WARHAMMER
40,000

ESCAPE FROM PANKALLIS

A Warhammer 40,000 Crusade Event

WARHAMMER WORLD

ESCAPE FROM PANKALLIS:

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++The event so many feared has come to pass. Tyranids in Octarian space surge against the Imperium, attacking the Pankallis Sub-sector with little to no warning. No planet, and no organisation, was prepared.

There had been no reported build up of xenos near the Pankallis Sub-sector. The Tyranids were not deemed dominant enough to turn against Imperial worlds in strength. As such, the staff of Imperial commanders could only offer hypotheses. Multiple accounts of deadly warp phenomena implied the involvement of the forces of the Archenemy, but it was impossible to say if the xenos attacks were some by-product of this, or a calculated component. Some strategos suggested the xenos were running from warp forces deeper in Octarian space, or had been spat out by warp fluctuations at random.

The attacks against the Pankallis Sub-sector had initially come from within. How this had happened was still a mystery, but with so many worlds facing attacks at any one time, few were free to reinforce others. Some worlds had to contend with internal threats also, as mountainous Darkmont, holy Ahelmil and mineral-rich Saint's Blessing all faced Genestealer Cult uprisings.

Amidst this chaos however, many forces were still looking for the source of the infestation, whilst also trying to avoid being taken over themselves...++

Our Crusade event has been carefully crafted to present a format that appeals to the broadest variety of players possible. This event pack provides information to prepare for Warhammer 40,000 Crusade events at Warhammer World, but a lot of the information and storyline will evolve over the course of the weekend. If you have never attended a Crusade style event before you'll be in for an awesome time as you expand your force using the Crusade system, as well as getting to roll dice in the battered wastelands of the Warhammer 40,000 Universe.

Crusade forces are personal journeys that Warhammer 40,000 players can take with their armies. However a Crusade weekend at Warhammer World is more than just playing five games against other enthusiasts. You are taking part in a story. As such expect the Missions to reflect this. Objectives will probably be there to help drive the narrative, and who knows what else could happen to enhance your games… No matter what happens we hope you will all play within the spirit of the event as this will enhance not only your weekend, but also the weekend for those lucky enough to play against you.

Jump to:

1.0 EVENT ESSENTIALS

System:	Warhammer 40,000 Crusade
Registration:	Saturday at 9:00 AM.
Location:	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
Food:	Lunch will be provided both days, and Bugman's will be serving food until 8.45pm on Saturday evening
Battle Size:	50 Power Level
Board Size:	44" x 60"
Missions:	Your Crusade Mission pack will be given to you on the day.
No. of Games:	Five
Army Selection:	See the Crusade Mission Pack in the Warhammer 40,000 Rulebook
Tools of War:	Attendees are expected to bring their army, dice, a tape measure, all relevant rules publications, and a Warhammer 40,000 Crusade Journal or equivalent to track your armies progress along the event. If you are using any electronic devices to carry your official rules references, please ensure they are charged and available for reference at all times.

2.0 ARMY CONSTRUCTION AND PAINTING

2.1   Army Construction
You will require an army of no more than 50 Power to play at this event.

Details for choosing your army can be found in the Crusade Mission Pack in the Warhammer 40,000 Rulebook. You will need to bring an Order of Battle for your force as well as Crusade Cards for each unit. There is a copy of both of these at the end of this Rules Pack.

For this Crusade weekend you may either bring a new Crusade Force, or you can bring units from an existing Crusade force that does not exceed 50 Power Level. Please note that you cannot add units or increase unit sizes in your army over the weekend.

Your Crusade Force for the weekend must be Battle-forged. Follow the guidelines laid out in the 'Selecting a Crusade Army' section on page 326 in the Core Book. You may use any Crusade content from Codexes and White Dwarf articles that have been released at least one week prior to the event.

2.2   Before the Event
To make sure the event runs as smoothly as possible there are a number of steps you should do before arriving at the event. We have outlined the steps for you below for what you need to do before the weekend:

Make sure you fill out your Crusade force's Order of Battle, First thing's first, you need to build a Crusade force with a total Power Rating of no more than 50. This is your starting Supply Limit – the pool of units that will be available for you to choose from throughout the campaign.

