**WYSIWYG Rules Balancing**

The below changes to the published rules are intended to help the games flow and be more fun. Any feedback on the rules balancing is always welcome.

* Artificer Armour
	+ *“If a 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 unmodified initiative value. The remaining saving rolls must go on the unit 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.” (rule change attributed to SN Battle Reports).*

**Painting and Modelling**

As this edition of Horus Heresy has been out for nearly 2 years, we understand that players may be branching out to 2nd, 3rd, even 4th armies! Or that you may have a few units sitting in the wings that you haven’t had the chance to use in anger yet.

So, for this event **painting standards** are lowered to:

* 50% of your unit count must be fully painted (minimum 3 colours, detail painted, and 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.

**Approximate Event Schedule**

10:00 Doors open and registration.

10:30 First Round Begins.

13:00 Lunch Break.

13:30 Round 2 Begins.

16:00 Round 3 Begins.

18.30: Event Ends, Narrative Epilogue, Presentation.

**Contact**

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