

**WARHAMMER**  
40,000

**TENEBRIS SYSTEM**



**CAMPAIGN**  
WEEKEND

# TENEBRIS FRACTURED



12TH - 14TH JULY 2019

**WARHAMMER WORLD** **EVENTS**



# CAMPAIGN WEEKEND

A Campaign Weekend at Warhammer World is a experience like no other. Each game you play is set in the rich narrative of the Warhammer 40,000 universe allowing players to embrace the lore and immerse themselves in a vivid story. What's more, the outcome of your games shapes the tale being told, so your actions on the battlefield have a direct impact on where the campaign goes. If you want to play fun games of Warhammer 40,000, but forge a narrative with your army and fight for your faction in the Dark Imperium, then a Campaign Weekend is a one-of-a-kind experience not to be missed.

## TENEBRIS SYSTEM

Tenebris Fractured is the next chapter in our ongoing Warhammer 40,000 campaign: The Tenebris system. Previously the forces of Chaos tore open a warp rift in the system, however the Invaders used the remnants of the Tenebris Lumina to push back the warp storms and partially close the tear in reality. With the Invaders dominating the system the Tau were able to develop a weapon of immense power in secret. Eventually this secret was discovered and after sustained assaults the Imperium were able to claim the weapon for themselves, relocating it to the fortress world of J'migan. With Chaos and the Invaders laying siege to J'migan, tensions rose between the Ecclesiarchy and the Mechanicum, cumulating in civil war and a fragmented Imperium throughout the Tenebris system. For the Invaders and Forces of Chaos, this presents the perfect opportunity for a final attempt to claim parts of Tenebris for themselves...

## EVENT ESSENTIALS

**Date:** 12th - 14th July 2019

**Rules:** Warhammer 40,000 Matched Play

**Army Sizes:** 1,750 points, 500 points and 3,000 points 'Flex'.

**Missions:** Narrative

**Number of games:** Seven

**Army Selection (1,750 points):** Battle Forged with a maximum of three detachments. You are free to change your army roster between games.

**Army Selection (500 points):** Battle Forged using our unique 'Combat Patrol' detachment found further within this pack. You are free to change your army roster between games.

**Army Selection (3,000 points):** Battle Forged. See 'Friday Night Flex Game' for more details.

**Publications in use:** All current and in-print Warhammer 40,000 Index books and Codexes, FAQs, Errata and Beta Rules from Games Workshop and Forge World, unless their release falls on the weekend of the event. We expect you to use the most current datasheets for your models – e.g. those found in a Codex rather than an Index if a Codex is available for your army. This means that you may use Faction-appropriate Index datasheets that might not appear in your Codex (such as Chaplain on Bike).

**Meals:** Lunch is provided on Saturday and Sunday.

**Dossier:** Each player will receive an event exclusive dossier when they arrive. See final page for more details.

**Other activities:** Painting competitions and free entry to the Warhammer World miniatures exhibition.





## A HISTORY OF TENEBRIS

Tenebris is a vital populated system in a sub-sector of the Ultima Segmentum on the borders of the Eastern Fringe. Being on the very edges of Imperial space, the system is a last bastion and stronghold for Imperial forces. Its optimal location and features make it vital in defence against encroaching enemies and a common mustering point for crusades and invasions.

War in the Tenebris system began when the forces of Chaos invaded en masse. The heretic and the daemon combined forces and all before them were devastated in the initial onslaught. During this time, opportunistic bands of Invaders attacked the fringes of the Tenebris system. These renegades and xenos factions made a claim on Tenebris themselves and all-out war had begun.

It was the forces of Chaos that prevailed initially. On the Death World of Kaladria, they manipulated the Tenebris Lumina to tear open a hole in reality and a warp rift was born. Warp energy flooded the Tenebris system and Chaos was dominant.

The next stage of the campaign saw war make its way to the Hive World of Spyral, the Imperium's beating heart in the Tenebris system. Both Invaders and Chaos besieged the city from all angles. With homes under threat, lives in the balance and resolve faltering, the Imperium had its back to the wall; but when the Imperium was at its lowest, when circumstances were most dire, they found their faith. Like Boralis before, Spyral held. The Imperium pushed back their enemies and remained standing.

Amongst the carnage and bloodshed, the Tenebris Lumina awoke once more. In the north-western areas of the planet, areas entirely turned to Chaos, strange psychic energy began to manifest. Each faction fought their way to these nexus points with the hope of using them to once again manipulate the Tenebris Lumina to their own means. It was the Invaders that were successful overall. The psykers amongst them used the Lumina's energy, and like magnets with opposing polarities, the warp storms and immaterial energy was driven back. This psychic upheaval closed the warp rift to near insignificant levels and balanced the system once again.