They will gain experience and be the backbone of your Order of Battle, even as you spend hard-won Requisition points (the Crusade 'currency' accrued after each battle you fight) to expand your Supply Limit and unlock new units to add to your roster.

You'll have enough power to spend on flashy options from the start if you wish – just remember to take some reliable troops too.

Prepare a Crusade card for each unit to keep track of their progress throughout the campaign. This includes all equipment and Psychic powers, Warlord Traits or Relics they may have.

2.0 ARMY CONSTRUCTION AND PAINTING (cont.)

You start your campaign with five Requisition points that you can spend as you see fit. You may purchase requisitions from the following:

• The Warhammer 40'000 Core Book
• 9th Edition Codexes
• White Dwarf articles.

Please note the following rules and restrictions however:
• Supply Limit Increase - this is not available to use. You cannot take your force beyond its starting 50 power level.
• Fresh Recruits - you cannot increase the amount of models in a unit during the event.
• Specialist Reinforcements - this must be done at the start of the campaign, noted on your Crusade card, and cannot be changed.

When building your army, use all the most up to date Warhammer 40,000 rules andpoints found in the Munitorum Field Manual 2021 MkII Publication.

Army lists should be presented in an easy to read format, all relevant weapon selections and unit upgrades that should be selected prior to a game with limited extraneous information.

If you have any questions at all around what you can include in your campaign

What do you do during Crusade time
After each game you have 15 minutes that has been allocated to completing all of the Crusade options that your army has. Please use this time to ensure you make any changes to your force following the steps laid out on pages 334/335 of the Core book.

2.0 ARMY CONSTRUCTION AND PAINTING (cont.)

2.2 Modeling and Painting

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer experience. With this in mind, all miniatures in your collection must be Games Workshop or Forge World miniatures (excluding basing or scratchbuilt components), and be fully assembled and painted to at least a Battle Ready standard. Below are some examples of models painted to a Battle Ready standard. (More information on Battle Ready can be found at Warhammer-Community.com

CONTRAST METHOD

CLASSIC METHOD

Each model must accurately represent its entry on your army roster.

2.0 ARMY CONSTRUCTION AND PAINTING (cont.)

Many players "scratch build" or heavily convert elements of their model collection, and these activities are a hallowed part of Warhammer hobby history. For the sake of fairness, any conversion should be comparable in size to the most current version of the model they represent. You may not gain a benefit from converted models, but may incur penalties.

For any converted or scratch built models, you must seek permission from whworldevents@gwplc.com including photos of the models in question where possible, at least two weeks before the event.

If you do not obtain permission for conversions before this date, you run the risk of them being removed from play, or possibly incurring score penalties.

A Note on Basing: Many models are no longer produced on the bases they originally came with. Wherever possible, base your models according to their current boxed kit. As with other exceptions, if you wish to have a model reviewed, please email whworldevents@gwplc.com for approval.

3.0 THE PLAYERS CODE & POLICIES

3.1   Player Conduct Policies

There is a famous adage that says, 'It matters not if you win or lose, it's how you play the game.' We believe that Warhammer 40,000: Crusade is a game best played in this spirit, and at Warhammer World events we place great emphasis on playing excellent games 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, talk through and point out any additional unit bonuses from your crusade list and start the game promptly. We then expect players to treat each other positively and demonstrate good sportsmanship throughout each game.

Everybody Loses from Time to Time.
Finally, be ready to lose a few games of Warhammer! It seems an odd thing to say, but it is in the nature of any event that only a few players (at most!) will finish the weekend without a loss. Barring ties, half of you will lose your very first game of the weekend, in fact!

Winning with skill and grace is a rewarding and perfectly acceptable goal. Losing with skill and grace, however, is both more challenging and more laudable. These events present you the opportunity to build friendships with fellow hobbyists who share your interests - friendships you can renew and celebrate every time you travel to Warhammer World or local events. A single great friendship built out of your experiences at these will outweigh any number of individual victories across your battles this weekend. In fact, if you do your best, have a great time, and build some lasting friendships… you haven't really lost at all!

