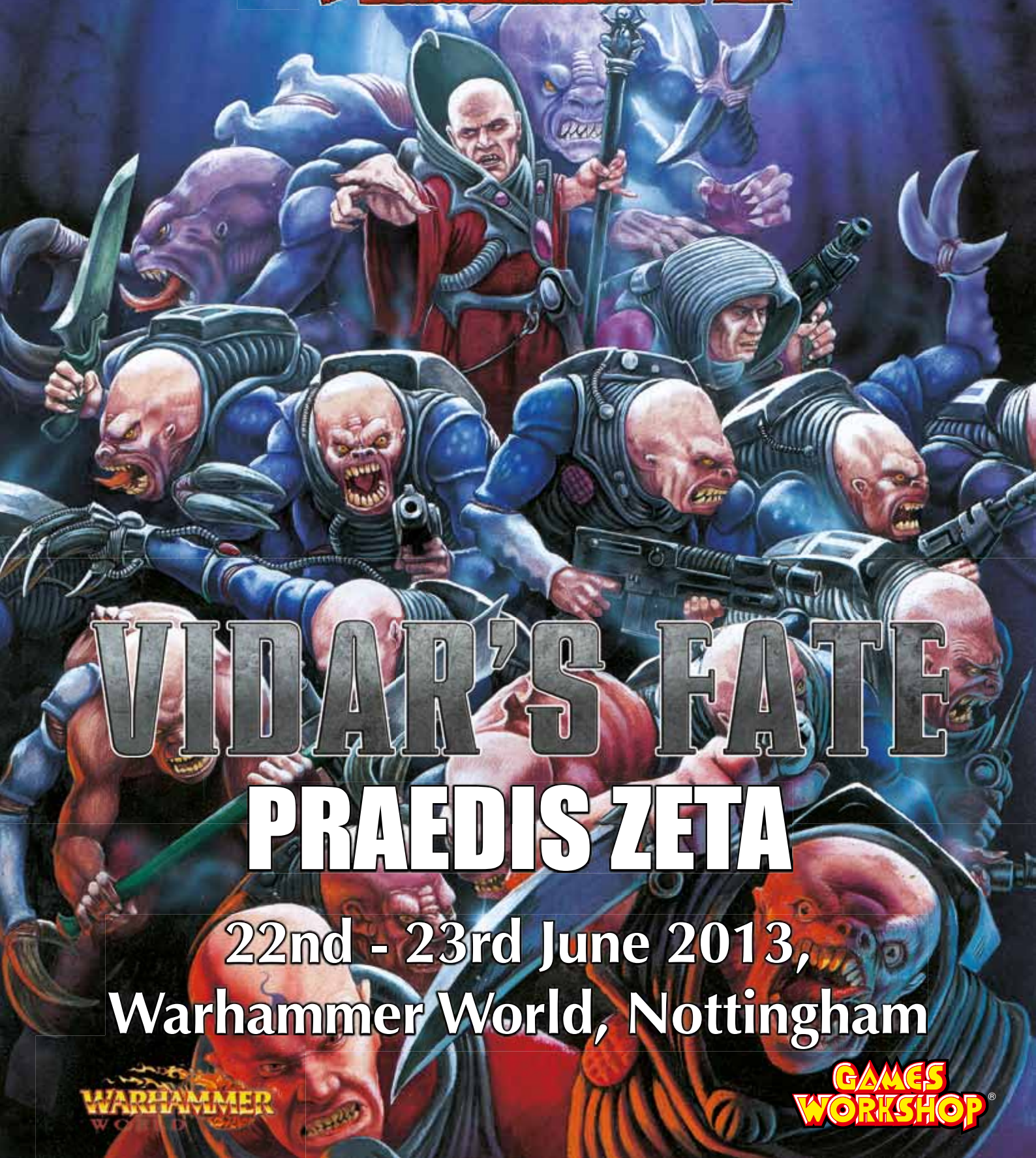


**WARHAMMER**  
40,000

**CAMPAIGN**  
**WEEKEND**



**VIDAR'S FATE**  
**PRAEDIS ZETA**

22nd - 23rd June 2013,  
Warhammer World, Nottingham

WARHAMMER  
WORLD

**GAMES**  
**WORKSHOP**





# VIDAR'S FATE

## Praedis Zeta

### Introduction

Welcome to the events pack for the second instalment in Warhammer World's year-long Vidar's Fate Campaign. War is raging across the Vidar Sector, and Warlords from across the Galaxy are pouring in to seek their fortunes, earn glory and to etch their names into the legacy of Vidar. You are one such mighty Warlord, journeying from across the stars to do battle with the foe. Only time will tell if you will become one of the renown heroes or infamous villains of the Sector.