## AFTERMATH

With their objectives completed, the Invaders went separate ways. The bloodthirsty ones—renegades, Tyranids and Orks in particular—continued the war. They challenged all before them and reaved their way through Tenebris unchecked. Other elements of the Invaders retreated to their strongholds on the fringes of the system. They had righted the balance by closing the warp rift, but now had neither the want nor the wherewithal to conquer Tenebris whole. They would lie in wait to see how things played out.



The forces of Chaos, reeling from the events that took place, retreated. Many went back to the warp to answer to their masters. Others began fighting amongst themselves as the anger and blame began to flow. More still went underground using the cover of various cults and heretical networks to mask their movements. They would not give up on Tenebris yet as they had made gains early on in the war. Now, however, they would need to show patience and planning.

For the Imperium, it was bittersweet. On one hand they had secured Spyral—their seat of power within the Tenebris System—as well as the warp storms receding forcing Chaos back. On the other hand, they were losing the larger parts of Tenebris and their overall strategy was failing. A change of plan was needed, and the Imperium chose strength over weakness. Those that had been strong and pious were welcome. Those that had been weak, who had failed in their duties, were not. As decreed by the Adeptus Ministorum, many were expelled or barred access to the Imperium's remaining territories. They were sent off as forlorn task forces, vain hopes of reclaiming parts of the system, but ultimately a callous method of ridding the Imperium of those perceived as weak. Some sailed straight into the warp rift, some into the clutches of hive fleets. Some descended to the tombs of the Necrons, whilst others assaulted Aeldari Craftworlds. For those that began such sorrowful missions, nothing was heard of again.

## THE NEXT CHAPTER

With the warp storms receded, the Imperium was once again able to communicate fully out-system. Their immediate message though was not one of defeat. They did not seek aid, reinforcements or relief. All astropathic communication spoke of one theme—faith. Led by the Ecclesiarchy, the Imperium declared Tenebris a holy bastion of His light. They spoke of all the miraculous events that occurred in Tenebris - a very small percentage of which were actually true. Boralis and Spyral— cities that held against all the odds— were beacons of faith and deliverance from the evils of the galaxy. All of His faithful servants that made the pilgrimage to those lands would be welcomed, for under His protection, victory was assured.

The Ecclesiarchy claimed it was the Emperor himself that had driven back Chaos, dissipated the warp storms and closed the warp rift. At the sight of His power, the Invaders had fled to their holes lest they be next. This was of course a complete fabrication, but the Imperium did not need the truth. They needed word to spread. Interstellar traffic confirmed the reports. Traders, cargo haulers and military vessels spoke of the defiant stand of the Imperium in key cities and the miraculous events that had occurred. Word soon spread to nearby systems that Tenebris was a fortress of faith. The Adeptus Ministorum capitalised on this and declared Tenebris a sight of holy pilgrimage - all true faithful servants of the Emperor must answer the call. Come to the Tenebris system, fight His enemies and bask in His holy light.





## THE DARK ZONES

As the years passed, millions answered the Ecclesiarchy's call and the system became flooded with firebrand zealotry. Spaceports and transport networks around the hubs of Boralis and Spyral were overwhelmed. Imperial citizens queued for days, sometimes weeks, just to be processed by border arbiters. Hastily erected space stations and docking points held the new arrivals, and societies grew in the limbo that existed between the travel to Tenebris and setting foot on its holy soil.

Once a citizen of the Imperium made it to processing, they were vetted to the extreme. What is their grasp of the Imperial Cult? Can they recite particular verses of the Lectitio Divinitatus? What was Cardinal Grindol's second address to the citizens of Boralis? Citizens were graded at this stage, and their very future decided.

Some were welcomed into Tenebris, whilst others were not so lucky. Moved from one ship to another, they became the newly conscripted task forces of the Imperium. Some were lucky enough to be given a lasgun, whilst others had naught but the clothes on their back. These task forces amassed to do the Emperor's work and were sent to reclaim Boralis from its enemies.



Their destination - the Dark Zones. Areas once held by the Imperium, though given up in the early stages of the war. All contact had ceased, and any areas that somehow stood defiant found themselves entirely cut off. The Dark Zones were firmly in the hands of the Invaders.

Some planets were ravaged by the Great Devourer, whilst others became wastelands, such as Goralchis. Since the war for Spyral ceased the agri-world had changed beyond recognition due to years of unending warfare between the forces of the Blood God and a host of Orks. The Dark Zones campaign however, was focused upon the planet of Vigos, where the Tau worked to expand their growing empire. The race had worked to develop a research facility upon the planet, where in secret, or so they thought, they began to construct a weapon of immense power, capable of inflicting destruction upon a vast scale, to the point that sustained fire could erase the life from a planet.