3.0 THE PLAYERS CODE & POLICIES (cont.)

3.2   Judges

Event staff will be prominently visible in the tournament hall throughout the event and hold the final say on all game rules and tournament issues. Individual rulings, however, are never binding precedent - it's a game, not a court of law. Rulings will always be based on correct rules interpretations rather than adhering to previous precedent. When calling for assistance, please be prepared to provide any relevant rules to the particular question.

A Note on Active Judging: At Warhammer World, judges are empowered to actively stop instances of illegal play, with or without a player's specific request for intervention. If a player has concerns at any point, they are always welcome and encouraged to call a judge. While we will not have judges at every table, and we cannot stop every instance of a minor misplay, our goal here is to make sure all the games at Warhammer World are enjoyable for everyone.

3.3   Quit Policy

We expect all players to see the game through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, the final rankings. In the unlikely event that a player does concede before the game has reached its natural conclusion, then the conceding player earns a loss and zero points, zero experience, zero requisition points and every unit in the army gains a single Battle Scar chosen by an event Judge. The winning player records a win and records as if he had achieved all Agendas for that game and each unit in the army gains an additional experience.

Of course, if you have some kind of emergency that means you can't proceed, just let the event staff know right away.

4.0 EVENT FORMAT

4.1   Crusade Events and What to Expect

The event will follow the Crusade guidelines laid out in the Warhammer 40,000 Rulebook, but you can rest assured that there will be other items and equipment that you can spend those precious Requisition points on as well as those available in the Rulebook and Codexes. You may also find that some objectives and actions within the games will allow you to gain extra Ranks or Battle Honours.

4.2   Agendas

During a Crusade game you can select 3 Agendas. Each Agenda will have a category. When you select Agenda's, you cannot choose more than one from each category.

4.3   Pairings

At the end of each game, use the provided score sheet to record your results and provide them to the judges table. There may also be an option for reporting your results digitally on the day. Players will be paired so that winners play other winners, although the events team may make some adjustments throughout the weekend based on the Crusade narrative.

4.4   Event Schedule

Saturday

09:00 - 10:00	Registration in Bugman's Bar
10:00 - 10:15	Briefing
10:15 - 12:45	Round 1
12:45 - 13:00	Crusade Time
13:00 - 13:45	Lunch in the canteen
13:45 - 16:30	Round 2
16:15 - 16:30	Crusade Time
16:30 - 17:00	Break
17:00 - 19:30	Round 3
19:30	Crusade Time
20:00	Gaming Hall Closes
22:00	Bugman's closes

Sunday

09:00 - 10:00	Bugman's open
10:15 - 12:45	Round 4
12:45 - 13:00	Crusade Time
13:00 - 14:00	Lunch and Best Army voting
14:00 - 16:30	Round 5
16:30 - 17:15	Crusade Time
17:15	Awards Presentations and home

Each round is 2 hours and thirty minutes long, and at the end of each round you will have 15 minutes of Crusade Time to update your Crusade cards and Order of Battle ready for the next game.

4.4 Game Speed Milestones

Outside of tournaments, most players do not complete their games against a set clock. As a result, when a loudspeaker shouts "two hours remaining," most players don't naturally think "OK, we should almost be done with the entire first game round!" To help with this, rather than simply calling time left, event staff will call time based upon the place in the game you should on average be at, and these will also be shown on the projectors in the gaming hall. These time calls exist to help keep the flow of play moving, and are not binding. For clarity, this provides each player with, on average, the following time breakdown for the typical game:

- Pre-Game Mission, Review army lists: **5 Minutes (both players)**
- Deploying models: **10 Minutes (both players)**
- Playing your First Turn: **20 Minutes per player**
- Playing your Second Turn: **15 Minutes per player**
- Playing your Third Turn: **12 Minutes per player**
- Playing your Fourth Turn: **10 Minutes per player**
- Playing your Fifth Turn: **10 Minutes per player**

Judges have access to a variety of mechanisms for speeding up or ensuring game completion should milestones be repeatedly missed. All players are expected to finish their games, and to attend with an army list they feel comfortable playing a complete game within 2 hours and 30 minutes. You must not intentionally leverage the clock to disadvantage your opponent.

