

IMPERIAL ARMOUR™



Badab Campaign Weekend Part 2

Introduction

Hail to all and welcome to the rules pack for the second weekend returning to the events surrounding the Badab War, where I know you will have a fantastic experience. The aim of this weekend is to allow you, the player, to develop your own character alongside the events of the Badab War, but more on that later!

Rather than being a prequel or sequel to the events of the Badab War itself I have intended for you to follow key moments of the timeline where you can relate to legendary heroes such as Commander Culln or Lugft Huron and make your own character decide his own fate, much like they did together with the consequences that followed....

This event is truly unlike any campaign weekend we have ever run before and you yourself will contribute to outcome of the Badab War by playing and refighting certain background events – ‘what if’ style scenarios where you the player can carve out a fate for yourself in the blood and carnage of the 41st Millenium! Will your heroes go down in the annals as defiant individuals who held against those that would break the Imperium of Mankind, or will they fight for what they believe is right in the eyes of an uncaring galaxy? It’s time to board your transports and carve out your destiny in the Badab Sector!

I’ll see you in space!
Barnaby Newton
Campaign Organiser and Master Epistolary of the Astral Claws

The Badab War

The Badab War it is a story of Lugft Huron’s ultimate aim to create a vast legion of Space Marines under his command to defend mankind’s realms from threats originating in a very dangerous sector called the Maelstrom zone. From his lair within the Badab Sector, he could strike at key location across the region where the threat would come, with massive resources at his disposal he was a vital tool in the Imperium against the filth from the Maelstrom. However, not all goes well in the 41st millennium as Huron wanted more and more power – he petitioned Terra for much needed boost to his forces in order to subjugate the entire Maelstrom, including increasing the ranks of his Space Marine Chapter the Astral Claws. His request was denied and so started his inevitable fall from grace, allowing his greed to dictate his next action resulting in the destruction of an investigation fleet sent from Terra. The Imperium then sent forces to bring the now self proclaimed Tyrant Of Badab to account for his actions.....

Registration

At the beginning of the weekend, when you first arrive at Warhammer World, you’ll need to register with the Events team, who will tell you everything you need to know about the campaign weekend. There are two registration times for you to choose from – Friday night

between 6:00 pm and 8:00 pm, and Saturday morning between 8:00 am and 9:15 am. To register, you will need –

- Your ticket to the event
- Two copies of each of your army lists that you are using over the weekend. One copy is for us to check over, the other is for you to keep. Please note your name and your ticket number on each page you hand in to us.

Once you have successfully registered, you will be given a number of important things, including score sheets, your weekend wrist-band and a Badab Hero record sheet (these will all be explained when you get them). Hang on to these over the weekend– you’ll be needing them! Registration is also the perfect time to ask any questions you may have of the Events Team – we’ll be happy to answer any queries you may have.

Your Faction

When you register at the start of the weekend, you’ll be placed into one of two factions – Heralds of Liberation and Crusaders of Righteousness. These two factions represent the warring sides in the Badab War, but, much like the Space Marines in the conflict, you won’t know which side in the campaign you represent until the very end! Throughout the weekend, you will fight against members of the opposing faction, and only one faction will be declared the winners! As such, you are fighting for the glory of your faction rather than personal glory, but there will still be awards and accolades for the best performing heroes of both sides. Fight well with your allies in your faction – they are your battle brothers in the Badab Sector and your victory here relies on teamwork!

Your Army

Over the weekend, you’ll be playing 5 games, of differing points values, and so you’ll need to design army lists for each of the differing values –

Game	Scenario	Points Size
1	Passage of the Unhallowed Heart	500
2	Negotiations at Shedim	1500
3	Devastation in the Sigard System	2500
4	Breaking the Ring of Steel	2000
5	Escape and Expurgation	2000 (each)

For this weekend, you may use army lists from any of the current Warhammer 40,000 Codex books, as well as those from Imperial Armour Volume 9– The Badab War and Volume 10– The Badab War Part 2. However, they must also follow these additional rules–

- HQ choices change to being 0–1. This is because your army will already be being led by your Badab Hero, which is discussed later.
- You may not use any named special or named characters from any of the Warhammer 40,000 codexes. Specifically, this means any unit entry which has the term “unique” in their unit entry. This also counts towards named unit upgrades such as Sgt Telion or Boss Snikrot.
- However, you may use any of the named Special Characters from Imperial Armour Volumes 9 & 10 – The Badab War parts 1 & 2 (so long as they are legal with your army list).
- If you are using a special character from the Imperial Armour Badab War books, you must use the correct model produced by ForgeWorld. If there is not yet a model of the character you are using, you may use a suitable alternative. Any conversions must be appropriate and be on the correct base size.

