

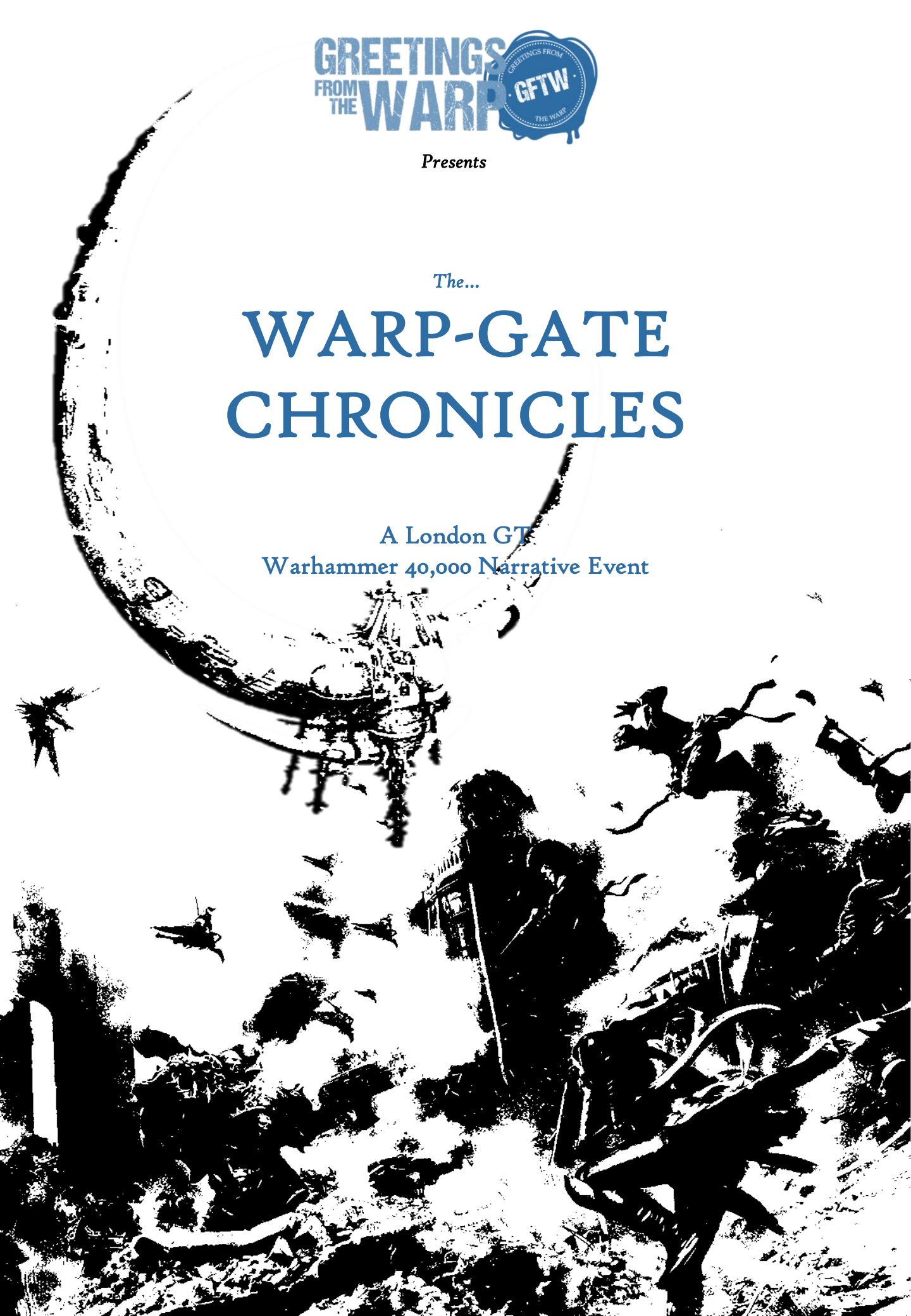


Presents

The...

WARP-GATE CHRONICLES

A London GT
Warhammer 40,000 Narrative Event





Preface; Greetings...

2014

The start of something...