A Note on Lateness: Should you arrive late to Round 1 of the event, you may lose your spot to a person on the Waitlist. Assuming your spot is still available, you will be paired with any other late arrivals (again, where relevant) with a mandate to complete your game in the original Round time. A subsequently incomplete game may result in point penalties. If you arrive late to the first round on Day 2 of the event, you may incur a penalty.

4.4 Event Awards

Crusade Weekends reward players for participating in the narrative journey at the event. Therefore our prize pool is different to a Matched play format. We will be awarding the following prizes:

- The Spirit of Pankallis - for the player who best exemplifies the spirit and theme of the weekend
- Favourite Army 1st, 2nd, 3rd (Player voted)
- Best Painted Army (Judge voted)
- Favourite Opponent

We will also have other awards that are currently redacted

5.0 TERRAIN

Terrain will be set out on tables prior to Game 1. Before each game please adjust the terrain to follow the rules for objective and terrain placement. If you have any issues with terrain placement please ask one of the Event staff for assistance.

There may also be terrain pieces added throughout the event for certain missions.

6.0 HEALTH AND SAFETY

At Games Workshop, the health and wellbeing of our staff, their families and loved ones, and the wider community in which we operate is our top priority. When you attend one of our events, you can rest assured that we will be doing everything we can to make it as safe and enjoyable a time as possible.

At a minimum, Games Workshop will always follow government guidance in every area in which we operate. Where we feel we should include additional measures to further improve the safety of our community, we will.

Whilst we can't be certain what the exact rules will be for each of our events yet, at every event, you can certainly expect to see:

- Reduced capacities to help people can keep distanced where possible
- Organization to reduce crowding and bottlenecks in any particular area
- Measures to reduce sharing of equipment
- Sanitisation stations

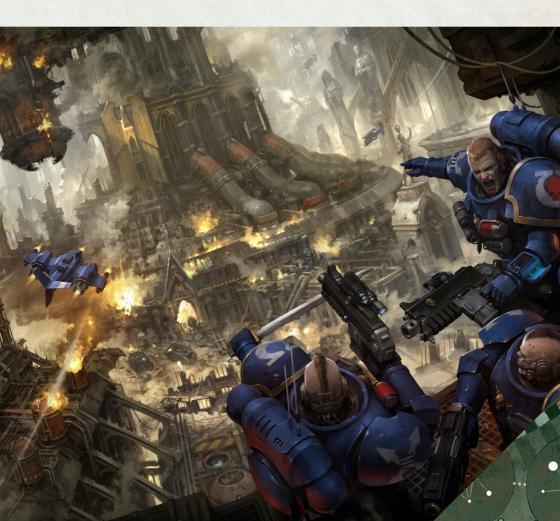Specific details will be communicated with all players closer to the event

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:
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
For more information on our event privacy note please follow the link provided here: Privacy Policy

7.0 RESOURCES

Agendas in Play for the Weekend

Each Agenda listed below has a category (e.g. Purge the Enemy, Shadow Operations etc). When you select Agendas, you cannot choose more than one from each category. Some Agendas will instruct you to keep a certain tally for your units during the battle. These tallies will then be used after the battle to determine if you achieved certain agendas, and how many experience points the units in question earned from them. You can use the 'Agenda Tallies' section of each unit's Crusade card to keep track of these tallies – we recommend you make these tallies in pencil so they can be deleted after the game ready for your next battle.

PURGE THE ENEMY

CALCULATED ERADICATION

Keep a Calculated Eradication tally for each unit from your army. Add 1 to a unit's Calculated Eradication tally each time it destroys an enemy unit (excluding Aircraft) that was within range of an objective marker when it was selected as the target. At the end of the battle, each unit gains 1 experience point if it has one or more marks on its Calculated Eradication tally. In addition, the unit in your army that has the highest Calculated Eradication tally earns 2 additional experience points. If two or more units are tied, you choose which unit achieves the additional experience points.

