



NARRATIVE PLAY

WARHAMMER WORLD

WARHAMMER 40,000

DEPTHS OF THE TOMB

PART 2 OF THE RISING TOMB
A WARHAMMER 40,000 CRUSADE EVENT





DEPTHS OF THE TOMB

A WARHAMMER 40,000 CRUSADE EVENT

++Necron tomb complexes are perilous and bewildering environments in which to do battle. The complexity of their winding corridors is magnified by dimensional gateways and localised teleportation arrays that connect regions which may – in truth – be separated by vast gulfs of space. Many tombs have suffered the ravages of the millennia, rendering them structurally unstable and prone to collapse. Ruptured machinery spits dancing arcs of inimical energy, emits clouds of time-warping chronoparticulates or projects stuttering dimensional dissonance fields that can plunge the unwary into nightmarish dimensional oubliettes. Even those tomb complexes that have remained in good repair are places in which running gun battles would be deeply unwise; the damage inflicted by wayward small arms can turn silent and sepulchral labyrinths into death traps where the fundamental energies of the universe run riot.++

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.

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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
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 Army Construction
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

For each game 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 are copies of both of these at the end of this Rules Pack.

For this Crusade weekend you must bring a new 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.

During the weekend you will be able to upgrade your units and bring in new models for games. Please ensure you bring at most 75 power levels of models so that you can use your requisition points to change and upgrade your army for different battles using the Requisitions from the Warhammer 40000 Core Book.

If you attended Part 1 of the Rising Tomb Campaign and your opponent also played at the event you may use the Crusade benefits you gained at the event in the game.

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 75. 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.

2.0 ARMY CONSTRUCTION AND PAINTING [cont.]

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. 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.

When building your army, use all the most up to date Warhammer 40,000 rules and points found in the latest Munitorum Field Manual.

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 please email us at whworldevents@gwplc.com

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.]

2.3 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 scratch-built 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

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.

2.0 ARMY CONSTRUCTION AND PAINTING [cont.]

For any converted or scratch built models, you must seek permission from whworlddevents@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 whworlddevents@gwplc.com for approval.



3.0 EVENT FORMAT

3.1 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.

3.2 Agendas

During a Crusade game you can select 3 Agendas.

3.3 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.

3.4 Event Schedule

Saturday	
09:00 - 09:45	Registration in Bugman's Bar
09:45 - 10:00	Briefing
10:00 - 12:30	Round 1
12:30 - 12:45	Crusade Time
12:45 - 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
20:00	Bugman's closes
Sunday	
09:00 - 10:00	Bugman's open
10:00 - 12:30	Round 4
12:30 - 12:45	Crusade Time
12:45 - 13:45	Lunch and Best Army voting
13:45 - 16:15	Round 5
16:15 - 17:00	Crusade Time
17:00	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.

3.0 EVENT FORMAT (cont.)

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

The milestones for a round breakdown as:

- **2:30.00 remaining:** Start round (Formally)
- **2:25.00 remaining:** Complete pre-game discussions and decisions, including Selecting Agendas for the mission
- **2:15.00 remaining:** Deployment Complete, Begin Round 1
- **1:35.00 remaining:** First Battle Round Complete, Begin Round 2
- **1:05.00 remaining:** Second Battle Round Complete, Begin Round 3
- **0:40.00 remaining:** Third Battle Round Complete, Begin Round 4
- **0:20.00 remaining:** Fourth Battle Round Complete, Begin Round 5
- **0:05.00 remaining:** Do not begin a new Battle Round without Judge Permission

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.





3.0 EVENT FORMAT (cont.)

3.5 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.