Having been into Wargaming for over a decade, the lads were keen tournament and event goers. Whether Fantasy or 40k, and with Skaven, Ogre, and Eldar armies packed up ready to go, the lads had been enjoying attending the ever-popular Warhammer World events. Mainly down to the Saturday night shenanigans, however, still a great time was had, and more importantly, further and lasting friendships were made, and great battles and victories fought.

It was also around that time, their weekend hobby events and socials grew, and grew, and grew... Starting out at just 2-3 people round for games and hobby talk, not long later, they had 14 people taking over a 3 bed semi in a sleepy Burton Latimer.

January 2015

The birth of Greetings from the Warp...

Organising hobby weekends was becoming ever more a full time job, with the lads using text, WhatsApp, Messenger and phone to invite people around, as they were plugged into the various chats, groups and hobby circles...

This is when they started a Facebook group so they could chat with everyone, all at once and over one platform. This seemed to work really well, making their life easier when coordinating weekends and logistics, food and stores, trash-talk and games (and when trying to cancel impulse purchases..). The weekend socials flourished.

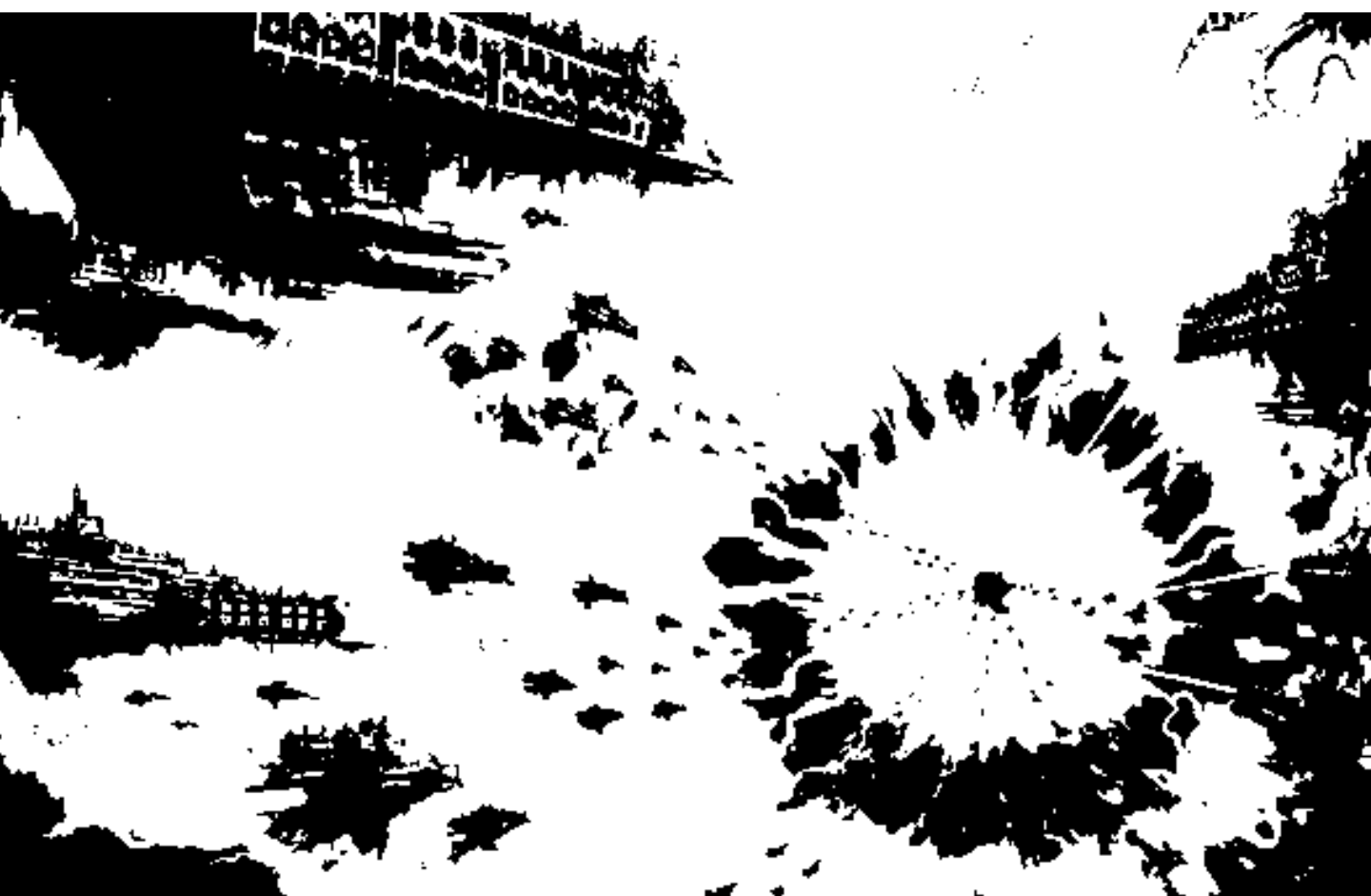
It was then around this time when they ran out of space. They just couldn't fit anymore into the house. Either Greetings moved house, or they needed an alternative venue.

