

## **The Mal-Raen System: First Blood**

### **Quick Info:**

**Venue:** Element Games, Stockport, SK2 6PT

**Dates:** 2nd and 3rd September 2017

**Ticket Cost:** £40

**Points Level:** 3000

**Awards:** 3 Painting, Best Loyalist and Traitor, Sports and more

**List Submission:** Events@TheImperialTruth.com

**Format:** 5 Games of Horus Heresy with set scenarios

**Food:** Lunch will be provided both days as part of the ticket cost

***If you want to play a honed game of Horus Heresy where each player is pitted against the other on a completely even format and all the variables can be judged then this is not the event for you, war is not fair. Environmental effects, the machinations of the enemy and even the ground you are fighting on can influence the tide of battle. Your job is to fight no matter the odds - the fate of Terra may depend upon it.....***

**Dates:** First Blood will take place on Saturday 2nd and Sunday 3rd september 2017. The ticket includes free gaming for the friday and saturday nights as well.

**Venue:** Element Games, 1st Floor Hallam Business Centre, Hallam Street, Stockport, SK2 6PT, 0161 376 9620

The venue has a bar so please do not bring any alcohol. There is plenty of parking at the venue if you wish to drive. The store is just a short walk from Davenport (~8 mins) and Stockport (~22 mins) railway stations. Trains from Manchester Piccadilly run regularly to Stockport and roughly every hour to Davenport.

The venue is open late on both friday and saturday and has it's own bar, so there is plenty of opportunity to carry on playing or to crack out some other games.

**Purchasing Tickets:** Tickets can be purchased via Element Games website, link here: <http://elementgames.co.uk/event-tickets/FirstBlood2017?d=10057>

### **Timetable:**

#### **Saturday:**

0900 – 0945 - Venue open for Registration

0945 – 1000 - Pre-Event Brief

1000 – 1230 - Round 1

1230 – 1330 - Lunch (food provided)

1330 – 1600 - Round 2

1600 – 1630 - Afternoon Break

1630 – 1900 -Round 3

Bar open late for socializing

#### **Sunday:**

0930 – 1030 - Venue open

1030 – 1300 - Round 4

1300 – 1400 - Lunch (food provided)

1400 – 1630 - Round 5

1630 – 1700 - Awards & then home!

## Army Selection:

You may select your army from any official ForgeWorld Production. The Shattered Legions and Armies of Dark Compliance lists will be allowed at this event. In addition we will be allowing armies selected from the publication Codex Chaos Daemons - to be clear this means you may take a Chaos Daemon force as allies for traitor Word Bearers and Imperialis Militia & Cults lists or they may be taken as a primary detachment, in this case they may only have Militia & Cults allies.

Whilst any list is allowed at First Blood, the more extreme builds may find they are affected by more adverse conditions than other armies. Alternatively, those armies may be made known to the opposing side to allow them to pick a specific opponent to face them.

## Army List submission:

Army Lists should be submitted no later than 23:59 Sunday August 13th. This is to allow them all to be posted online before the event. Lists will need to be sent to Events@TheImperialTruth.com and be in the **Plain text in the body of an email in the format shown below**. This is important to save hassle in getting the lists online - incorrectly formatted lists may be returned with instructions to resubmit in the format requested.

Lists handed in on time, in the correct format and legal will be rewarded with a re-roll token which can be used once over the weekend on any dice roll that player makes. This will be taken away if that player decides to change their army or list.

Greg Dann, Hydra Gaming Club, Traitor, Alpha Legion 1500pts

Force Org Chart: Age of Darkness      RoW: Chosen Duty

### HQ

**Centurion** 50, Delegatus Consul 15, Master-crafted Power Fist 20, Combi-Plasma 10, Refractor Field 10, Power Dagger 5, Artificer Armour 10 - **120**

- **Command Squad** 75, 2 x Additional Chosen 30, 3 x Power Weapon 30, Power Fist 15, Standard Bearer; Power Fist 15, Combat Shield 5 - **170**
- **Rhino** 35, Dozer Blade 5 - **40**

### Troops

**Veteran Tactical Squad** 125, 5 Additional Veterans 60, 2 Heavy Bolter with Suspensor Web 40, Veteran Sergeant; Artificer Armour 10, Power Fist 15, Power Dagger 5 - **230**

- **Rhino** 35, Dozer Blade 5 - **40**

**Veteran Tactical Squad** 125, 5 Additional Veterans 60, 6 Combi-Plasma 60, 2 Plasma gun 30, Veteran Sergeant; Artificer Armour 10, Power Fist 15, Power Dagger 5, Combi-Plasma 10 - **290**