3.6 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:

- Favourite Army 1st, 2nd, 3rd (Player voted)
- Best Painted Army (Judge voted)
- Favourite Opponent

4.0 TERRAIN

4.1 Table Layouts

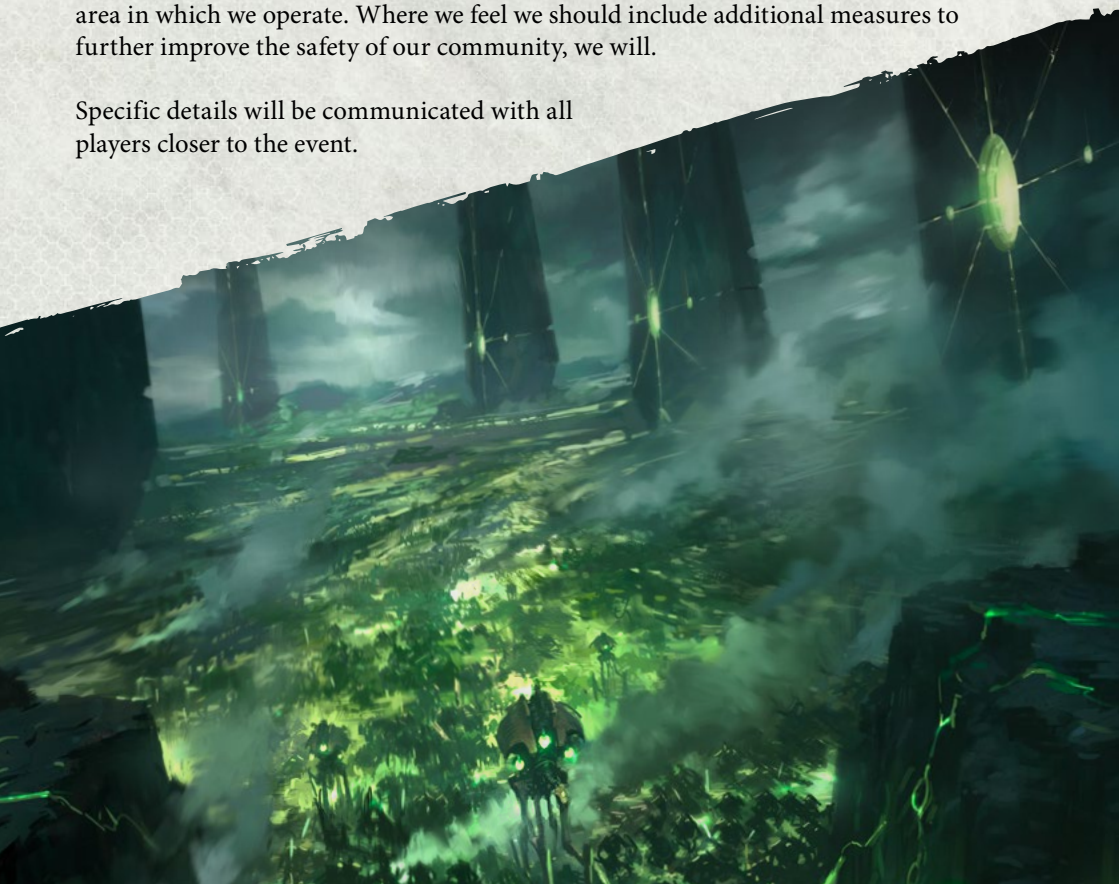
Terrain will be set out on tables prior to Game 1. Before each game please adjust the terrain to follow the rules for objective and terrain placement. If you have any issues with terrain placement please ask one of the Event staff for assistance. There may also be terrain pieces added throughout the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

5.0 HEALTH & 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.

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](#)



RISING TOMB

A WARHAMMER 40,000 CRUSADE EVENT



6.0 THE PLAYERS CODE & POLICIES

6.1 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!

6.2 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.

6.0 THE PLAYERS CODE & POLICIES (cont.)

6.3 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.



7.0 RESOURCES

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

7.0 RESOURCES (cont.)

Crusade Cards (1 per unit)

UNIT NAME:		<table border="1"> <tr> <th>POWER RATING</th> <th>EXPERIENCE POINTS</th> <th>CRUSADE POINTS</th> </tr> <tr> <td></td> <td></td> <td></td> </tr> </table>	POWER RATING	EXPERIENCE POINTS	CRUSADE POINTS			
POWER RATING	EXPERIENCE POINTS		CRUSADE POINTS					
BATTLEFIELD ROLE:								
CRUSADE FACTION:								
SELECTABLE KEYWORDS:								

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:			