2018

Greetings and Great-things...

Over 3 years later, and with a long time friend now helping run events, and a great team of Warp-Generals helping out behind the scenes, the Greetings from the Warp lads are having a great time in the hobby. Diversifying, with some further Facebook groups called 'Greetings from Sigmar' (Age of Sigmar) and 'Greetings from the Underworlds' (Necromunda and Shadespire), and with Twitter and Instagram social media accounts also, the lads are still loving running events, with every event seemingly bigger and better than before.

In total, they've ran approx. 24 events; starting out with 10 people, to now selling out in record time with 60 player Heresy Narrative events. Having sold 1000's of burgers and hundreds of home-made curry's at their (in)famous 'Dorn's Kitchen', 2018 has been a fantastic year already for the lads.





Chapter One; The BEFORE...

114.M42.

In the wake of the fall of Cadia, Abbadon the Despoilers 13th Black crusade races towards Terra. The traitor legions pour forth from the Eye of Terror like never before, countless Daemon Worlds bursting into real-space in numbers never before seen. Rumour spreads like a plague that Daemon Primarch's have be sighted where the fighting is thickest.

The Great Rift, a titanic tear in Reality has ripped the territory of the Imperium of Man in half. Galaxy wide Warp-Storms hammer ceaselessly across the galaxy, making warp travel and communication near impossible.

Archmagos Belisarius Cawl mysteriously reappears and forms a strange allegiance with a mysterious Aeldari faction known as the Ynnar. Together they awaken the Ultramarines Primarch Roboute Guilliman from his millennia-long slumber in a stasis chamber. Thrust straight into battle, Guilliman is reinstated as Lord Commander of the Imperium. He launches The Indomitus Crusade leading from the front on hundreds of battle fields to restore the grip of the Emperor over the fractured Imperium once more.

The Tau Empires Forth Sphere expansion is lost due to the effects of the Great Rift. The Necrons continue to awaken at a never before seen pace, entire Tomb World's rising like metallic weeds keen to rebuild their ancient empire. Hive Fleet Leviathan, Behemoth, Kraken and hosts of Splinter Fleets assail world's with out mercy, making their inexorable way towards Terra and the gleaming Psychic Beacon, The Astronomicon. Xenos races enter the fray, from the mighty Orks, to the cruel Drukhari, each waring and making power plays for personal gain, sport or for more mysterious agendas unknown to all but themselves.

The Adeptus Mechanicus safe guard the Knowledge that the Technology of the Golden Throne is failing, with no known way to repair the technical marvel, will the Emperor of Mankind finally perish?

And so, in the far future of the 42nd Millennium, there is only war...



Chapter Two; The NOW...

114.M42.

Segmentum Solar.

The Armageddon System.

A colossal Warp-Gate explodes into existence in The Armageddon System.. Whether this is down to to The Warp Rift, maybe at the behest of unknown powers, or by some unexplainable malefic phenomenon, it is of no matter...

The 10 planets of The Armageddon System bares witness as endless fleets of the Imperium race to marshal defences. Malign forces of Chaos Space Marines and Daemons draw closer, and curious and cruel Xenos races flood to the system to contest for this rare prize. It is unknown to where the Warp-Gate leads, but during the turbulent times, safe and quick passage to another point in the galaxy could turn the tide of war for whomever has control of the gate...