If you came to the first weekend, Darkfall, in April, then you might have an idea of what is going on already, but if you didn't, and this is your first Vidar's Fate event, then fear not; it's been designed so you can pick up the story straight away and get into the thick of the fighting.

Before you lies a weekend of pure hobby indulgence; the kind of campaign that every hobbyist dreams of playing in. There will be over-arching storylines, speeches read out in silly voices, secret messages, twists, turns and everything else you have come to expect from a Warhammer World Campaign Weekend.

Mount your transport, General, and head to Praedis Zeta- the fate of an entire planet rests in your hands!

Captain Nickolias Bates of the Imperius Reavers 2nd Co.

### Vidar

It is the year 645 of the 39th Millennium, a time of great strife and conflict across the Galaxy. The Vidar Sector, lying in the Eastern Fringe has long been the home of cut-throats, aliens and heretics. While Imperial in name, and with many of the planets and systems here paying heavy tithes to the Emperors coffers, Vidar is, in truth, ruled by a small number of wealthy families. These families, such as the Fett'ars of Hypnoth, the Darneth Clan of Carnae and the Zaitchesks of Davatas, have all risen to power through diplomatic wrangling, including flexing political power, assassination, temporary alliances and other such un-Imperial means, but so far from the Terran eye, they have avoided investigation for centuries. While the ruling classes of Vidar live in in corpulent luxury, the serfs beneath them toil at the machines of the forges to produce arms, food and supplies for sale to the Imperial armies.

Four hundred years ago, it was one of these such families, the Calcearius of the Darkfall System, that saw their power uprooted by an invasion of the most foul kind. Beings of the Warp, led by a blue-clad warrior known as the Herald of Fate, fell upon the system and destroyed it in the name of the Dark Gods, wiping out the populations of all of the planets there with unnerving efficiency. The Calcearius clan, led by Februss, fled for their lives to the planet Praedis Zeta, there to seek sanctuary for the coming centuries.

### Praedis Zeta

A large, Class Alpha Hive Planet, Praedis Zeta is situated eighty Light Years from the forge world, Hypnoth. Along with the nearby planet, Nyx, Praedis Zeta has long been supplied Hypnoth with the raw materials with which the tools of war are to be built. Towering hive cities stretch up to the black-lined clouds of the planet, housing billions of citizens, and breaking up the miles of bare ash waste of the planet's volcanic surface.

Praedis Zeta is not like other planets in the Vidar Sector – it is not ruled by a family, but instead by proper Imperial authorities; Governor Holt keeps watch over the planet's population and ensures the correct taxes are paid. The reason for this strict compliance is that Praedis Zeta is the home planet of the Imperius Reavers, a chapter Adeptus Astartes of the Ultramarines founding. Here, nobody dares step out of line and punishment for offenders have been historically very harsh.

It is here that the Calcearius family has managed to rise to the upper echelons of Hive Primus, using careful diplomacy to gain the Governors favour. Now headed by Bijall, ancestor of Februss, the family have risen to a fraction of their former political power.



## The Children of Polis

Some years past, Bijall Calcearius began acting very strangely. Normally a very sly and politically involved man, he begun to remove himself from diplomatic society and shut himself away in his chambers for weeks at a time. Concerned for his health (and the political upheaval his death would cause), Bijall's kin spread the rumour that he has been called away on important family business. In fact, he would spend hours poring over ancient and forbidden texts and conducting his experiments. Rumour spread of these experiments and their heinous biological nature, and before long, infants in his household were being born with an unnatural appearance; hybrids of a most bestial kind.

Bijall had changed; he appeared off colour and some said he could wield the psychic power of the warp. Suspicions were aroused and the local branch of the Inquisition called for. But before he could be restrained for questioning and tests, he escaped into the Polis region of Hive Primus to continue his vile experiments. The Arbites have sent out search parties but to no avail- he has disappeared to continue his work and the children of Polis are doomed to mutation.

