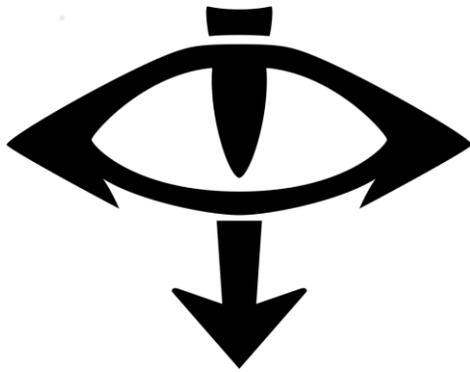


# BGT

2017 Bugeater GT



*The Horus Heresy Weekend Campaign:  
Conquest of Marnex IV*

++Incoming Transmission++

++3970011.M31++

++Begin Coded Message++

Imperial envoy reached the Marnex system and entered high orbit over Marnex IV. Attempts at communication were unanswered. The last transmission from cruiser *Centaury* indicated ground based defense systems had opened fire. No further communication after that report. Presume that the delegation has been killed and Marnex is hostile to Imperial control. Recommendation: dispatch Legiones Astartes forces to either return the forgeworld to our control or destroy it to prevent its fall to the Warmaster.

++End Transmission++

++Outgoing Transmission++

++0974011.M31++

++Begin Coded Message++

Assemble a fleet and ground force of sufficient strength to subdue the forgeworld Marnex IV. It has refused to give loyalty to both the Imperium and the traitors. Priority is to retake the planet. If the mission is in doubt, destroy the production facilities. Close proximity to Terra make its potential possession by the traitors unacceptable.

++End Transmission++

## Event Information

The conquest of Marnex IV is a 3 day narrative campaign set three years before the Siege of Terra. The Viceroy Council of Marnex IV, in collusion with local Mechanicum forces, has utilized the chaos of the Heresy to assert their independence from the Imperium. The forgeworld is a production facility for a number of tanks and siege weapons that would be valuable for both loyalist and traitor alike in the inevitable assault on Terra. Both sets of forces race to this independent system to bring it under their control.

Each day (Friday, Saturday, and Sunday) there will be Horus Heresy events that players can participate in. Players are welcome to sign up for events all three days, or for only part of the time. Results from all the events will impact each other, and will ultimately contribute to the conclusion of the campaign on Sunday when we reveal which banner flies over Marnex IV when the onslaught is all said and done.

Event Type	Day	Description
<b>Battlefleet Gothic Mega Battle</b>	<b>Friday</b>	<p>Both the loyalist and traitor fleets emerge from the warp in orbit over Marnex IV at the same moment. Each fleet is attempting to simultaneously land their forces and prevent the enemy from doing the same.</p> <p>Players will bring an Imperial or Chaos fleet (on either side ... an Imperial player may use chaos ships to represent older ship designs still in use in the Heresy) and participate in a mega battle. Actions in this game will influence the Heresy Mega Battle – as ships reach low orbit they can choose to launch drop ships or fire orbital bombardments on the surface below.</p> <p>The outcome of this game will impact the availability of benefits for either side in subsequent events over the weekend.</p>
<b>Horus Heresy Mega Battle: Planetfall</b>	<b>Friday</b>	<p>Loyalists and traitors battle to gain a beachhead on the surface of Marnex IV. Players will bring a force of 1,000 points at a minimum. Players are welcome to bring additional blocks of 1,000 points. If the fleet commanders manage to reach low orbit and launch another wave of drop ships, sides can choose to bring on a requisite number of additional forces to represent those reinforcements. Bring 10,000 points if you'd like!</p> <p>The outcome of this game will determine which side has a stronger initial operation on the surface of the planet, and will therefore influence the missions for Saturday's event.</p>

Horus Heresy Friendly Tournament: War for Marnex IV	Saturday	<p>Players will participate in a 3 round, 2500 point tournament. Players will use the standard Age of Darkness force organization. Allies are permitted, and players may take a Lord of War worth up to 700 points (including Primarchs!). Shattered Legions and Blackshields are permitted.</p> <p>Scenarios will be influenced by the outcome of the Friday games. The games played represent the body of the ground campaign, and the overall outcome will determine the nature of the missions on Sunday.</p>
Horus Heresy Zone Mortalis	Sunday	<p>After a grueling campaign on the surface of Marnex IV, both sides move to complete their final objectives. Is it to crush their forces and cement their conquest of the world? Is it to take key spaceports and escape the planet with the few forces still under their control? That all depends on what happened on Friday and Saturday. Players will bring two 750 point Zone Mortalis lists, and play at least three games. The outcome of these missions will impact the events taking place in the Mega Battle.</p>
Horus Heresy Mega Battles: Fate of Marnex IV	Sunday	<p>After a grueling campaign on the surface of Marnex IV, both sides move to complete their final objectives. Is it to crush their forces and cement their conquest of the world? Is it to take key spaceports and escape the planet with the few forces still under their control? That all depends on what happened on Friday and Saturday. Players will bring a 2,000 point list using the Age of Darkness force organization chart, and participate in 2 multi-player games representing the final theaters of war on the planet.</p>

**Note: The Friday and Sunday events run CONCURRENTLY. You can only play in ONE of them for each of those days!**

## Awards:

The Friendly Tournament will feature traditional awards: Best Overall, Runner Up, Best Painted, and Best Sportsman

The Zone Mortalis, Battlefleet Gothic, and Mega Battle events will have an award for Best Painted. There will be an award for most influential Traitor and Loyalist as well. The winning side will receive items to honor their victory.

Players that participate in multiple events will be eligible for an additional item as well if their side secures victory.

In traditional Bugeater GT fashion, we will raffle prizes off to participants between rounds (or in the case of the Mega Battles, at intermission points). You will most likely come home with stuff after playing at the Bugeater!

# Ticket Information

You can buy tickets for the individual events at the following prices:

<b>Battlefleet Gothic Mega Battle</b>	<b>\$15.00</b>
<b>Horus Heresy Mega Battle: Planetfall</b>	<b>\$15.00</b>
<b>Horus Heresy Friendly Tournament</b>	<b>\$25.00</b>
<b>Horus Heresy Zone Mortalis</b>	<b>\$15.00</b>
<b>Horus Heresy Mega Battles: Fate of Marnex IV</b>	<b>\$15.00</b>

At the Bugeater GT, if you attend a multiday event (e.g. the Warhammer 40k tournament) you get a swag bag as part of your ticket price, in addition to a free entry in our painting and modeling competition – the Golden Gobbo. This is **NOT** included in tickets for one day events. If you would like a swag bag and an entry in the Golden Gobbo, you have two options:

<b>Horus Heresy Weekend Pack:</b> Play in EITHER Battlefleet Gothic OR Planetfall on Friday, the Friendly Tournament on Saturday, and EITHER the Zone Mortalis or Fate of Marnex IV event on Sunday. Cost INCLUDES the weekend pass that gets you a swag bag and entry in the competition. You purchase this INSTEAD of individual event tickets, as they are included in the purchase.	<b>\$70.00</b>
<b>Bugeater Weekend Pass:</b> Purchase this IN ADDITION to your specific event tickets. Gets you a swag bag and entry in the Golden Gobbo competition.	<b>\$15.00</b>