This weekend you will be fighting for one of three factions. Imperium, Chaos and Daemon, or Xenos.

You are fighting for control of a colossal Warp-Gate that has spontaneously appeared in The Armageddon System. Fighting over all 10 planets of the system, the victors will be the Faction able to hold the most strategic locations. You are fighting for overall Faction victory and not for individual glory. However individual acts of heroism will help seal overall victory. To represent the holding of strategic locations, the Faction that scores the most tournament points over this weekend will control the Warp-Gate.



Chapter Three; Etiquette...

Preparing for Glory:

- We will be using the Warhammer 40,000 Matched Play rules (found on pages 214-215):
 - Including changes made in Chapter Approved 2017 edition, (see pages 66-67 of chapter approved)
- All armies must be a maximum of 2000 points
- All armies must be Battle-forged with a maximum of three detachments:
 - A minimum of 1 detachment must be either a Battalion or Brigade
- We will be using all current and in-print Warhammer 40,000 Index's and Codex's from Games Workshop and Forge World.
- Any new Codex's released after May 1st 2018 will not be used for this event

Code of conduct:

- When you arrive at your table for your game, please introduce yourself to your opponent, shake hands and exchange lists
- Please explain any unique or cool conversions you have
- Whilst this is an event with winners and losers, please remember this is a narrative event and FUN must be at the heart of everything we do



Chapter Four; Gaming

Models:

- All models / units must be fully painted and based
- No proxy's
- Conversions are welcome but it must be similar in size and shape to the original model from GW;
 - All models used must be the right model for the unit taken, for example: A Space Marine Terminator cannot be used to represent a Space Marine Centurion
- At the discretion of the TO's, if they feel the model / unit is not suitable and or doesn't meet the above standards, they will ask the player to kindly remove it from play for the event

House Rules:

- Measuring will be base to base, and NOT model to model

Timekeeping:

- To enable us to deliver a great day that starts and finishes on time, we need the help of all players
- To allow the player to get the most from the event, it's important we stick to the timings of the event
- It's at the discretion of the TO's to move around timings either nearer the event, or on the weekend
- Regardless of timings, the TO's will give you:
 - 60 minute notices
 - 30 minute notices
 - 15 minute notices
 - 5 minute / last turn notices
- Battle-rounds cannot be started by either player in the last 15 minutes of the game



Chapter Five; Scoring

Scoring:

- Victory Points are used to determine who wins the game, as per the Missions special rules;
- Whoever scores the most objectives, or gains the most Victory Points in the game, will be awarded Tournament Points. For example;
 - Win= 5 Tournament Points
 - Draw= 3 Tournament Point
 - Lose= 1 Tournament Points
 - Conceding = 0 Tournament Points
- We will give all players a score sheet to track their scores on
- You will be responsible for keeping track of your own scores through out the game
- At the end of each game, you will be responsible for handing in your score to the TO's or registration desk;
 - If you hand in the wrong scores, at the discretion of the TO's it will be changed and updated
- From game Two, we will be using a mix of a swiss-system based on player Tournament Points, Faction alliances and grudges to determine who will play who next
- Whilst this is a narrative event, we are curious around who and what player and army scored the most points...
 - We will use the total Tournament Points to determine who scored the most from the Imperium Faction, the Chaos / Daemons Faction, and the Xenos Faction
 - They will be hailed as the Warp-Gate Faction Champions
- That said, the Faction that scored the highest Tournament Points, will be hailed as the Defenders of the Warp-Gate:
 - In an event of a draw, we will use Victory Points to determine any ties



Chapter Six; Early killing...