The reason behind this restriction on Special Characters is because we want this weekend to be themed around the Badab Wars, and as such only heroes that fought there to be in attendance!

Your army must be fully painted and based, and be completely WYSIWYG. For full details on what this exactly entails, please see the Warhammer World Events Guide, available at this path–

www.games-workshop.com> Warhammer World> Warhammer World Events> Events Guide

The reason we ask for armies to be up to this standard is for the sake of the other players. Many people come to Warhammer World to one of our Event Weekends because it’s their chance to see some great armies and play against fully painted forces. There’s nothing better for any hobbyist than playing a game on great terrain with two fully painted armies!

Your Badab Hero

The Badab War was a time of great heroes, where glory and promotion was won, and where legends were cemented in the annals of history. Over this weekend, we want to give you the opportunity to develop your very own Hero, as well as his name, background and personality. As such, you need to design a character to be known as your “Badab Hero”. He is an additional model you get for free in every game (eg– in the 500 point game, you get 500 points AND your Badab Hero). You will be given a record sheet (these will also be available to download separately before the event) on which you will need to keep track of your hero as he undertakes mighty deeds and earns upgrades over the Campaign. To design your Badab Hero, follow these rules–

- Your Badab Hero, including the cost of the model and any upgrades or wargear combined, must be no more than 150 points.
- Any points you do not spend of these 150 are lost and cannot be carried over into your regular army lists.

- You may only take a certain hero for each army– see the chart below to see which unit entry your army must base their Badab Hero around–

Codex/ Army List	Hero
Black Templars	Marshal (Codex: Black Templars p.31)
Blood Angels	Captain (Codex: Blood Angels p.84)
Chaos Daemons	Herald (Codex: Chaos Daemons p.81)
Chaos Space Marines	Chaos Lord (Codex : Chaos Space Marines p.92)
Dark Angels	Company Master (Codex: Dark Angels p.80)
Dark Eldar	Archon (Codex: Dark Eldar p.34)
Eldar	Autarch (Codex: Eldar p. 60)
Grey Knights	Grey Knight Brother Captain (Codex:Grey Knights p.84)
Imperial Guard	Lord Commissar (Codex: Imperial Guard p.92)
Necrons	Overlord (Codex: Necrons p.89)
Orks	Warboss (Codex: Orks p.97)
Sisters of Battle	Cannoness (see official White Dwarf update)
Space Marines	Space Marine Captain (Codex: Space Marines p.132)
Space Marine Siege Assault Vanguard	Space Marine Captain (Codex Space Marines p.132)
Space Wolves	Wolf Lord (Codex: Space Wolves p.84)
Tau Empire	Tau Commander –Shas’o (Codex: Tau Empire p.32)
Tyranids	Tyranid Prime (Codex: Tyranids p.87)
Tyrant’s Legion	Legion Centurion (Badab War Part 2 p.178).

- You may only take **one** Badab Hero, even if your codex says you may have two choices for one HQ slot (eg– Chaos Daemons/ Space Wolves).
- Your Badab Hero is an Independent Character and can move and fight as normal (see p.47 of the Warhammer 40,000 Rulebook).
- Your Badab Hero counts as an HQ choice, so therefore may be deployed at the beginning of a Dawn of War mission.
- Your Badab Hero must be represented by an appropriate Citadel or ForgeWorld model, and have all of its weapons and upgrades modeled onto it in the usual way (see ‘What you see is what you get’ – p.47 of the Warhammer 40,000 Rulebook).