In time whispers about the Tau's research station on Vigos began to circulate throughout the system, and before long both the Imperium and Forces of Chaos dispatched small combat teams to investigate. Upon Vigos they found the rumours to be true, and whilst they were able to relay messages back to their respective commanders, each of these combat teams paid for the information with their lives as they became overwhelmed by the Xenos forces that roamed the planet.

As the forces of Chaos and Imperium made planetfall the Xenos alliance, drawn together by the Tau, fought a retreating battle, their plan was to delay the hostile ground forces as the weapon annihilated their orbiting support vessels, before drawing them to a location where the weapon could be turned on the hostiles themselves. Yet in this instance the Imperium prevailed, though they suffered casualties beyond counting, the newly assembled task forces supported by the might of the Imperium were able to drive back the Xenos and reclaim Vigos.

## THE J'MIGAN OFFENSIVE

After securing Vigos, the Tech priests of the Adeptus Mechanicus set to work on the Tau weapon, examining its workings and preparing to relocate it. The intended destination - J'migan, a fortress world serving as a defensive stronghold for the Imperium, safeguarding a number of shipping routes and keeping watch over the eastern fringes of the Tenebris system. Bristling with orbital guns and garrisoned with vast bunker complexes, the planet served as the centre of Imperial might within the system.

As the balance of power shifted within the Tenebris System, the forces of Chaos and the Xenos Invaders grew more desperate to re-establish their claims for territory. The Invaders aimed to recapture the Tau's captured technology, whilst the forces of Chaos sought to overthrow the Imperium's strongpoint - their attentions began to turn towards J'migan.

The offensive began with covert operations to disable planetary defences, after which the Xenos and Chaos invasion forces began their landings upon the wastelands of J'migan, before pushing across the planet's wastes towards the numerous garrisons and strongholds.

As the invading forces began to pose more of a threat to the planet, the Imperium looked upon the Tau weapon they now held, if operational, it could turn the tide of battle. Yet, since it's arrival upon J'migan, the Adeptus Mechanicus and the Ecclesiarchy had furiously debated about it's presence. The Ecclesiarchy wanted the Xenos technology destroyed, whilst the Mechanicus sought to hoard, examine and use the technology to their advantage.

Though the Imperium's forces fought valiantly, the invading forces began to breach the strongholds of J'migan, bringing ruin upon many of the garrisons. The debate about the weapon still raged, and any chance of using it slipped past. The Imperium's armies would have to take the fight to the invasion head on, fighting to the death to make every piece of ground count. It was perhaps the Imperium's finest moment upon J'migan, with their backs against the wall and making one final stand within their strongholds, they prevailed, pushing back the tide of invasion to the wastes of J'migan.





It was at this time that the Imperium's finest moment also became their darkest. As tensions exploded between the Ecclesiarchy and Mechanicum, J'migan's leadership fractured. The Ecclesiarchy had long been able to align thousands to their ideals, as they spread their propaganda turning many to view the cybernetic beings of the Mechanicum with distrust. Whilst the bastions and fortresses of J'migan became warzones, the Ecclesiarchy made their move, ordering the Adeptus Sororitas to destroy the Tau superweapon. Though they overcame the few Skitarri deployed at the Mechanicum's research facility, a number of Tech Priests escaped, slipping away to a distant Forge World with vital components of the Tau's technology and sending commands to the Mechanicum forces still upon J'migan, alerting them to the Ecclesiarchy's treason. So it became that even as the invading forces drew back, those that were loyal to the Ecclesiarchy began to draw their weapons against those in service of the Omnissiah, plunging J'migan into civil war.

## TENEBRIS AT WAR

The J'migan offensive had cost the Imperium greatly. Whilst the strongholds were retained, the rest of the planet had fallen to the Invaders. Though many chose to leave the planet, seeing their task in neutralising it fulfilled, it was the Orks who remained en masse, after discovered the wastelands were perfect environments for racing their ramshackle vehicles.

As time passed, the fires of civil war spread throughout the Tenebris system. Much of the Mechanicum forces within the system chose to go to ground, either hiding within Tenebris or leaving the system all together, those that stayed became ever more insular and obsessed within their work, hoping to be ignored by the hunt of the Ecclesiarchy. In contrast, the Ecclesiarchy embarked upon a campaign of self righteous fury, seeing their opportunity to purge the system of all they deemed heretical.

With the Imperium consumed by infighting, the Forces of Chaos and the Xenos Invaders look on, sensing it may be the time for one last push to stake their claims in territory across the Tenebris system. Though much of the planets within Tenebris now lay in ruin, or as echoes of their former prosperity, the systems positioning on the fridges of Imperial space still prove strategic for those that claim it...