Word has reached the Imperius Reavers- a grave Xenos threat has infiltrated Hive Primus; Bijall Calcearius is a vile Magus of terrible power and has begun to organically alter the population of Praedis Zeta. With riots on the streets and Imperial authority undermined, there is no time to lose. The Reavers, led by their Chapter Master, Vassile Belousov, have mobilised, sending messages to local Imperial allies of the threat. The Xenos must be purged at all costs.

## The Campaign Weekend

This weekend, you have the chance to join one of two factions, fighting for the control of Praedis Zeta, and deciding the fate of billions of loyal Imperial Citizens. Will you side with the noble Imperius Reavers Space Marines, or the evil Magus, Bijall? It's a clash of Imperial vs Xenos and you must choose your faction for the coming war!

## Forging a Narrative

Warhammer World Campaign Weekends are all about telling a story. As the weekend progresses, more of the plot will be revealed to you, with major characters coming to the fore, twists and turns, unforeseen events and the like. As part of one of the factions, you will only hear your side of the story, kept secret from the other faction. As each round begins, you will hear a faction briefing from a member of staff (probably putting on a very silly voice and hamming it up a bit). We really want this to set the tone of the weekend; more than any of our other events, Campaign Weekends really are not about who wins or loses their games, but rather about everyone having fun. Remember, you fight not for individual glory, but for the greater good of your faction!

## Choosing a side

At the start of the weekend (specifically, Friday evening 18:00 – 20:00 and Saturday morning 08:00 – 09:00) we will have press gang's and recruiting tables laid out in the hall to aid you in the decision of the faction you will be fighting for. These help add background to each faction before you choose your side. We will attempt to accommodate everyone within the faction they desire however, we may have to assign factions for balancing purposes (this will come on a first come first served basis so if you really want to be in a particular faction get here early!). Who will you choose...

## The Imperius Reavers

Led into battle by their vigilant Chapter Master, Vassile Belousov, the Imperius Reavers are a fourth founding chapter of the Ultramarines. The Reavers fought alongside their Founding Chapter in the Tyrannic Wars, and the notion of the organic abominations created by the Genestealers on Praedis Zeta is abhorrent to the Astartes. They will stop at nothing to have their home planet clear of this alien threat, and will be utterly merciless in their pursuit of this goal. But how many of the enemy have infiltrated the ranks of his allied army? Join The Imperius Reavers to defend Praedis Zeta and fight for the Imperium!





## The Bijall Cult

The hideous beast, known only by his former visage, Bijall Calcearius is a xenos-leader known as a Magus. Using his guile and cunning, Bijall has manipulated the minds of those around him into believing his cause is a just and right one. Using primitive Tyranid DNA, he is slowly turning the innocent citizens of Hive Primus into hideous Hybrids – mindless creatures to serve his will. Already, many babies in the Hive have been being born with extra limbs and strange abilities. Hell bent on the destruction of life on this planet in preparation for the invasion of a Hive Fleet, The Bijall Cult are out for blood. Join the Bijall Cult and raze Praedis Zeta to the ground!

## Your Army

To play in this Campaign Weekend, you'll need to bring along armies of Citadel Miniatures with which to do battle. One of the unique things about this Campaign Weekend is that you don't have to choose between your favourite armies. You can bring as many different armies as you like, if you have just started a new army then bring that along for the smaller games while you use your bigger armies for the Apocalypse missions. The choice is yours, you could even set yourself a hobby challenge and paint a new army and fortification for each mission, bringing them all together for Apocalypse!

