

## **The Horus Heresy**

### **YHP League Play**

Summer/Fall 2024

30k League Play at Your Hobby Place moves from the underground confines of Cthonia to the war-ravaged surface of the Garmon Cluster for the summer and fall of 2024!

League play will be based on the Onslaught Campaign System and the Garmon Bulwark Campaign rules of the Battle for Beta-Garmon campaign book. The notable exception is that league play will not use the Decisive Battle rules, including the Seize the Moment Rolls, from the Onslaught Campaign System and players may change Allegiances during the campaign.

League games will continue to be played on the second Sunday of each month at Your Hobby Place in Alexandria. The campaign will commence in July and end in November. The dates for league games will be July 14, August 11, September 8, October 13, and November 10.

All games will be played at the 3000-point level using the Core Missions in the Battle for Beta-Garmon campaign book. Apex Missions may be used at the end of the summer-fall season, to be decided later.

Although the Battle for Beta-Garmon campaign featured White Scars, Shattered Legions/Fangs of the Emperor, Sons of Horus, World Eaters, and Emperor Children, any army may be played as part of league play.

There will be two teams for the league – Loyalist and Traitor. Although either the Loyalist or the Traitor side will be crowned as the winner at the end of the summer-fall season, participants will be allowed to either play on one side the entire season, or to switch sides from month to month, in order to try out new armies or to balance out the number of Loyalist and Traitor players each month. For example, if every player that shows up for a month's event are technically Loyalists, half of them will be assigned to be Traitors for the event. That Ultra Marine force is actually Alpha Legion in disguise! So, it is not a hard competition or necessarily balanced. But that's okay - the main goal is to have fun and play games after all!

The key elements of the Onslaught Campaign System are the selection of Stratagems, Character Casualties, and Battlefield Achievements:

- Stratagems are additional special rules that add beneficial effects to a single game for the player that chooses to use them. For the purpose of our campaign, participants need NOT select Stratagems at the start of the campaign; rather, a participant may select a Stratagem for each game played during the season but cannot select a Stratagem more than once during the campaign. Stratagems must be selected as part of the list building process and must be noted on each player's list before the start of any game. Both the Core Campaign Stratagems (pages 101-102) and Garmon Bulwark Campaign Stratagems (page 108) may be selected.

- Character Casualties may occur. If a player's Warlord and/or any model with the Unique Sub-type are removed as a casualty during a campaign battle (including when due to falling back off the battlefield, etc.), the controlling player must roll a D6 for each model at the end of the battle and consult the Character Fatality Table on page 103 of the Battle for Beta-Garmon campaign book. If the controlling player was victorious in the battle in which the model was removed as a casualty, add +1 to the result of the D6 roll. If the Warlord does not have the Unique Sub-type and suffers a negative effect from the roll on the Character Fatality Table, then the controlling player may elect to simply not use that model in future battles during the summer-fall campaign. If they choose to do so, then they may not field a model selected from the same unit entry in the next battle of the summer-fall campaign.
- Battlefield Achievements can apply modifiers to a participant's Seize the Moment roll the following game. Consult page 104 of the Battle for Beta-Garmon campaign book for the available Battlefield Achievements.

All these campaign elements will be conducted on the honor system and tracked by the participant. Please be honorable, even if you are a Traitor!

The **Mortification Index** (page 107) will be used for the summer-fall campaign. The Mortification Index was a vast and carefully calculated algorithm by which the viability of the actions within the Garmon Cluster and the resultant threat to Terra and the Imperial Palace could be judged. The Mortification Index will be printed out and displayed on the Your Hobby Place announcement board. The Mortification Index will be tracked by Loyalist participants and will change based on the results of each battle. The Mortification Index starts at 0, and at the end of each battle the number of Index Points scored by all Loyalist participants that session is compared with the number of units that have been entirely removed from play as casualties by all Loyalist participants that session. If the latter is greater than the former, the Mortification Index is reduced by 1 (it cannot go below 0). If the former is greater than the latter, the Mortification Index is increased by 1. At the start of any battle, the Loyalist player modifies all rolls to determine Strategic Advantage by the value of the Mortification Index for that month's event.

Index Points are scored for the following:

- Winning a battle: 3 Index Points
- Drawing a battle: 2 Index Points
- Achieving 'Slay the Warlord' Secondary Objective: 1 Index Point
- Tabling the Traitor Army: 2 Index Points
- Blood Angels Are Advancing (see March of the Angel, below) at start of the battle: 1 Index Point

The **March of the Angel** (page 107) will also be used. The March of the Angel tracks the current success of Sanguinius and the Blood Angels as they march on Beta-Garmon II. If the Traitor players have won more battles than the Loyalist players during the campaign, then the Blood Angels are stalled. If the Loyalist have won more, then the Blood Angels are advancing. While the Blood

Angels are stalled, all Loyalist players may add +1 to all rolls to gain Strategic Advantage, and while the Blood Angels are advancing, all Traitor players may add +1 to all such rolls. (Note: This seems like it should be the other way around, but it is what the Battle for Beta-Garmon campaign book says!). Also, all Loyalist players generate one additional Index Point per game if the Blood Angels are advancing at the start of that battle. The status of the March of the Angel will be displayed as part of the Mortification Index displayed in Your Hobby Place, for reference.

There is definitely more record keeping month to month than during the Cthonia Zone Mortalis campaign, but with the Mortification Index and March of the Angel status displayed in the store, it should be easier to accomplish!

Horus Heresy Summer-Fall League Play

**MORTIFICATION INDEX**

**INDEX MORTIFICA**

<b>MONTH</b>	<b>TALLY</b>
<b>July</b>	Battles Fought: Battles Won by Loyalist: Index Points: Loyalist Units Lost: Index Value: March of the Angel Status:
<b>August</b>	Battles Fought: Battles Won by Loyalist: Index Points: Loyalist Units Lost: Index Value: March of the Angel Status:
<b>September</b>	Battles Fought: Battles Won by Loyalist: Index Points: Loyalist Units Lost: Index Value: March of the Angel Status:
<b>October</b>	Battles Fought: Battles Won by Loyalist: Index Points: Loyalist Units Lost: Index Value: March of the Angel Status:
<b>November</b>	Battles Fought: Battles Won by Loyalist: Index Points: Loyalist Units Lost: Index Value: March of the Angel Status:

+DATA COMPLETE+

+VALIDATED+

### BATTLE SCORE CARD

MONTH:	
LOYALIST PLAYER NAME	TRAITOR PLAYER NAME
<p>TOTAL INDEX POINTS:</p> <p>Matrix:</p> <ul style="list-style-type: none"> <li>• Winning a battle: 3 Index Points</li> <li>• Drawing a battle: 2 Index Points</li> <li>• Achieving ‘Slay the Warlord’ Secondary Objective: 1 Index Point</li> <li>• Tabling the Traitor Army: 2 Index Points</li> <li>• Blood Angels Are Advancing at start of the battle: 1 Index Point</li> </ul>	
TOTAL NUMBER OF LOYALIST UNITS ENTIRELY REMOVED FROM PLAY AS CASUALTIES:	

+DATA COMPLETE+

+VALIDATED+