Tabling your opponent;

- Whilst we want all games to go the full 5+ turns, and each player feel like they had a great and full game, we also understand on occasions you can table someone earlier in the game:
 - The player who is tabled receives 1 Tournament Points
 - The player who tables their opponent scores 5 Tournament Points
 - **N.B. The player who tables their opponent also gets their following player turn to move and try to capture any / what objectives they can in their final turn**

Conceding the game;

- If a player concedes the game at any stage:
 - The game ends
 - They receive 0 Tournament Points
 - They receive 0 Victory points
 - The opponent receives 5 Tournament Points
 - **N.B. They also get their following player turn to move and try to capture any / what objectives they can in their final turn**



Chapter Seven; Etiquette Part 2

Disputes:

- If at any stage during the game, you and your opponent have a rule query or dispute:
 - Please use the rulebook to try and answer it
 - It is the players responsibility to try and resolve the query as best and as adult as possible
 - If however you are unable to get to a resolution and a TO is needed to get involved, their discretion and answer is final

Spectators:

- We actively encourage visitors, onlookers, friends, second-hand Generals and tactical support officers
- It's an important part of the hobby that people visit and watch the games
- That said however, whenever watching a game, please be mindful of the players, and interrupting them or the game flow
- In trying to create a fantastic event, where everyone has a great time, when spectating a game, please DO NOT give a player any ideas, tactics, rules or advice on how to play their game;
 - If we find this is the case, at the discretion of the TO, we will ask you to leave our part of the event
 - We really hope this is not the case and will not happen, however it is our duty of care to protect our players and create the best games possible



Chapter Eight; Special Rules...

The Warp Giveth...

- Keep track of how many Tactical Objective Cards you achieve during each game
- For every 3 cards you successfully complete during each game you may roll a D6 on the warp gift table
- When rolling on the Warp-gift table;
 - You cannot use a command re-roll, nor can you use a command re-roll for the effects of the gift
 - Each gift can only be used once per game and will not carry over to the next game
- Using a gift will cost one command point

D6	Warp-Gift	Effect	Notes
1	Power is Power	Add 1 to the strength, toughness and wounds characteristic of one (none-unique) model for the rest of the game	
2	Future Sight	Select from your Maelstrom card-deck 0-2 Maelstrom objective cards, and swop them with 0-2 cards in your current hand (shuffling the deck after)	
3	Sea of Souls	Select one unit on the battlefield, the unit suffers D3+1 mortal wounds	
4	Greetings from the Warp	Select one Infantry unit on the battlefield , return D6+1 slain models back to life	
5	Rebirth	Bring a single HQ unit back to life with D6 wounds	
6	Empyric Choir	Cancel the effects of a single Empyric Storms event card; The card has no effect.	



Chapter Eight; Special Rules...

Empyric Storms:

- Due to the instability created by the Warp-Gate, fighting in The Armageddon System is unpredictable and chaotic
- Use the rules for Empyric storms on page 108 of the 2017 Chapter Approved book
- These cards won't be used however:
 - 55 Uncontrolled Mutation
 - 56 Dark Possession
 - 65 Daemotide
 - 66 Empyric breach
 - Re roll if you get any of these results
 - If you are using the Battlezone Empyric Storms card deck remove these cards
- Due to the inability to use psykers or because they choose not to:
 - Any army that contains no psykers can re roll/ re draw a card from the empyric deck once per turn

N.B.

We suggest reading these rules before the event and playing a few games using them, as the rules represent the Warp changing the laws of reality, manifesting fell creatures and imbuing psykers with unfathomable power.

Chapter Nine; Missions...





Mission 1... Rare Opportunity

The battlefield:

- The players place 6 objective markers, as detailed in the Tactical objectives section of the Warhammer 40k rulebook.

Deployment:

- Dawn of War deployment map
- The player who placed the 6th objective marker picks one of the deployment zones for their army
- Their opponent uses the other deployment zone
- The players alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone
- A player's models must be set up wholly within their deployment zone unless a special rule says otherwise
- Continue setting up units until both sides have set up their army

First turn:

- The players roll off, and the player who finishes setting up their army first adds 1 to their result
- The winner can choose to take the first or second turn
- If they take the first turn, their opponent can roll a D6, on a 6, they manage to steal the initiative, and they get the first turn instead!