Each army must be chosen from any current and official Warhammer 40,000 codex or Imperial Armour book. (you may use army lists from Forge World's Imperial Armour books as well as any Warhammer 40,000 approved units this weekend).

| Vidars Fate Table |                    |   |                     |
|-------------------|--------------------|---|---------------------|
| Game              | Army Size          | Which units   | Doubles or Singles? |
| 1                 | 1,500              | Codex and Imperial Armour<br>Warhammer 40,000 approved        | Single              |
| 2                 | 1,000 (per player) | Codex and Imperial Armour<br>Warhammer 40,000 approved        | Doubles             |
| 3                 | 1,250              | Codex and Imperial Armour<br>Warhammer 40,000 approved        | Singles             |
| 4                 | 2,000              | Codex and Imperial Armour<br>Warhammer 40,000 approved        | Singles             |
| 5                 | 2,500 (per player) | Codex, all Imperial Armour units and<br>Apocalypse formations | Doubles             |

## Adding Praedis Zeta units to your Army

To represent the Campaign Weekend being fought on the Genestealer-wracked planet of Praedis Zeta, each player is given the opportunity to include one of the following units of in their army if they wish.

### Including Praedis Zeta units in Your Army:

- You may include **one** of these units in each of your armies. When playing Doubles Games, both players in a doubles pair may include one unit each.
- This unit **cost no points** - it is a free upgrade each player may include in their army.
- In order to include this unit, you must have a **fully painted and based** unit to represent them, and the models must **accurately depict** which unit you chose (as per the Rules of Engagement)
- It must be obvious to your opponent which unit this is- marking out with a different paint-job or really obvious conversions is the best option.
- In games, Praedis Zeta units may **not** capture objectives, and **do not** count as a Kill Point if they are killed in games where Kill Points are counted.
- Praedis Zeta units may **never** be started in reserve.
- These units are completely separate of your army. They do not occupy any part of a Force Organisation chart and do not benefit from any army wide special rules, including Warlord traits. They may not use dedicated transports at all.

You may choose from either of the following units to include in your army



## Genestealer Hybrids.....FREE

Genestealer Hybrids are organic abominations of the worst kind; strange Xenos mutations of their host species. Some Hybrids are indistinguishable from their original race, blending in with the warriors around them, while others are bestial in appearance as the Tyranid DNA inside them begins to take over. Every so often, a Hybrid, known as a Magus, is born with psychic powers, and assumes a leadership role in the underground army of Praedis Zeta.

|                    | WS | BS | S | T | W | I | A | Ld | SV |
|--------------------|----|----|---|---|---|---|---|----|----|
| Genestealer Hybrid | 4  | 3  | 3 | 3 | 1 | 3 | 2 | 8  | 5+ |
| Magus              | 3  | 3  | 3 | 3 | 2 | 5 | 2 | 8  | 5+ |

### Composition

- 9 Hybrids
- 1 Magus (character)

### Unit Type

- Infantry

### The Magus

The Genestealer Magus does not roll to see which Psychic Power he comes with; he automatically knows the Dominate and Puppet Master powers from the Telepathy Discipline.

### Wargear

- Autogun
- Flak Armour

### Special Rules

- Rending
- Psyker (Magus)

*The Magus is a Mastery Level 2 Psyker*

### Options

- Any hybrid may exchange his Autogun or:
  - Autopistol and Close Combat Weapon....free
  - One Hybrid may take
    - Heavy Stubber.....free
    - Flamer.....free

| Weapon        | Range    | S | AP | Type       |
|---------------|----------|---|----|------------|
| Autopistol    | 12"      | 3 | -  | Pistol     |
| Autogun       | 24"      | 3 | -  | Rapid Fire |
| Flamer        | Template | 4 | 5  | Assault 1  |
| Heavy Stubber | 24"      | 4 | -  | Heavy 3    |

### Designers Note

*While the profiles say Autopistols, Autoguns, Heavy Stubbers and Flamers, it is perfectly acceptable to model these as approximate versions of your races weapons, eg Kroot Rifles, lasguns, etc. Remember, you will still use the stats for Autoguns, Heavy Stubbers and Flamers.*





# Imperius Reavers Alien Hunters.....FREE

The Imperius Reavers Space Marines are adept at hunting aliens, having been embroiled in many wars with the Tyranids in years past. Their Second Company, know on Praedis Zeta as "The Stormbringers" are veterans of the Tyrannic Wars and experts in rooting out hybrids. They will stop at nothing to rid their planet of the aliens.

|                  | WS | BS | S | T | W | I | A | Ld | SV |
|------------------|----|----|---|---|---|---|---|----|----|
| Space Marine     | 4  | 4  | 4 | 4 | 1 | 4 | 1 | 8  | 3+ |
| Veteran Sergeant | 4  | 4  | 4 | 4 | 1 | 4 | 2 | 9  | 3+ |