KING SLAYER

If a unit from your army destroyed the enemy Warlord during the battle, that unit gains 3 experience points. A unit does not achieve this Agenda if the enemy Warlord is subsequently resurrected by any means. If the enemy Warlord is resurrected but is subsequently destroyed again by another unit from your army, then it is the last unit to have destroyed it that achieves this Agenda.

PRIORITY TARGET

Keep a Priority Target tally for each unit from your army. Add 1 to a unit's Priority Target tally each time it destroys an enemy Vehicle or Monster unit. Each unit gains 2 experience points for every mark on its Priority Target tally.

TITAN HUNTER

Keep a Titan Hunter tally for each unit from your army. Add 1 to a unit's Titan Hunter tally each time it destroys an enemy Titanic unit. Each unit gains 4 experience points for every mark on its Titan Hunter tally.

ASSASSINS

Keep an Assassins tally for each unit from your army. Add 1 to a unit's Assassins tally each time it destroys an enemy Character unit. Each unit gains 2 experience points for every mark on its Assassins tally.

NO MERCY, NO RESPITE

THERE IS ONLY WAR
At the end of each battle round, if more enemy units were destroyed during that battle round than friendly units, select one unit from your army that destroyed one or more enemy units during that battle round. That unit gains 1 experience point. Each unit from your army can gain a maximum of 3 experience points during the battle from this Agenda.

REAPER
The unit in your army that has the highest combat tally of enemy units destroyed during the battle earns 2 experience points. If two or more units are tied, you choose which unit achieves this Agenda.

FIRST STRIKE
Keep a First Strike tally for each unit from your army. Add 1 to a unit's First Strike tally each time it destroys an enemy unit in the first battle round. Each unit from your army gains a number of experience points equal to their First Strike tally.

CULL THE HORDES
Keep a Cull the Hordes tally for each unit from your army. Add 1 to a unit's Cull the Hordes tally each time it destroys six or more models in the same phase. Each unit gains a number of experience points equal to their Cull the Hordes tally.

BATTLEFIELD SUPREMACY

CRITICAL POSITION
After choosing deployment zones, your opponent selects one objective marker. Each unit from your army gains 2 experience points if, at the end of the battle, it is within range of that objective marker; if you control that objective marker, each unit from your army that is within range of that objective marker gains 3 experience points instead.

SENTINEL
At the start of your first Command phase, select one objective marker that is on the battlefield and one unit from your army. That unit gains 4 experience points after the battle if, at the end of the battle, it is in range of that objective marker and you control that objective marker.

BREAKTHROUGH
At the end of the battle, select up to three units from your army (excluding Aircraft) that are wholly within 6" of your opponent's battlefield edge. Each of these units earns 2 experience points.

SURVIVOR
At the start of your first Command phase, select one unit from your army. That unit gains 2 experience points after the battle if it is not destroyed at the end of the battle, and an additional 2 bonus experience points if it is not below Half-strength. Units that have only a single model instead gain these bonus experience points if, at the end of the battle, the number of wounds that model has remaining is at least half their Wounds characteristic.

SHADOW OPERATIONS

DATA HEIST

Keep a Data Heist tally for each unit from your army. Each time a unit successfully completes the Terminal Hacking action, add 1 to that unit's Data Heist tally. If you selected this Agenda, then units in your army can attempt the following action, as described in the Warhammer 40,000 Core Book.

Terminal Hacking (Action): One or more units from your army (excluding Aircraft and units with the Fortifications Battlefield Role) can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be in range of a different Terminal marker that has not already been. A unit cannot start this action while there are any enemy units (excluding Aircraft and units with the Fortifications Battlefield Role) in range of the same Terminal marker. If the unit performing the action is Infantry, it is completed at the end of your turn. Otherwise, it is completed at the start of your next Command phase. If this action is successfully completed, that Terminal has been hacked and the unit gains 1 Investigation Point. Please remove the terminal marker from play and return to the events team desk.

At the end of your game record your total Investigation points on your Game Record Sheet.