- **Rhino** 35, Dozer Blade 5 - **40**

### Elites

**Rapier Weapons Battery** 40, 2 Additional Rapiers 80, 3 Laser Destroyer Array 45 - **165**

**Contemptor Mortis Dreadnought** 155, 2 Kheres Assault Cannon 25, Havoc Launcher 15 - **195**

### Heavy Support

**Sicaran Venator** 190, Heavy Bolter Sponsons 20 - **210**

**Total 1500 Points**

## What You Will Need To Bring:

Your painted and based army  
All relevant rulebooks and FAQs  
All relevant army books and FAQs  
Copies of your army list to show your opponents  
This event pack  
Dice Tape Measure and Templates  
A pen and notebook  
Your objective markers  
For those fully organised - painkillers, deodorant, a snack bar/fruit

### **Gaming:**

Each round every table will be playing the same scenario though there may be rules specific to the table being played on or the armies involved that add onto the scenario rules in play.

Each round will result in an overall win to either the Loyalists or the Traitors, the winning side will receive a benefit to be taken into the next round. The margin of victory in the round may see more than one bonus given to the winning side. The final round will determine the outcome of the event and indeed play a part in deciding the fate of the planet and the system.

Tables will be drawn randomly for pairings however you can ask your team leader to play on a specific table, it is up to them to decide make a final decision on who plays where. Players will be handed a table number which they will carry to the table with them. These will be collected through the round ready to be handed out the next round.

If you wish you may 'Grudge' an opponent, if accepted this will mean the next round you will automatically be paired together rather than relying on random chance to select your opponent. To do this both players need to inform the Event Organisers before the round starts, together to avoid any confusion.

If at any point you are drawn against someone you have already played or a club mate and you would prefer to play someone new then please make it known to the Event Organisers and new pairings will be worked out.

### **Sports:**

Every player attending 'First Blood' is expected to maintain a high level of sporting behaviour. Each player has a responsibility to be clear in their actions and explanations, to pay attention to their opponent, to approach differing opinions in a respectful and calm manner and to attempt to complete your game within the allotted time frame.

Not every situation will be resolved and in these incidents please call for one of the Event Organisers to come to your table but only after you have looked through the rulebooks and FAQs yourselves. If there is no obvious answer then the event organiser they will either make a judgement or ask you to roll for it and this result will be final for that game.

### **Painting And Modelling:**

All models used at 'First Blood' must be painted and based in an appropriate manner. This means that non standard colour schemes are perfectly acceptable as long as they maintain the atmosphere of the Horus Heresy setting.

### **Proxies and Alternative models:**

Players may use third party, converted or scratchbuilt models within their army but they must be clearly identifiable and distinguishable from the other units in your army and appropriate as the unit they are representing. The aim is to allow freedom in the 'hobby' while maintaining a level of immersion and to avoid any negative effects on game play.

All models deemed not appropriate will be removed from the table and will count as dead for gaming purposes. If you have any models which you are worried about in terms of this then feel free to email [Events@theimperialtruth.com](mailto:Events@theimperialtruth.com) and a decision will be made and/or advice given.

### **FAQs and Errata:**

First Blood will use the 7th Edition FAQ and Errata in conjunction with The Imperial Truth Event FAQ. If you feel we have missed anything then please email. If you feel we have an answered incorrectly on an issue then please include a coherent (and brief if possible) reason why, however the final decision lies with the Event Organisers.

### **The Following awards will be available at First Blood:**

**The Emperor's Champion** - This award will be given to the Loyalist player who has been seen to be the most 'valued' - e.g. pulling out a shock result, accepting the hardest battles so others don't have to, all round awesome gaming.

**The Despoiler** - This award will be given to the Traitor player who has been seen to be the most 'valued' - e.g. pulling out a shock result, accepting the hardest battles so others don't have to, all round awesome gaming.

**The Paragon** – Given to the player receiving the highest 'Best Game' score. You will be asked to rank your top two games over the course of the weekend to decide this award.

**The Historiographer** – This award will be given to the army that most fully encompasses the narrative of the Heresy, this can be achieved by any number of factors including army composition, conversions and painting, army background.

**The Maestro** – The army receiving the most votes from players. This will be judged on Sunday at lunch. Anyone hoping to win should display their army suitably after the 4th game.

**The Virtuoso** – The army deemed by the painting judge to be the best at the event. This will be judged throughout the weekend by specified judges.

**The Artisan** – The individual character decided by the painting judges to be the best entered into the competition. To enter your model you have to place your entry in the indicated place at lunch on day 1.

**The Artificer** – The unit decided by the painting judges to be the best entered into the competition. To enter your model you have to place your entry in the indicated place at lunch on day 1.

**The Fabricator** – The vehicle decided by the painting judges to be the best entered into the competition. To enter your model you have to place your entry in the indicated place at lunch on day 1.

**The Originator** – This award can be given for any reason the Event Organisers decide to reward an army. Everything from the army list to the paint scheme to the way the army is played on the table could be considered.