### Composition

- 4 Space Marines
- 1 Space Marine Veteran Sergeant (character)

### Unit Type

- Infantry

### Wargear

- Hypnoth Pattern Boltguns
- Frag and Krak Grenades
- Bolt Pistol
- Power Armour

### Special Rules

- Preferred Enemy (Tyranids and Genestealer hybrids)
- And They Shall Know No Fear

### Options

- The Veteran Sergeant may exchange his Hypnoth Pattern Boltgun for-
- Power Weapon... ..free

| Weapon                  | Range | S | AP | Type             |
|-------------------------|-------|---|----|------------------|
| Hypnoth Pattern Boltgun |       |   |    |                  |
| Standard Round          | 24"   | 4 | 5  | Rapid Fire       |
| Hypnoth Round           | 18"   | 3 | -  | Assault 1, Blast |
| Bolt Pistol             | 12"   | 4 | 5  | Pistol           |
| Frag Grenade            | 8"    | 3 | -  | Assault 1, Blast |
| Krak Grenade            | 8"    | 6 | 4  | Assault 1        |

### Designers Note

These units are included in this Campaign as part of adding narrative to the weekend and to give you folks a cool excuse to model up some great units (feel free to model/ paint them to better fit in with your army!). Please remember this, and don't try any cheesy rules-loophole shenanigans. Remember, if you feel cheeky asking something, the answer will probably be no! Any transgressors shall be fed to our pet Knarloc during a ritual simply know as "The Shaming"... ;-)





# The Warhammer World Rules of Engagement

These guidelines have been created in order to ensure everyone has a great hobby experience at all of our events. The intention is that, whilst ensuring everyone can take full advantage of their creative urges, there is no confusion over what models represent and that the event is relaxed and enjoyable for all.

## Miniatures

- All of your models must be **fully assembled, fully painted, fully based\*** and fully represent **what is on your army list** (including all equipment).
- Every miniature and component must be produced by Games Workshop (Citadel, Forge World or Warhammer Forge).
- We know many people like to take the opportunity to convert models for thematic and creative reasons. We actively encourage this, but do ask that if you are going to do so, please check with the events team first. We may ask you to make allowances at the event in order to ensure there is no confusion for your opponents.

\* Fully based" means that the base of every model in your army has had some texture added to the entire base, replete with an appropriate paint job. The only exception to this are the smaller clear flying bases for jetbikes and other similar models. We do expect that the large oval base used to mount the larger flyers to be based as explained above.

## Proxies

- A "proxy miniature" is a model that is standing in for something else and has not been changed in any way. Examples include using plastic Cadian Shock Troops as Stormtroopers or plastic Tyranid Raveners as Fiends of Slannesh
- We do not allow any proxy miniatures at our events. If Games Workshop produces a model for a unit entry, we expect you to use the correct model, for the sake of clarity to your opponent. (For conversions, please see the point above in the 'Miniatures' section).
- If you wish to personalizes your units and/or convert/kit bash plastic or Citadel Finecast kits to create your own unique models that fit your vision of your army, please check with the events team first. We may ask you to make allowances at the event in order to ensure enjoyment of your opponents. Simply gluing a scope to plastic Cadian Shock Trooper won't make him a Stormtrooper, but adding a gnarly chainsword and an appropriate paint job to a tactical marine can easily make him a heretic Chaos Marine Renegade.

## Conduct

- We do ask that you try and resolve any rules problems yourselves using your rulebooks. If you can't, or you need help, feel free to call over a member of staff.
- Remember the Most Important Rule - everyone is here to have fun!

If you have any questions regarding the Rules of Engagement, please feel free to contact us.(details at the end of this pack).

## The Most Important Rule

In games the size and complexity of ours there are bound to be occasions where a situation is not covered by the rules or you can't seem to find the right page. Even if you know the rule, sometimes it's just a really close call, and players don't agree on the precise outcome. Nobody wants to waste valuable gaming time on arguing, so be prepared to interpret a rule or come up with a suitable solution for you (in a gentlemanly fashion of course). It is about making sure both players have a good time.

