



# HORUS HERESY LEAGUE

## FEB 2024

Thanks to TheShadows for helping out with this Crusade.

Caveat: Grim reserves the right to update the league rules as the league progresses if anything is identified which is breaking games!

### Change Log

Ver	Date Released	Summary Changes
1.0	01.02.24	Initial document

### How the League Works:

1. League starts 26.02.24 and ends 21.06.24.
2. Scoring: Win = 3 points, Draw = 1 point, Loss = 0 points, Bye = 3 points.
3. Lists must be submitted at the start of each month and ahead of the league starting.
4. Participants must play at least two games (depending on the number of participants) each month against their nominated opponents. If one player continues to cancel on their opponent and this continues for the full month, then the person who keeps cancelling will take an automatic loss. Repeated occurrences of this behaviour will result in the person being ejected from the league with no refunds given (if you can't make a game let Grim and your opponent know as soon as possible)
5. It is down to participants to organise their own games; league match ups will be announced at the start of each month.
6. Pairings will be announced at the start of each round, Round One will be a random draw with an emphasis on pairing Loyalist vs. Traitors where possible. Round Two onwards will be a Swiss system.
7. Players can join the League after it has started for the first month only, they will be allocated a bye for one game only for that month, no late joiners can be accepted after the first month is completed.
8. Entry to the League is £5, this will contribute towards prizes for the first and second placed players (3<sup>rd</sup> place will also get a prize if there are enough in the league) at the end. Prizes will be Grim vouchers and the final amount will depend on how many people take part.
9. If an opponent does not play the game for any reason or intentionally concedes ahead of the game, then it will be counted as a loss for them and a bye for the other player (this is to prevent someone attempting to manipulate standings)
- 10. If you do not complete your games before the end of each round then both players will be given an automatic game loss - this is to prevent the league drifting or the majority of players waiting for two people to play one game.**
- 11. If you have been attempting to get in touch with your opponent and they have failed to answer or respond OR if they cancel a prebooked game and are unable to arrange another game within the deadline then you will be awarded a game win and the other person will be awarded a game loss.**
- 12. If you do not respond to chase up messages from the League Organiser for an entire round then you will be given two game losses for that round and be removed from the league with no refund on the league entry fee.**
- 13. If you do not submit your list within a given deadline then you will be considered for a game loss to be decided by the League Organiser.**
- 14. IMPORTANT: If you are struggling with getting games completed, sorting a list or anything that would affect any of the above then please message the League Organiser sooner rather than later.**

### How You Build Your Force

1. You cannot change Legion once the League starts.
2. Lists must be from the Liber books, Classic Units pdf and FAQ that is current at the time of the League starting. If the FAQ changes mid-League then the updated FAQ points cost and unit changes won't be used.
3. The starting force limit is 1500 points for Rounds One then increases by 500 points per round:

Round	Force Limit
1	1500
2	2000
3	2500
4	3000

4. Allies are limited to a maximum of 25% of the allowed force points for each round.

5. Players must choose their loyalty and Legion at the start of the league and use this throughout with one exception as follows:  
*A player may change their Loyalty only once during the League, if they do so then they lose any and all bonuses that they have accrued.*
6. Lists can change as much as you wish between rounds (not between games)
7. You must nominate one overall Commander for your force, this is your Legendary Warlord. They may gain benefits as the League progresses (see Annex A). If you change your Legendary Warlord or you switch Loyalty then they will lose any benefits they have gained.
8. A Named Character cannot be your Legendary Warlord.
9. Primarchs are allowed in the final round.



### How The Games Work

1. Game scenarios will be announced with each set of match ups, this will include what the point limit is to be used in the scenario.
2. All missions and deployments will come exclusively from the Rulebook.
3. Missions are adjusted as follows for each round – this is for missions that use secure objectives:
  - Round 1: All game types reduce the size of the gaming mat to 4x4.
  - Round 1: If playing Secure objective missions then the number of objectives is reduced by 50% rounding up i.e. if a mission has 5 objectives then place 3.
  - Rounds 2 to 4: All objectives in a scenario are in use and game mat is the standard size.
4. Post the game result on Grim's Discord Horus Heresy League channel and tag in your opponent and Grim Dice (Dom) so they can verify the result and the results can be collated.
5. Games should be played in order however this will not always be possible and should not restrict players organising their games.
6. If you have a Bye from a game, then you gain 3 points but it does not count as a Win for rankings



## Annex A - Legendary Warlord – Blessings of the Mechanicum

Your Warlord will face many risks and battles whilst trying to achieve their force's aims. As battles progress they gain in experience and demonstrate why they were chosen to lead the armies. The Mechanicum, both Loyalist and Dark, recognise the importance of these battles and grant access to boons and augmentations to boost the Warlord's abilities.

Your Legendary Warlord (Warlord) will gain augmentations and blessings from the Mechanicum as the battles continue which will give extra bonuses as the league progresses, these are accumulative and stack.

Each Augmentation you earn gains your Legendary Warlord a level on the Mechanicum's Boons table. Each Augmentation level gives the Warlord access to a number of stat increases and benefits with an associated points cost.

You can add each bonus at each level once to a maximum of three per level (four at Level Six). You cannot add bonuses from a level that your Warlord has not reached. When you update your lists between rounds you can change which bonuses your Warlord has taken (not between games).

The points cost comes from your overall roster points cost, i.e. if your Warlord would normally cost 120 points and you choose all the bonuses from level 1 then your Warlord will cost 120 + 20 points.



Mechanicum's Boon Level		Cost
1	+1 Attack	10
	Counter Attack (1)	5
	+1 AP to any weapon	5
2	+1 Strength	10
	Fleet (2) for the Warlord and any unit they join	10
	Add Duellist's Edge (1) to one melee weapon	5
3	+1 Weapon Skill	15
	Battle Hardened (1)	10
	+1 shot to a ranged weapon (doesn't apply to combi parts)	5
4	+1 Initiative	10
	Hatred	10
	Add Murderous Strike (5+) to any weapon	15
5	+1 Toughness	15
	Rage (3)	15
	Add Brutal (2) to any weapon	15
6	+1 Wound	20
	The Warlord gains Feel No Pain (6+)	15
	On any turn in which the Warlord makes a successful Charge it gains +1 Attack for the remainder of that turn	20
	Add Instant Death to one melee weapon	30

### Gaining Augmentations:

You will gain an augment if your Warlord completes a Heroic Action in a game. These will be identified at the start of each league round and will be actions such as seizing an objective, killing the opposing Warlord or surviving the game when wounded.

The maximum number of arguments that can be gained per game is one, per round is two. These come into effect at the end of each round ready for the next round.