

WARHAMMER 40,000 APOCALYPSE

THE RISE OF THE SIREN'S STORM

The Rise of the Siren's Storm is a Warhammer 40,000 Apocalypse event held at Warhammer World. This event is a chance for you to bring your mighty armies and play in some truly epic battles, where victory can exist in many forms. If you want a weekend playing against like-minded, enthusiastic players in games where the rule of cool may overshadow the strategic solution, then this is the event for you.

EVENT ESSENTIALS

Date: 23rd-24th November 2019

System: Warhammer 40,000 Apocalypse

Army Size: 350-400 Power Level

Missions: Apocalypse Field Manual missions

Number of Games: 4

Army Selection: As per the Detachment rules in the Field Manual

Publications in Use: Apocalypse Field Manual and all Citadel and Forge World datasheets

Meals: Lunch is provided on both days

Other Activities: Painting competitions and free entry to the Warhammer World exhibition

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).

Please 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.

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

YOUR ARMY

You will require an army of no less than 350 Power Level and no more than 400 Power Level for this event. Follow the Detachment rules (pg 46-49) in the Apocalypse Field Manual when choosing your army. Along with your army you will need a compiled Command Asset deck of 30 cards (follow the rules on page 25, ignoring the part about using the same cards as your opponent).

Once you are happy with your army and Command Asset deck, you must record its details on an army roster. All text must be clearly readable for us and your opponent to check. You will need to hand one

copy of your army roster in at registration, and have at least one other copy to give to your opponents before each game. You must use the same army roster for each game, and all choices available to you must be noted down on your army roster.

Your roster must include:

- All of your units and what options and wargear they have.
- Which Detachments your units are in.
- Which Faction abilities any Detachments have.
- Which unit in each Detachment is your Commander and if they become a **WARLORD**.
- Which **WARLORD** is your Warmaster and any Warmaster Trait they have (pg 54).

THE GAMES

Over the event you will play in four games using missions from the Apocalypse Field Manual. Your opponent for the first game will be randomly determined, then, from game two onwards, we will match you with players who have won or lost the same number of games as you.

Each mission will be randomly determined by the events team before the round starts. Once a mission has been played, it will not be played again. Once the game starts, play through the mission exactly as laid out in the Field Manual.

We will be using the War Zones rules from the Apocalypse Field Manual; these will be determined by which table you are playing on. We will try and make sure you play in a few different War Zones, but due to pairings you may have to play in the same zone more than once.

Your opponent for your first game will be randomly determined, then, from game two onwards, we will use a 'Swiss' system to match you against players of a similar rank. By playing an opponent of a similar rank you are more likely to be matched up evenly, creating enjoyable games for all.

SCORING

Due to the nature of Apocalypse we are trying a new scoring system for this event.

You will receive:

- 1 point for each turn you play and stay alive.
- 1 point for each mission point you score.

The score sheet will also ask you to record the:

- Number of enemy **WARLORDS** destroyed by units from your army.
- Number of **WARLORDS** from your army destroyed.
- Power Ratings of enemy units destroyed.
- Power Ratings of friendly units destroyed.

SPORTSMANSHIP AND ARMY PRESENTATION SCORES

These scores are calculated by voting in the following two categories when you hand in your final results at the end of the event. You get one vote in each category, and you must vote only for those players and armies you played against. This is also a secret ballot, so don't let anyone see who you've voted for!

- **Favourite Game** – You can vote for the opponent you enjoyed playing against the most. Maybe they displayed excellent sportsmanship, perhaps they were positive and friendly, or it was generally a fun and engaging game.
- **Favourite Army** – You can vote for the army you played against that you liked the look of the most. Excellent painting standards, a fantastic centrepiece model, spectacular conversions or overall theme may make up your mind.

Each vote you receive counts as 2 points towards your overall score – this means you can receive a maximum of 8 points for Favourite Game and 8 points for Favourite Army. Every player must use their four votes, as they are integral to the event. If you don't vote, then you don't rank!

CODE OF CONDUCT

At Warhammer World we place great emphasis on playing excellent games of Warhammer 40,000 with like-minded people at the home of Games Workshop. Therefore we expect players to play each game with a certain code of conduct to support this.

When you arrive at your table for a game, greet your opponent, introduce yourself, offer them a copy of your army roster and start the game promptly. We then expect players to treat each other positively and demonstrate good sportsmanship.

PAINTING COMPETITIONS

During the event we will hold two painting competitions. These competitions are separate from the gaming, so have no bearing on the overall rankings. They are there to celebrate hobbyists who have gone the extra mile in their modelling and painting to create something truly remarkable. To enter, you must have done the building and painting yourself, and the models must be from the army you are using at the event.

The first is the Best Army competition. This is a prestigious award for hobbyists who manage to achieve a truly excellent standard of hobby consistently across their whole force. For the army to be valid it needs to be painted by the player entering it. Peer judging will take place, with the winning player earning the Best Army award.

The second is the Relic of Legend competition. This is perfect for Apocalypse and gives you another reason to bring your big models. It's open entry, so each player may enter a model from their army into the competition for peer judging. For the model to be valid it needs to have the Lord of War Battlefield Role and needs to be painted by the player entering it. The winning model will win the Relic of Legend award.

The Events Team may specify additional requirements during the event for any unusual or particularly large entries. If you have any queries regarding the competitions, feel free to contact us before the event. Please note that to win any of our painting competitions, you must have built and painted the models yourself.

AWARDS

At the end of the event we will hold an awards ceremony to celebrate some of the achievements over the weekend. The awards available are:

- **Apocalypse Champion** – For the player with the highest gaming score (with the Power Level of enemy units destroyed as a tiebreaker)
- **Cut off the Heads** – For the player who has killed the most enemy **WARLORDS**
- **Who's in Charge?** - For the player who has had the most **WARLORDS** from their army killed
- **Skulls for the Skull Throne** – Most units destroyed, friend or foe
- **Grind Them to Dust** - Power Rating of enemy units destroyed
- **Send in the Next Wave** - Power Rating of friendly units destroyed
- **Most Sporting Player** – For the player with the highest Sportsmanship score, with highest overall ranking as the tiebreaker
- **Best Army** (1st, 2nd, 3rd) – As voted by you, for the most impressive-looking armies
- **Relic of Legend** – As voted by you, for the winner of the Relic category as detailed above

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

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 Facebook at Games Workshop: Warhammer World.



SCHEDULE

Saturday 23rd November 2019

- 8.00am-9.00am** Registration in Bugman's Bar
- 9.00am** Events hall and stores open
- 9.20am** Event brief
- 9.30pm-12.30pm** Round 1
- 12.30pm-2.00pm** Lunch and Best Army painting competition
- 2.00pm-5.00pm** Round 2
- 6pm** Gaming hall and stores close
- 6.30pm-7.30pm** Pub quiz
- 10.00pm** Bugman's Bar closes

Sunday 24th November 2019

- 9.00am** Events hall and stores open
- 9.20am** Event brief
- 9.30pm-12.30pm** Round 3
- 12.30pm-1.30pm** Lunch and Legends army painting competition
- 1.30pm-4.30pm** Round 4
- 5.30pm** Awards ceremony
- 6.00pm** Warhammer World closes