At the end of each battle, your Hero will have gained experience, and so therefore will gain an upgrade. You will see in each scenario that there is a section called “Hero upgrades”, where there are two special rules listed. **If you win the scenario**, you may pick **one** of the two special rules you would like your hero to gain, and note it on your Badab Hero Record Sheet. He now

has that special rule for the remainder of the Campaign Weekend! **If you lose the scenario**, once the winner has chosen which special rule his hero is to acquire, your hero gains the remaining special rule. Again, note this on your Badab Hero Record Sheet – your hero has this special rule for the remainder of the Campaign Weekend! (In the case of a draw, players roll off – the high scorer picks the upgrade first and the low scorer second).

To find the rules about Independent Characters with special rules joining and leaving units, see p.48 of the Warhammer 40,000 Rulebook.

Scenarios

Game 1 – Passage Of the Unhallowed Heart

Long before the Badab Sector became synonymous with mass betrayal of Space Marine against brother Space Marine not seen since the events of the Heresy thousands of years before, the Astral Claws, then led by Chapter Master Rovik Blake met any threat thrown originating from the Maelstrom. But then the long range augurs detected a space hulk emerging from the edge of the Maelstrom known as the Unhallowed Heart. As it ploughed through space madness erupted all around as within the craft were daemons spreading palpable waves of emotion and insanity, infecting all those nearby.

This mission represents the introduction of a new hero who enters the fray ready to defeat his enemies and protect what he believes is vital. As the ship moves from system to system parts of it are raining down on the surrounding planets. Each side intends to claim these fallen parts, and either place them in quarantine for close examination by the Inquisition or harvest them in order to further their own power in the coming storm.

Points 500pts
Mission type Seize Ground with only 3 Objectives
Deployment Spearhead

Special Rules: The Maddening Warp is upon us! At the start of each *Game Turn* each Objective moves D6" in a random direction decided by the Scatter Dice. This represents the daemon possessed hull of the Unhallowed Heart wanting to diffuse into reality and escape the clutches of its captors. (Note – this happens whether an objective is claimed or not!)

Hero Upgrades

- Fearless
- Re-roll Morale and Pinning checks

Game 2– Negotiations At Shedim

Long after the Unhallowed Heart was destroyed, pyres of the Badab sector are burning bright as the Loyalists and Secessionists are annihilating one another. A parlay is reached which allows a chance to discuss what happens next in this titanic conflict and so bring it all to a speedy end. However all is not as it seems as conflict breaks out between parties, each claiming and counter claiming it was the other who orchestrated an ambush

with the deliberate intention of cutting off the head of the snake.

This mission represents your Badab Hero taking the opportunity to eliminate the enemy commander whilst his bodyguard are elsewhere...

Points 1500pts
Mission type Annihilation
Deployment Dawn Of War

Special Rules: The End of Negotiations Both Badab Heroes must deploy with 12" of the board centre but no closer than 6" of the board centre (yet still in their chosen board half) to represent negotiations breaking down and conflict erupting between sides. He may be accompanied by up to two Troops units which deploy normally in their board half as per the Dawn of War deployment rules. All other units must be held off board as per usual Dawn Of War setup (so can come on in the first turn).

Hero Upgrades

- Preferred Enemy
- Hit and Run

Game 3– Devastation in the Sigard System

As civil war erupts throughout the Badab zone, entire armies lay waste to one another across dozens of worlds. Forces on both sides simply vent their rage on whoever is close by whether they are combatants or not. Loyalists and Secessionists alike vie for control of vital supply areas, allowing them to prosecute their campaigns further. The battles are frantic and close fought affairs as commanders lose sight of their units within the confusion and fog of war.

This mission revolves around your Heroes making the best of a chaotic situation. You must learn to evolve and adapt to changing battlefield situations in order to achieve victory. Go forth and bring fury to those who oppose you.

Points 2500pts
Mission type Annihilation
Deployment Dawn Of War

Special Rules: The Fog Of War

All units not deployed at the beginning of the game count as being in reserve (and must roll to see when they arrive as per the reserves rule – Warhammer 40,000 Rulebook p.94), but must enter the table using the outflank special rule (p.94), as keeping control of units in the confusion becomes difficult. Any unit that must Deep Strike (eg Daemons or Drop Pods etc) may do so as always, but must re-roll any "hit" results on the scatter dice and accept the second roll.