## Schedule:

|                 |              |  |              |              |                                     |
|-----------------|--------------|--|--------------|--------------|-------------------------------------|
|                 |              |  | <b>17:00</b> | <b>19:00</b> | <b>Game 3</b>                       |
|                 |              |  | 19:00        | 20:00        | Evening Meal                        |
| <b>Friday</b>   |              |  | 20:00        | 21:00        | Warhammer 40,000 themed pub quiz    |
| 18:00           | 20:00        | Early Registration and faction recruitment | 21:00        | 23:00        | Open Gaming                         |
| 18:00           | 22:00        | Open gaming                                |              | 23:00        | Venue closes                        |
| <b>Saturday</b> |              |  |              |              | <b>Sunday</b>                       |
| 08:00           | 09:00        | Registration and faction recruitment       |              | 08:00        | Venue Opens                         |
| 09:15           | 09:20        | Briefing                                   | 09:15        | 09:30        | Moring Briefing with factions Heads |
| 09:20           | 09:30        | Briefing with Faction Heads                | <b>09:30</b> | <b>12:00</b> | <b>Game 4</b>                       |
| <b>09:30</b>    | <b>12:00</b> | <b>Game1</b>                               | 12:00        | 13:00        | Lunch and Best Army voting          |
| 12:00           | 13:00        | Lunch & Legends painting Competition       | 13:00        | 13:15        | Final Briefing with Faction heads   |
| 13:00           | 13:15        | Briefing with Faction Heads                | <b>13:15</b> | <b>17:00</b> | <b>Game 5</b>                       |
| <b>13:15</b>    | <b>16:45</b> | <b>Game 2</b>                              | 17:30        | 18:00        | Awards Ceremony                     |
| 16:45           | 17:00        | Briefing with Faction Heads                |              | 18:00        | Home Time                           |

**That is everything you need to know in order to play in the Praedis Zeta Campaign Weekend. But if you'd like to know the precise details of exactly how everything will work, keep reading!**



## Faction Heads

When you sign up for one of the two Factions, you will be introduced to your Faction Head. This is a member of staff who will assume the role of either Vassile Belousov of the Imperius Reavers or Bijall Calcaerius of the Cult. Before every game, you and the rest of the players in your Faction will go to a place of secrecy and hear the next chapter in the story of the weekend, as well as find out what table your next game is on. Your Faction Head will no doubt be using a silly voice as he assumes character- all part of the fun at a Campaign Weekend!

Your Faction Head is also the person to go to with any questions about Doubles Games, how the Campaign works or any other queries.

## Scoring

The Campaign Weekend is about the story between two Factions larger than the sum of their parts, as such your victories will add to the overall glory of your faction. In each game you will earn Victory Points (primary and secondary objectives as per the mission) and this number will get written on your score card. At the end of the weekend, we will add up all of the Victory Points scored by every player in each Faction. The Faction which has scored the highest total amount of Victory Points will be declared the winners!

This means that whether you win or lose your games, the number of Victory Points you score directly contribute to your Faction. Even if it looks like a desperate situation in a game, why not try and capture that objective, score those extra Kill Points or take out the enemy Warlord to get extra points for your Faction?

## Doubles Games

Fighting alongside an ally in a doubles game is a lot of fun, and this weekend, there's two opportunities to do so! If you already have a player you would like to play side by side with then no problems, we can accommodate any pre-decided teams. However, if you do not have a partner then let the events staff know over lunch on Saturday and we shall team you up ready for the Doubles Games.

In the Doubles Games, the opportunity to score big Victory Points is on offer! Each player needs to write on their record sheets, the total number of Victory Points as scored by the two of them combined. This essentially means, the Victory Points you score are doubled!

## Scoring Example

Adam and John team up in a Doubles pair and play their game. During the game, the two of them combined score a mighty 12 Victory Points. Adam records 12 Victory Points on his score card and so does John, meaning that their Faction receives 24 Victory Points! Huzzah!

## Apocalypse

Game 5 sees players team up with a partner and fight a huge Apocalypse game against another pair. The gloves are off in this guns-and-tanks-heavy slaughter to decide the Campaign! We will be following the usual rules for Apocalypse Games (including the way in which you write your army list, game set up and objectives, etc) with the following exceptions:

- Doubles Pairs will have only ten minutes to deploy their entire armies!
  - Each player may select one Strategic Asset (so, two per Doubles Pair).
  - Victory Points are scored as follows-
- Each Objective, held by your Doubles Pair at the end of the game is worth 5 Victory Points.