## EVENT ALLIANCES

Each player is split up into one of four alliances determined by which ticket you purchase. This means you will already know which side you will be fighting for and what your overall goal for the campaign is. These four alliances are the Ecclesiarchy and Mechanicum, both from the Imperium, plus Chaos and Invaders. Below is some basic information about the alliances, who makes up their ranks and why they are here. The detail is then up to you! Players are encouraged to forge their own narratives for their army – where they've come from, where they're going, individual motivations and overall objectives.

Each alliance will have an event staff member assigned to it. This means you will get regular updates, will receive orders and objectives, and be given important choices to make during the weekend. Will the two factions from the Imperium work aside their differences to defeat the Invaders and Chaos, or could other unlikely allegiances form to gain the most ground within Tenebris...

### IMPERIUM - The Ecclesiarchy

Players belonging to this alliance make up the Imperium forces loyal to the ideals of the Ecclesiarchy. Their primary objective is to strengthen their grasp over the Tenebris system, whilst ridding it of all they see to be Heretical.

Players are encouraged to think about why their army is in the Tenebris system and how they relate to the Ecclesiarches ideals. Perhaps they are a forlorn hope sent to reinforce the system, driven into a civil war they do not fully understand. They may be an elite force of resolute warriors to lead and motivate those about them. Further still, they may be fanatical to the ideals of the Ecclesiarchy, and are eager to further their aims.

Players belonging to this alliance **MUST** use an army that has the **IMPERIUM** faction keyword.

### IMPERIUM - The Mechanicum

Players belonging to this alliance make up the Imperium forces loyal to the ideals of the Mechanicum. They are perhaps less concerned with the Imperium's overall strategy within the Tenebris System, though certainly wouldn't wish to see it fall to Chaos or the Invaders. Their overall goal is that of survival, with the Ecclesiarchy fanatically pursuing the Mechanicum, they must stand their ground and hope that in doing so, they can reconcile any differences with the Ecclesiarchy for the betterment of the Imperium. Failing that, they must secure as many safe locations within the Tenebris System that they can, and choose to either begin an offensive of their own, or form a defence line for their new bases of operations.

Players are encouraged to think about why their army is in the Tenebris system and how they relate to the Mechanicum's ideals. Perhaps they are an Astra Militarum force, sent from a distant Forge world to assist the Tech Priests in Tenebris. They may be members of an Knight Household with close links to the Mechanicum, or simply Imperial forces that have chosen not to be a part of the Ecclesiarches fanatical cause.

Players belonging to this alliance **MUST** use an army that has the **IMPERIUM** faction keyword.

## CHAOS

For the forces of Chaos, their task is to right the ship. Reeling from the previous defeats they must re-establish their stake in the war.

Players are encouraged to think about why their army is in Tenebris. Perhaps they have detailed knowledge of the system and would use their networks of cults and renegades to further their efforts. Others still might be fresh reinforcements from the warp, and although unable to undertake a full-scale invasion through the reduced warp rift, can contribute a raiding force to the war. The final few might have been here all along. Veterans of Tenebris, they have been reaving their way for years taking supplies by force.

Players belonging to this alliance **MUST** use an army that has the **CHAOS** faction keyword.



## INVADERS

Despite finding success upon the wastes of J'migan, the Invaders now find themselves without a united cause due to the Tau superweapon essentially being destroyed. Their primary mission is once again one of capturing territory, though without an overall cause to fight for, it remains to be seen as to whether the various forces that make up the invaders will once more band together or begin to pursue their own agendas at any cost.

Players are encouraged to think about why their army is in Tenebris. Perhaps they are bloodthirsty Xenos rampaging through Tenebris, watchful Aeldari waiting in the shadows, or sadistic Drukhari seeking to capture slaves.

Players belonging to this alliance must choose an army a little differently. Any army that **DOES NOT** have the **CHAOS** or **IMPERIUM** keyword is permitted e.g. any Xenos army. Or, an army that **DOES** have the **CHAOS** or **IMPERIUM** keyword **MAY** be taken, however they must fully embrace the rebellious and renegade nature of their alliance. For example, they could take a chapter of Space Marines or Astra Militarum, but narratively they have gone rogue and are thus pursuing their own agenda.

To further support this, any players that choose this alliance and use a **CHAOS** or **IMPERIUM** army may **NOT** take any unique characters without checking with the events team first (contact details are at the end of this pack). A unique character is any model that has a rule in its description which reads 'only one of this model may be included in your army'. The reason for this is very simple – certain characters are staunchly loyal to their faction and wouldn't turn their back on them! For example, Roboute Guilliman is a famous hero of the Imperium, and it wouldn't be appropriate for him to fight as a renegade (and would detract from the narrative experience if he did). However, Ahriman of the Thousand Sons is often pursuing his own agenda, thus he would have a place as a renegade away from the main invading Chaos force.