WARPCRAFT

WITCH HUNTER

Keep a Witch Hunter tally for each unit from your army. Add 1 to a unit's Witch Hunter tally each time it destroys an enemy Psyker unit (add 3 instead if the destroyed unit was a Psyker Character).

Each unit gains a number of experience points equal to their Witch Hunter tally.

LORD OF THE WARP

Keep a Lord of the Warp tally for each unit from your army. Add 1 to a unit's Lord of the Warp tally each time it successfully manifests a psychic power, denies an enemy psychic power or completes a psychic action. Reset a unit's Lord of the Warp tally to 0 if and when they suffer Perils of the Warp. The unit from your army that has the highest Lord of the Warp tally gains 2 experience points (unless that unit's tally is 0, in which case it gains no experience points from this Agenda). If two or more units are tied, you select one of them to gain these experience points.

INVESTIGATING THE MYSTERY SURROUNDING PANKALLIS

Over the course of the weekend, your Crusade army can investigate what is happening in the Pankallis sector using the Data Heist Agenda. Keep an additional note of your army's Investigation points (IP) total (there is a box on your Game record sheets for this). Your Investigation points total in this battlezone will show how much your army has discovered concerning what has happened in the Pankallis sub-sector, what is causing it and how your forces can adapt to its effects. Once your Crusade force has accumulated enough Investigation points, you can spend these points and be rewarded with details on what happened before the campaign began.

ACCUMULATING INVESTIGATION POINTS
The discoveries of your army are measured with Investigation points. Each time your Crusade force wins a game this weekend, you gain 2 Investigation points. Additional Investigation points are earned through the Data Heist Agenda. Each time you gain an Investigation point, add it to your Investigation points total.

SPENDING INVESTIGATION POINTS
If you have accumulated enough Investigation points, you can spend them before or after a battle on Investigation rewards. To do so, come to the front desk. You can select one Investigation reward that costs equal to or less than your total Investigation points. Once you have done so, all your Investigation points are lost – you must begin a new investigation.

ORDER OF BATTLE (1 PER PLAYER)

CRUSADE FORCE NAME:	
CRUSADE FACTION:	
PLAYER NAME:	

BATTLE TALLY	BATTLES WON	REQUISITION POINTS	SUPPLY LIMIT	SUPPLY USED

CRUSADE CARDS	POWER RATING	CRUSADE POINTS
UNIT 1:		
UNIT 2:		
UNIT 3:		
UNIT 4:		
UNIT 5:		
UNIT 6:		
UNIT 7:		
UNIT 8:		
UNIT 9:		
UNIT 10:		
UNIT 11:		
UNIT 12:		
UNIT 13:		
UNIT 14:		
UNIT 15:		
UNIT 16:		
UNIT 17:		
UNIT 18:		
UNIT 19:		
UNIT 20:		

CRUSADE GOALS, INFORMATION AND NOTABLE VICTORIES

CRUSADE CARDS (1 PER UNIT)

UNIT NAME:	
BATTLEFIELD ROLE:	
CRUSADE FACTION:	
SELECTABLE KEYWORDS:	

POWER RATING	EXPERIENCE POINTS	CRUSADE POINTS

UNIT TYPE:		OTHER UPGRADES AND SELECTABLE ABILITIES:
EQUIPMENT:		
PSYCHIC POWERS:		
WARLORD TRAITS:		
RELICS:		

Entries below should remain blank when the unit is first added to your Order of Battle. Fill these entries out as you play a battle with the unit and when it has earned any Battle Honours or Battle Scars.

COMBAT TALLIES

BATTLES PLAYED: **BATTLES SURVIVED:**

	…During this battle:	…In total:
Enemy units destroyed…		
Enemy units destroyed with psychic powers…		
Enemy units destroyed with ranged weapons…		
Enemy units destroyed with melee weapons…		
Agenda 1 tally…		
Agenda 2 tally…		
Agenda 3 Tally…		

RANK

Rank Achieved (tick when reached)

BLOODED		BATTLE-HARDENED		HEROIC		LEGENDARY	
BATTLE HONOURS:							
BATTLE SCARS:							