Tactical objectives:

- This mission uses Tactical Objectives
- If, at the start of a player's turn, they have fewer than 3 active Tactical Objectives, they must generate Tactical Objectives until they have 3



Mission 1... Rare Opportunity

Swift Redeployment:

- With multiple factions arriving in the Armageddon system to claim the warp gate, armies find themselves having to react to the arrival of the new threats or be eradicated
- At the start of each player turn the player whose turn it is rolls a D6
- Find the objective marker that corresponds to that number rolled
- The opponent now moves that objective marker, that same number multiplied by 2, in any direction
 - For example, a 4 is rolled on a D6
 - Find objective marker number 4
 - That is now moved $4 \times 2 = 8$ inches
- This might bring an objective within 12" of other objective markers or within 6" of a table edge
- The objective marker must remain on the ground floor of buildings.

The Warp Giveth...

- See player pack for further information

Empyric Storms:

- See player pack for further information

Battle length:

- At the end of battle round 5, the player who had the first turn rolls a D6
- On a 3+, the game continues, otherwise the game is over
- At the end of battle round 6, the player who had the second turn rolls a D6
- This time the game continues on a 4+, otherwise the game is over
- The battle automatically ends at the end of battle round 7



Mission 1... Rare Opportunity

Victory Conditions:

- At the end of the game the player with the most victory points is the winner. If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory points are scored for the following:
- Slay the Warlord
- First Strike
- Linebreaker



Mission 2... Double Edged Sword

The battlefield:

- The players place 6 objective markers, as detailed in the Tactical objectives section of the Warhammer 40k rulebook.

Deployment:

- Hammer and Anvil deployment map
- The player who placed the 6th objective marker picks one of the deployment zones for their army
- Their opponent uses the other deployment zone
- The players alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone
- A player's models must be set up wholly within their deployment zone unless a special rule says otherwise
- Continue setting up units until both sides have set up their army

First turn:

- The players roll off, and the player who finishes setting up their army first adds 1 to their result
- The winner can choose to take the first or second turn
- If they take the first turn, their opponent can roll a D6, on a 6, they manage to steal the initiative, and they get the first turn instead!

Tactical objectives:

- This mission uses Tactical Objectives
- If, at the start of a player's turn, they have fewer than 4 active Tactical Objectives, they must generate Tactical Objectives until they have 4



Mission 2... Double Edged Sword

Double Edged Sword:

- The rate and intensity of battle increase, the empiric storms give psykers the ability to reach new heights of power. A wise general will capitalise on the mistakes of their enemies.
- During this game any tactical objectives discarded by you opponent must be kept separate
- You may choose to draw either from your own deck or your opponents discarded pile
 - Only Maelstrom cards discarded at the end of your turn count as discarded, not cards that are impossible to complete when you draw them and thus discarded

The Warp Giveth...

- See player pack for further information

Empyric Storms:

- See player pack for further information

Battle length:

- At the end of battle round 5, the player who had the first turn rolls a D6
- On a 3+, the game continues, otherwise the game is over
- At the end of battle round 6, the player who had the second turn rolls a D6
- This time the game continues on a 4+, otherwise the game is over
- The battle automatically ends at the end of battle round 7



Mission 2... Double Edged Sword

Victory Conditions:

- At the end of the game the player with the most victory points is the winner.
- If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory
- Points are scored for the following:
 - Slay the warlord
 - First Strike
 - Linebreaker



Mission 3... Disturbance in reality

The battlefield:

- The players place 6 objective markers, as detailed in the Tactical objectives section of the Warhammer 40k rulebook

Deployment:

- Search and destroy deployment map
- The player who placed the 6th objective marker picks one of the deployment zones for their army
- Their opponent uses the other deployment zone
- The players alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone
- A player's models must be set up wholly within their deployment zone unless a special rule says otherwise
- Continue setting up units until both sides have set up their army

First turn:

- The players roll off, and the player who finishes setting up their army first adds 1 to their result
- The winner can choose to take the first or second turn
- If they take the first turn, their opponent can roll a D6, on a 6, they manage to steal the initiative, and they get the first turn instead!

Tactical objectives:

- This mission uses Tactical Objectives
- If, at the start of a player's turn, they have fewer than 4 active Tactical Objectives, they must generate Tactical Objectives until they have 4



Mission 3... Disturbance in reality

Mind Tricks:

- During this game reality is fragmenting, thus far models with the Psyker and daemon keyword have gained benefits from the Empyric storms. No longer!
- Models with out the psyker and/or Daemon keyword add 2 to their movement value.
- Psykerand demons are struggling to keep up with the ebb and flow Of the battle with the disturbance. If any empyric storm Card is drawn that has the psyker or daemon keyword on it, It has no effect. Don't draw another card this turn

The Warp Giveth...