## MODEL REQUIREMENTS

Playing exciting, atmospheric games with painted miniatures is a big part of our events at Warhammer World. With this in mind, all miniatures in your collection must be 100% Citadel or Forge World miniatures, and be fully assembled, painted and based. Each model must completely and accurately represent its entry on your army roster (including all weapons and equipment).

If you have painted your models in a specific way, we expect you to use the rules relevant to that scheme. For example, if you have painted your models as Salamanders, your army must have the Salamanders keyword. If you have created your own Chapter/Hive Fleet/Sept/Craftworld etc and they are painted in your own unique colour scheme, then you may give them any keyword that you wish.

If you have used different keywords between detachments, there must be a clear visual difference between each detachment. For example, if you have a Tyranid army with detachments from both Kraken and Kronos, the models in each detachment must be clearly distinguishable from one to another such as a different coloured carapace. If you are unsure whether something is clearly distinguishable, contact us via the details at the end of this pack.

Finally, you need to contact us to let us know about any conversions you are planning on using, and provide us with photos of the models in question where possible. Don't worry – we fully appreciate spectacular modelling skills, but we just want to make sure everything is super clear for your opponent so that no confusion can arise during games.

We will politely ask you to remove any models that don't meet these above standards to protect everyone's experience.



## CHOOSING ARMIES

This event will use elements from both Narrative Play and Matched Play from the *Warhammer 40,000* rulebook. When building your army for the event, follow the Matched Play (pg 214) and Battle-Forged (pg 240) rules in the *Warhammer 40,000* rulebook as well as all up-to-date FAQs and Beta Rules found [here](#).

The games themselves will be split across three different formats:

- Standard of 1,750 points with a maximum of three detachments.
- Combat Patrol of 500 points (see 'Combat Patrol' section).
- 'Flex' system of up to 3,000 points (see 'Friday Night Flex Game' section) with no restrictions on the amount of detachments or datasheets.

This means the event will consist of different types of games throughout the weekend all exploring a different angle of the Tenebris System and the conflict within the Imperium. Note that each army does not have to be separate for example you are free to use models from your 500 point Combat Patrol in your other armies.

You are allowed to change your army roster throughout the weekend. This is so players can build their armies to embrace the narrative of the mission and the objectives at hand. For example, your forces might be tasked with assaulting an enemy position and capturing it from them. Thus you might replace your fortifications and artillery positions with transports and fast attack.

We expect players to follow a certain code of conduct if they do change their army roster. For instance it's not acceptable to see what army your opponent has, then change your roster to deliberately counter them. This goes against the spirit of the weekend.

In addition, at this event there's **no restriction placed on the number of a times a datasheet can be included within an army**. This is so that each player can fully realise their narrative themed army without limits. That being said we still expect players to follow a code of conduct when picking their army without restriction - choosing a super destructive army with powerful datasheets repeated isn't going to create an engaging for yourself or opponent, and you'll likely miss out on many elements of each battle if it's over within a single turn.

## ORDER OF BATTLE

As Campaign Weekends are fully set in the narrative and lore of the Warhammer 40,000 universe, we would ask players to approach their games in kind. There are many ways to do this:

- Consider theme and narrative for the mission at hand when selecting your army. For example, a defensive mission would see gun lines and fortifications, whilst a rescue mission would be better suited to fast moving units, flyers and teleporting reserves. An appropriate selection of units really helps set the scene of a battle.
- Think about the 'rule of cool' and how the events of your games can forge a narrative. Could your Space Marine Sergeant make an epic charge and defeat an enemy in single combat against the odds? Could your last few Guardsman hold the line against an incoming horde of enemies? At the end of the event these tales of heroism will go down in the annals of history forging a narrative of fame (or infamy) to share with other hobbyists.
- Think about the tempo of the game and how the missions objectives can be achieved cinematically. A rising crescendo of events where there's back and forth between both players, vital combats taking place and a finale that's close up until the final dice roll will create a thematic and fulfilling game for all. If one player is blasted off the table in turn one, this wouldn't be the most satisfying narrative game.
- Embrace the flexibility of narrative play to better suit the personality of your army. An Ork Warboss might not be so concerned with holding ground and takes greater pride in defeating enemy warlords in one-on-one combat. Therefore the Warboss would make every effort to meet the enemy commander in battle to achieve Slay The Warlord personally.
- Play to the very end. Some of us will remember a time where we've snatched victory from the jaws of defeat, and it's a mighty tale to be told! Even if things are looking grim early into the game, sometimes some savvy decisions and lucky dice rolls will achieve the unexpected, be it a defiant last stand or even a crafty victory.
- Have a chat with your opponent beforehand such as when talking through their army. What inspired them to create their army and choose those particular units? Why is their army in the Tenebris system and what are they looking to achieve?