## Favourite Opponent Votes

At the end of the weekend, we ask every player to vote for the individual player they most enjoyed playing against, be it for whatever reason. Maybe they were exceptionally sporting, or their army was beautiful. Maybe they went out of their way to make sure you had a great game or were just fun people to be around. For whatever reason it is, please make this vote to recognise the effort that opponent made in ensuring your enjoyment- there are extra prizes available for folks who get multiple votes!

## The Awards Ceremony

After the final bullet casing rattles to the ground and the screams of the wounded fade from our ears we will take the time to recognise those players who have stood out over the weekend. Not just for gaming prowess but for every aspect of the hobby. The awards we'll be giving away this weekend are:

**The Victors of Praedis Zeta:** To every member of the winning Faction.

**The Company Champion:** To the player(s) from the Imperius Reavers Faction who receive the most Favourite Opponent votes.

**Chosen of the Patriarch:** To the player(s) from the Bijall Faction who receive the most Favourite Opponent votes.

**The Artificer's Commendation:** To the player who receives the most vote for Best Army.

**The Labours of the Archivist:** To the player who produces the Best Army List.

**Legends Painting Competition Winners:** To the players who receive the most votes in the respective Legends Painting Competitions.

**Terminator Honours:** To the player the Faction Head of the Imperius Reavers deems to have made the valuable contribution to their Faction (at his discretion).

**Mind of the Brood:** To the player the Faction Head of the Bijall Cult deems to have made the valuable contribution to their Faction (at his discretion).

**The Power of the Hive Mind:** For the Winning Pub Quiz Team.

**The Warhammer World Knight of The Inner Circle:** For truly exceptional Sportsmanship.



## Hobby Awards and How to Win Them

### Best Army

If you wish to be considered for the Best Army Award, we ask you to leave one of the armies you are using this weekend out on the table you last played on during the afternoon break on Saturday. We will then have a close look at the models on display make a shortlist of forces we believe to be the best in the hall, and nominate them for the Best Army Award. The criteria we use when deciding our nominations are –

- Quality of Painting – is there a high technical quality of painting across the army?
- Appearance as a whole – does the army look great as a whole on the table? Do the models complement each other?
- Originality – are there conversions, or a colour scheme we haven't seen before? Is your army unique?
- Theme – is your army obviously themed?
- Centrepiece- is there a great centrepiece model for the army?
- Army extras – have you got cool objective markers etc?

If you've been nominated for the Best Army Award, you will be informed during the first game on Sunday morning. (Please note – we will ask you if have painted everything yourself. Please be honest here – if you didn't paint the army, let us know. If you didn't paint the army yourself, we can't put you forward for the Best Army award, as it would be unfair on those that have). All the nominees will then have the chance to display their models over the lunch break while all the players at the event vote on them in secret, using the painting competition slips on your record sheets. The player who receives the most votes will win the **The Artificer's Commendation** at the Award Ceremony.



### Best Army List

Every time we have an event here at Warhammer World, we're amazed by the quality of the army lists we get handed to us – old dusty tomes, electronic read-outs, scrolls, skulls, shields, fully illustrated books and the like! We even had a life-sized Bloodletters head handed to us once... To honour this creativity, we created the Best Army List award. Judged by the member of the Events Staff who checks all of the army lists, this prize goes **entirely** on presentation, and not on the composition of your army in any way. So why not go mad and see what you can create? The player who is judged by us to have the most extravagant and well-presented army list will win The Labours of the Archivist at the award ceremony!

### **LEGENDS** PAINTING COMPETITION

The Legends Painting Competition is your opportunity to show off your painting and modelling skills over a few models rather than a whole army. If single miniature modelling and painting is your hobby speciality, then here's the chance to show off! There are 5 Categories-

**Hero of Legend:** All types of Infantry, Bikes, Jetbikes & Cavalry.

**Beast of Legend:** Monstrous Creatures, Beasts, Flying Monstrous Creatures.

**Engine of Legend:** All Vehicles, Artillery.

**Monument of Legend:** All Fortifications.

**Company of Legend:** For complete units of either Genestealer Hybrids or Imperius Reaver Alien Hunters.

Any player can enter as many categories as they like but are restricted to one entry per category. Entrants must be in by 12:30 so voting can start. Each player at the event may vote once in each category using slips from their record sheet. Whichever models get the most votes in each category will win the appropriate award in the award ceremony.