- See player pack for further information

Empyric Storms:

- See player pack for further information

Battle length:

- At the end of battle round 5, the player who had the first turn rolls a D6
- On a 3+, the game continues, otherwise the game is over
- At the end of battle round 6, the player who had the second turn rolls a D6
- This time the game continues on a 4+, otherwise the game is over
- The battle automatically ends at the end of battle round 7



Mission 3... Disturbance in reality

Victory Conditions:

- At the end of the game the player with the most victory points is the winner.
- If both players have the same, the game is a draw. In addition to achieving Tactical Objectives, victory
- Points are scored for the following:
 - Slay the warlord
 - First Strike
 - Linebreaker



Mission 4... Blackout

The battlefield:

- The players place 6 objective markers, as detailed in the Tactical objectives section of the Warhammer 40k rulebook

Deployment:

- Spearhead assault deployment map
- The player who placed the 6th objective marker picks one of the deployment zones for their army
- Their opponent uses the other deployment zone
- The players alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone
- A player's models must be set up wholly within their deployment zone unless a special rule says otherwise
- Continue setting up units until both sides have set up their army

First turn:

- The players roll off, and the player who finishes setting up their army first adds 1 to their result
- The winner can choose to take the first or second turn
- If they take the first turn, their opponent can roll a D6, on a 6, they manage to steal the initiative, and they get the first turn instead!

Tactical objectives:

- This mission uses Tactical Objectives
- If, at the start of a player's turn, they have fewer than 5 active Tactical Objectives, they must generate Tactical Objectives until they have 5



Mission 4... Blackout

Poor visibility:

- The sky's on all 10 planets turn dark as the warp gate dulls the sun's and moons, almost as if the gate is drawing in light itself.
- During this game the range of all shooting attacks and psychic power is limited to 30". Targets further away can not be seen or attacked

Shared fate:

- During this game you must share a maelstrom deck, if you are using a faction specific deck count the faction specific cards as normal objective secured cards 11-16, which are hold objective 1 to 6

Unknown outcome:

- If at any point during this game you draw or your opponent draws the last maelstrom card from the deck, stop immediately, get the attention of one for the greetings from the warp team and await further instructions

The Warp Giveth...

- See player pack for further information

Empyric Storms:

- See player pack for further information



Mission 4... Blackout

Battle length:

- At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7

Victory conditions:

- At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw



Mission 5... End Game

The Battlefield:

- The players place 6 objective markers, as detailed in the Tactical objectives section of the Warhammer 40K rulebook

Deployment:

- Frontline assault deployment map
- The player who placed the 6th objective marker picks one of the deployment zones for their army
- Their opponent uses the other deployment zone
- The players alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone
- A player's models must be set up wholly within their deployment zone unless a special rule says otherwise
- Continue setting up units until both sides have set up their army

First turn:

- The players roll off, and the player who finishes setting up their army first adds 1 to their result
- The winner can choose to take the first or second turn
- If they take the first turn, their opponent can roll a D6, on a 6, they manage to steal the initiative, and they get the first turn instead!

Tactical objectives:

- This mission uses Tactical Objectives
- If, at the start of a player's turn, they have fewer than 5 active Tactical Objectives, they must generate Tactical Objectives until they have 5



Mission 5... End Game

Location of importance:

- With victory balancing on the edge of a knife and the war for the Armageddon warp gate during to a close, all factions make one final push to secure the system
- Mark the centre of the board with an objective marker. This is the location of importance, at the end of the game the player who holds this objective gains 8 victory points

At all costs:

- During this game any units killed in combat award 1 victory point

The Warp Giveth...

- See player pack for further information

Empyric Storms:

- See player pack for further information

Battle length:

- At the end of battle round 5, the player who had the first turn rolls a D6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn rolls a D6. This time the game continues on a 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7

Victory conditions:

- At the end of the game, the player with the most victory points is the winner. If both players have the same, the game is a draw