These are just a few methods of embracing the spirit of Narrative Play and we would encourage all players to consider them.



# MISSIONS

We will be using the Matched Play mission rules (pg 215) of the *Warhammer 40,000* rulebook and all Beta and Organised Play rules will be in use.

The missions themselves will be based on Narrative Play and be given to you on the day before each round. Each mission will reflect the story being told and will require you to adapt to the changing circumstances of the tale. This is an exciting part of Campaign Weekends as each mission is carefully selected to further immerse players in the event. The outcome of these missions will then impact those that follow it, so your victories will count for you and your faction.

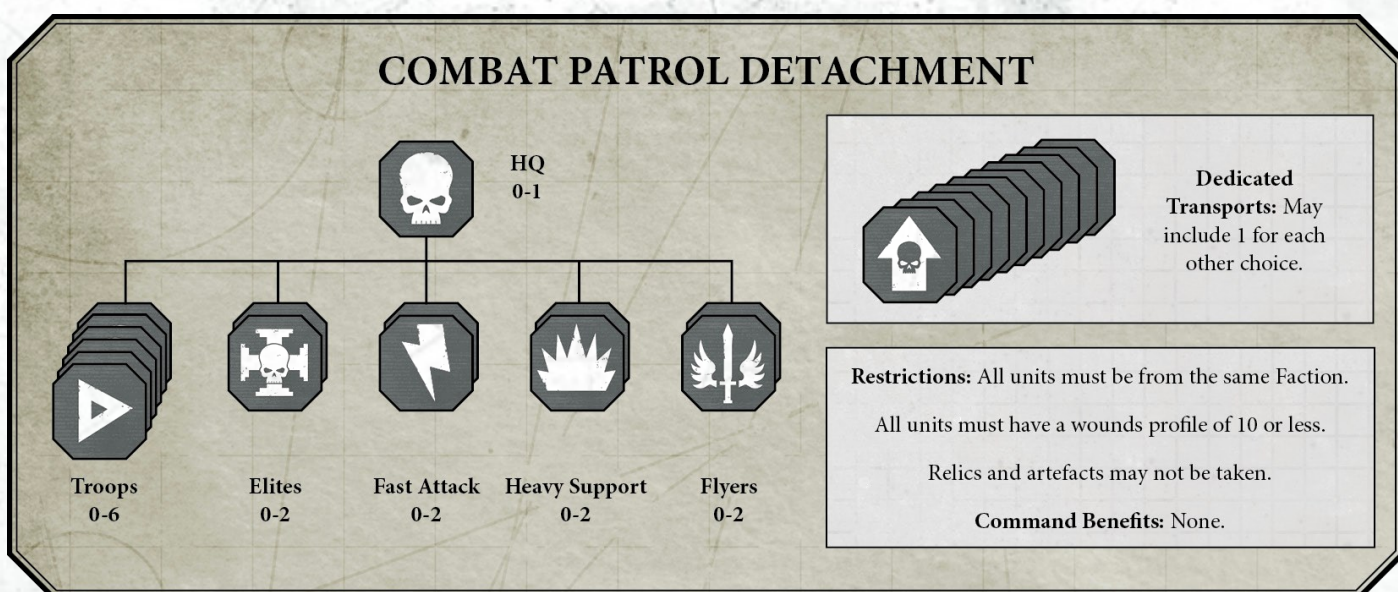
## COMBAT PATROL

There are times during the battles for the Tenebris System when commanders need to send into battle a elite team rather than a full army. This will be the 500 point games you play during the weekend known as Combat Patrol. They are very much part of Tenebris Fractured, albeit on a different scale, so create your Combat Patrols just like any other army you might use this weekend. Once again we encourage players to embrace the narrative and think about what this kind of force would look like. This may be small groups of Skitarii on the lookout for the Ecclesiarches forces, or a group of Tau pathfinders in search of any clues that may lead to the remaining fragments of the Tau Superweapon.

## COMBAT PATROL GAMES

- Two games of Warhammer 40,000 Matched Play with randomly generated opponents from opposing Alliances.
- You will need an army of no more than 500 points using our unique 'Combat Patrol Detachment' detailed below. You may take this detachment once.
- Each mission will be revealed before the round begins and will reflect the story as it unfolds.
- You must still select a Warlord as normal, but do not select any relics/artefacts.
- You may not use any units with a wounds profile of **more than 10**. Combat Patrols are your army's scouts and infiltrators; the heavy weapons are for the main battles!
- You just get the 3 command points for being Battle-Forged, plus any others your specific army might provide.

