

Music City Heresy @ ATC

Please email all questions to: musiccityheresy@gmail.com

Friday Schedule:	Saturday Schedule:
12PM: Registration Open	8:30-9:00: Registration Open
12PM-6PM: Structured Gaming	9:00-9:15: Player Briefing
6:00 – 7:00: Contemptor Cage Fight/Meal Break	9:30-12:00: Round 1
7PM – 9PM: ZM Megabattle	12-1: Lunch
	1:15-2:45: Round 2
	3:00 – 5:30: Round 3
	5:30 – 6:00: Leave me alone tallying final scores
	6:00: Final Wrap Up

List Building Guidelines:

- **No named characters are to be used during this event.**
- No 3rd party rules will be in use. GW official rules only. No homebrew/special rules that you may offer to your opponent as part of your personal narrative.
- Players are required to have a copy of the main rulebook and your faction rules. These may be physical or digital. You are also expected to have all items needed to play your army (templates, dice, tape measure, etc.)
- No use of models or factions that do not have rules available by June 30.
- Event Organizers will have the final say on all rule's interpretations. We will hear out both sides of the question and make a ruling.
- Players must play the same faction and allegiance for the event.
- Converted and models featuring 3d printed components are welcome. They should be clear and concise in their intent and loadout.
- All models are expected to be painted and based. Unpainted or incomplete models may be removed at the organizers discretion. If you have questions on if something qualifies as painted, please reach out to the organizers via email.

Friday:

Note: Friday is intended to be solo games played as ZM or Centurion, but we aren't your parents, boss, nor spouse. It's also for those that have grudge matches or want to play a specific individual or narrative.

Players should have models and lists to play ZM, Centurion or up to 3k. Pair up with available players and game til your heart is content. Want to play 1k ZM? Do it. Centurion? Have at it. 5,000 points with your own wall? Be done by the end of the Structured Gaming period. We will provide structure/objectives/tasks to align your games with our overall narrative, but this is largely open play.

ZM list building rules provided by Games Workshop will be used as will the ZM reactions. Games will be played at 1,000 points.

Centurion build guidelines are as follows:

- 1500 points
- Standard Force Org Chart
- No vehicles with an AV13 or higher
- No Flyers
- No more than (2) Contemptors
- No more than (1) model with T8 or higher
- Mechanicum players may take no more than (1) talon of armigers
- Questoris players need to reach out to the event organizers to discuss your Friday lists

ZM Megabattle:

Players should build a legal ZM list using GW provided rules for 1500 points. Additional details will be provided on the day of the event.

Saturday:

Saturday is a team event. Each player is required to be registered and have their own event ticket. You may coordinate your teammate ahead of the event or we will do our best to match players at the event. If we have an uneven number of players, we will do our best to balance with ringers.

List building guidelines for the team event:

- 2000 points per player
- Standard Force Org Chart
- Only 1 player per team may field Custodes, Knights or Fury of the Ancients.

Special rule for deployment: Each player will start with no more than 1500 points on the table. The remaining portion of your army will come on from reserves. Please plan your list accordingly.