### **The Warhammer World Knight of the Inner Circle**

The Knight of the Inner Circle Award is Warhammer World's highest prize for sportsmanship, and is only very rarely given out. It goes to any player who manages to score a full house of seven out of seven potential Favourite Opponent votes. As only four of these have ever been awarded in our history (at the time of writing), it is a prestigious award indeed.

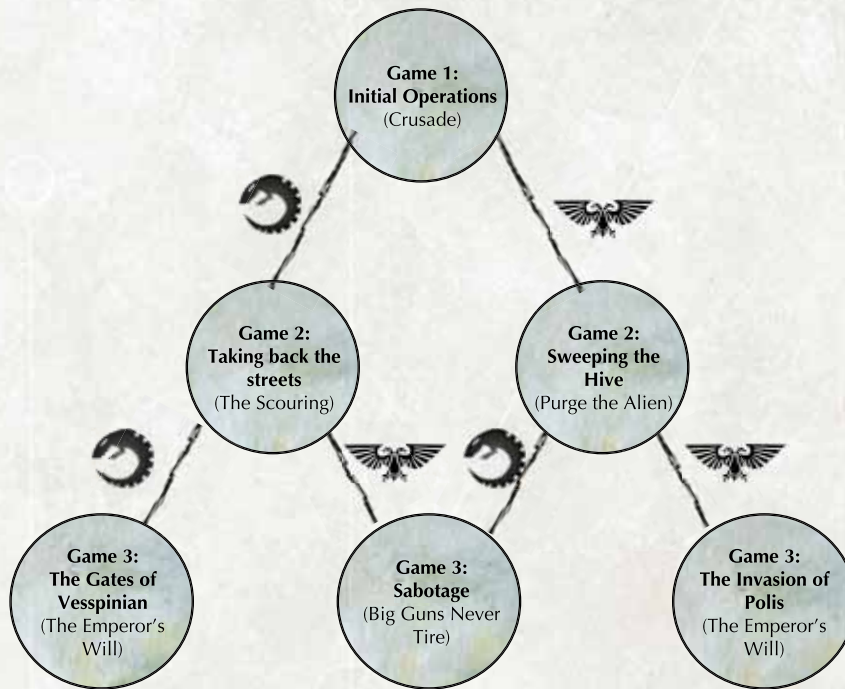




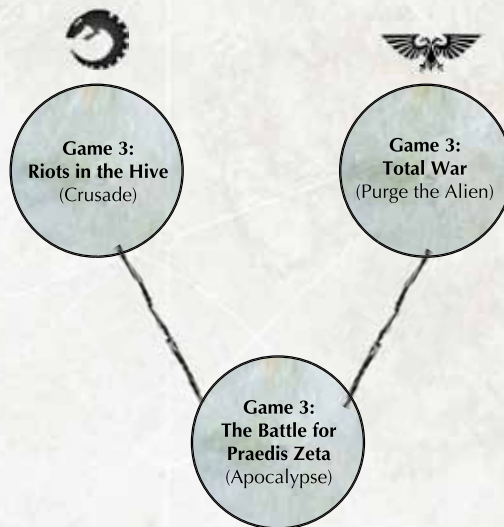
## The Campaign Tree

As the weekend plays out, what scenario we play during each round depends on which of the two factions is currently in the lead, and will reflect the story being told. Make sure you prepare your armies for each scenario – you never know what games we will be playing!

### Day 1



### Day 2



#### Special Dietary Requirements?

If you have any special dietary requirements that we should be aware of, please let us know as soon as you arrive. That way, we can ensure we have something ready for you to eat!

#### Contacting us

If you have any questions, or need further information, please do not hesitate to contact us:

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Post: Warhammer World Events Team, Games Workshop, Nottingham, NG7 2WS



Find us and follow us on Facebook- Games Workshop: Warhammer World.