When building your 500 point Combat Patrol, use following Detachment:





# FRIDAY NIGHT FLEX GAME

The first game of the weekend is set across the Tenebris System, in the aftermath of the invasion of J'migan and the fracture of the Imperium. This game is very much part of the campaign weekend, however we understand work and life gets in the way sometimes. If you can't make it down for this game on Friday evening, there will be a late registration Saturday morning in Bugman's Bar.

The Friday night Flex game will be a Matched Play game of Warhammer 40,000 using our 'Flex' system. This is where you and your opponent are free to set the points limit for your game to enjoy one big, epic battle over the evening to use your mighty warlords, super-heavy vehicles and Daemon Primarchs. We recommend about 3,000 points for this game, but feel free to use more (or less) if you wish. There are no restrictions on the number of detachments in this game, and equally the datasheet limit of three (excluding troops and dedicated transports) is not in use. Like all Campaign Weekends though, this is to allow players to use large armies grounded in the narrative and play an engaging battle that's fun for all. Please bare this in mind when building your Flex army.

If you don't have 3,000 points worth of models but your opponent does, we encourage you to be a little flexible with the points limit so they can use models they might not ordinarily use in a 'regular' game of Warhammer 40,000. After all, some battles may be desperate ones of epic proportions and uneven odds, unlike a regular Matched Play tournament game. Therefore if you have a big points differential between armies, here are some ways you could balance things:

- Use the terrain provided to bolster one player's army. Bastions and Fortifications could be added to an army list, and ruins and sector mechanicus terrain could easily be repurposed to give one player some narrative rules to use. *Chapter Approved: 2018 Edition* and the *Warhammer 40,000* rulebook has plenty of rules for terrain features.
- For every 50 points extra one player has, the opposing player gets an additional Command Point to use during the game.
- The Battlezone and War Zone rules sections in both *Vigilus Defiant* and *Vigilus Ablaze* are full of scenery and environmental rules that can be used to vary the game, perhaps only effecting the player with more points, as the other player could be a veteran of these environments!
- The player with less points could 'recycle' a number of destroyed units, arriving again in the game as reinforcements.
- One player could use Ruse cards found in the Open War deck.
- The player with less points could set up the table to their liking and choose deployment zones to represent a thought-out, defensive position they have garrisoned ready for the battle ahead, then bring back defeated units as reserves.

The Friday night Flex game gives you plenty of time to enjoy a large battle, so we encourage everyone to have a chat beforehand and embrace the above. Even if you do have matched armies with even points, we encourage you to use some of the above anyway to create a really interesting narrative experience and an epic game of Warhammer 40,000. The events team will be on hand to help in this regard, to offer ideas and make suggestions if you need it, so feel free to ask!





## PAINTING COMPETITIONS

During this event we will hold two painting competitions. These competitions are there to celebrate hobbyists who have gone the extra mile in their hobby to create some truly special models. You are eligible to enter each category once. To enter you must have done the building and painting yourself and the models must be from the army you are using that weekend.

The first painting competition is the **Legends painting competition**. This is perfect for any particular models in your army you are most proud of. Its open entry for anyone taking part in the event, and the winners are determined by player vote. The winning models from each category will win a Legend award. The categories are as follows:

- **Hero of Legend** includes any 1 model that doesn't have the **VEHICLE** or **MONSTER** keyword.
- **Company of Legend** includes any unit of 2-5 models, or 2-3 models on larger bases.
- **Icon of Legend** includes any model with the **VEHICLE** or **MONSTER** keyword, or any model that doesn't fit into the above categories.

The second competition is the **Best Army competition**. This is a prestigious award for hobbyists who take the time and put in the effort to achieve a truly excellent standard of hobby consistently across their whole army. The Events Team will nominate a shortlist of armies, and then the winner will be determined by player vote.

The Events Team may specify additional requirements during the event for any unusual or particularly large entries. If you have any queries regarding these competitions, feel free to contact us before the event.

## LOREMASTER OF LEGEND

Campaign Weekends at Warhammer World allow players to experience Warhammer 40,000 in a unique way by embracing the rich narrative of the universe and play their games in a story-drive setting. This can be done in a variety of ways, from simply turning up to play narrative-driven missions with unique victory conditions and mission structure, all the way through to collecting and painting an army to specifically fit with the narrative being told. In short, it's entirely up to you how much you want to dive in to the storyline of the weekend.

That being said, we hope everyone embraces the spirit of a Campaign Weekend in some part, and would like to reward those that do with an award called the Loremaster of Legend to celebrate those that have gone the extra mile with their narrative. This award will be done differently at this event as it's an **open entry competition**. This will allow everyone to display the extra effort they've put in. Each player may enter this competition on Saturday evening similar to the painting competitions by displaying their entry in the cabinets. The winner will then be determined by player vote before the first game on Sunday morning.

The sky is the limit as to what you do so there's plenty of room to be creative. Nonetheless, here are a few examples:

- Writing an A4 page of unique background for your army that fits with the story of Tenebris, and then making it visually exceptional such as printing it on a scroll (or whatever works as paper for your faction!)
- Army lists that take the form of Imperial rosters, Genestealer Cults propaganda, Tau orders etc.
- A display piece or prop that fits the background of your army. In the past we've had things like a Khorne totem, the book of Lorgar and a hand written report signed and stamped by an Inquisitor.
- Custom objective markers and tokens that fit with Tenebris Fractured - perhaps representing the Ecclesiarches or Mechanicum's conflict, or even relics from previous battles in the campaign, such as slain xenos from Vigos, defiled Imperial relics from Spyral Prime or scavenged ammo dumps from J'migan.

A certain amount of common sense will be needed when creating your entries. For example a very large display board is absolutely welcome but it might not fit in the cabinets, so it would have to be displayed on a table nearby. We will do our best to accommodate your entry, so if you are thinking of something unusual, please get in contact with us via the details at the end of this pack.

Creating unique elements in your army are brilliant ways of embracing the event and having a memento to forever signify your heroic battles in the campaign. This is a great hobby project to embark upon, but remember it isn't a requirement for players, it's entirely optional.



## DOSSIER

When you arrive at Warhammer World we will register you in the event hall on Friday or Bugman's Bar on Saturday morning. Bring a copy of your ticket with you (a digital one on a mobile phone is fine) and we will get you signed up for the weekend. We will then give you a faction specific dossier to have a read through.

This dossier is a bespoke, exclusive collection for those attending the event. Not only does it serve as a unique piece of memorabilia to commemorate the event, but it will also contain everything you need to indulge in the lore of Tenebris Fractured and be ready for the campaign ahead.

## AWARDS

At the end of the event we will hold an award ceremony to celebrate particular feats of achievement over the weekend. The awards available are:

**CHAMPIONS OF TENEBRIS** - for players in the winning alliance.

**CONSUL OF THE IMPERIUM** - for the player from the Imperium alliance with the most Favourite Game votes, with best results from the games as a secondary sorter.

**DEMAGOGUE OF CHAOS** - for the player from the Chaos alliance with the most Favourite Game votes, with best results from the games as a secondary sorter.

**RAIDER** - for the player from the Invaders alliance with the most Favourite Game votes, with best results from the games as a secondary sorter.

**BEST ARMY NOMINEE** - for all those nominated by the event staff for the Best Army competition.

**BEST ARMY** - as voted by you, for the most impressive looking army.

**HERO OF LEGEND** - as voted by you, for the winner of the Hero category.

**COMPANY OF LEGEND** - as voted by you, for the winner of the Company category.

**ICON OF LEGEND** - as voted by you, for the winner of the Icon category.

**LOREMASTERS OF LEGEND** - as voted by you, for the winners of the Loremaster category.



## SCHEDULE

### FRIDAY 12TH JULY 2019

**10.00am** Warhammer World opens.  
Feel free to have a look around the exhibition, play some games with friends and grab some food in Bugman's before the event starts

**5.00pm-6.00pm** Registration

**6.00pm-9.30pm** Game 0 *Flexible 3,000 points*. See 'Friday Night Flex Game'.

**10.00pm** Warhammer World closes

### SATURDAY 13TH JULY 2019

**9.00am-10.00am** Late registration in Bugman's

**10.00am** Event hall and stores open

**10.20am** Event brief

*[REDACTED BY THE IMPERIUM  
HERESY DETECTED  
AMMENDMENTS TO BE ISSUED]*

**8.00pm** All entries received for the Loremaster of Legend competition

**8.00pm** Events hall and stores close

**10.00pm** Bugman's closes

### SUNDAY 14TH JULY 2019

**10.00am** Warhammer World opens and voting for Loremaster of Legend begins

*[REDACTED BY THE IMPERIUM  
HERESY DETECTED  
AMMENDMENTS TO BE ISSUED]*

**5.30pm** Award ceremony


**6.00pm** Warhammer World closes

## CONTACT US

If you wish to ask any questions, discuss any conversions or to find out more about our events, please feel free to get in touch with us:

**Phone:** 0115 900 4994 **Email:** [whworldevents@gwplc.com](mailto:whworldevents@gwplc.com)

**Write:** Warhammer World Events Team, Games Workshop, Willow Road, Nottingham, NG7 2WS

Catch up on all the latest Warhammer World news by finding us on  at Games Workshop: Warhammer World

Event privacy note: for more information regarding our event privacy note please follow the link provided

<https://warhammerworld.games-workshop.com/events-privacy-notice/>