Hero Upgrades

- Furious Charge
- Feel No Pain

Game 4– Breaking the Ring of Steel

As the conflict grinds on with vast losses on both sides, it would appear that the Tyrant of Badab is slowly losing his zones of influence. Now that the Loyalists have received more and more reinforcements to contain this threat, it is realised that the enemy Heroes must be stopped, whatever it takes. Armies are mustered to locate the enemy leaders and sever their command structure with the hope of breaking the morale of their troops. This will hopefully bring about a final resolution to this world-ending conflict as the Loyalists have cornered Lugft Huron himself within his lair, the 'Palace of Thorns'. Vast resources are poured into neutralising the opponents command base, but at the same time it is important for the aggressors to protect their own commanders. Victory, though likely for the Loyalists, still hangs in the balance.

The focus of this mission is to neutralise and eliminate the enemy hero, catch him once and for all and so deliver a bitter blow to your enemy's army. However, your opponent is trying to do the same thing

Points 2000pts
Mission type Annihilation
Deployment Pitched Battle

Special Rules: The Clash Of Titans

A Badab Hero is worth 2 Kill Points instead of the usual 1. If your Badab Hero removes the last unsaved wound from the enemy Badab Hero, then the kill is worth 4 Kill Points to represent the enemy's morale breaking at the site of their leader's broken corpse being flaunted above the battlefield for all to see.

Hero Upgrades

- Eternal Warrior
- Stubborn

Game 5– Escape and Expurgation

Lugft Huron has been defeated. The Palace Of Thorns has been subjugated and the Secessionists have been dealt a blow from which they could never recover. In disarray the remaining renegades attempt to mount a lasting assault to cripple their conquerors and so make good their escape. The Loyalists, now exhausted from their daring assault on Huron's lair itself, must hold in order to consolidate their gains and destroy as many of the rebels as possible. After a short pause in the fighting following the Tyrant's downfall, mass armies join in an apocalyptic collision to decide who remains in control of the Badab system.

This is it. This final opportunity to destroy your enemy and create a name for your Badab Hero as history is written by the winners. Only victory here is acceptable. Go now, to glory!

Points 2000pts each player doubles
Mission type Seize Ground with 5 Objectives
Deployment Spearhead

Special Rules: None!

Game 5 – Doubling up

In the last game of the weekend, Escape and Expurgation, you will have the chance to team up with another member of your faction and play in a Doubles game against two members of the opposite faction. Because we know many of you will be coming with friends, or because you might meet people on the Saturday that you'd like to play alongside, we're going to give you the choice of who you wish to be teamed up with. If you wish to fight alongside someone in particular, we'll be holding a secondary registration time on Sunday morning, before the first game, where you can register your desired gaming partner.

If, for whatever reason, you don't have anyone in mind from your faction that you would like to team up with, we will place you with someone. We will place the complete listings of who is partnered with whom (but not who you are playing...!) before lunch on Sunday so you can plan your tactics!



Winning the Campaign Weekend

During this weekend, each of you will play five games, each against a member of the opposing faction, representing the struggles in the Badab Sector. As the weekend goes on, the stakes will be raised and the tension will increase! Each victory you achieve in your games will be worth a certain amount of Campaign Points, but the amount each victory is worth will depend on the game you are playing –

Campaign Points Earned

Game	Scenario	Win	Draw	Loss
1	Passage of the Unhallowed Heart	2	1	0
2	Negotiations at Shedim	3	1	0
3	Devastation in the Sigard System	4	2	0
4	Breaking the Ring of Steel	5	2	0
5	Escape and Expurgation	6 <small>(each player)</small>	3 <small>(each player)</small>	0 <small>(each player)</small>

At the end of your game, note down on your record sheet your result for the game, and hand it in to the Events Staff. Your current total of Campaign Points will be used to calculate which player of the opposing Faction you are drawn up against in the next game, to ensure you play someone of a similar ability. At the end of the weekend, we will add up all the Campaign Points earned by the players in both factions, and create a total Faction Campaign Score.

Award Ceremony

At the end of the weekend, we will hold an Award Ceremony, whereby we will recognise the achievements of those who have performed valiantly in The Badab Wars! We will also be revealing which faction was fighting for which side and which has won glory and come out on top! Make sure you stay around to see if you've won anything, to congratulate the winners and to receive a copy of the final results. We will be awarding–

- *The Heroes of Badab* – Given to each member of the winning faction
- *The Emperor's Champions* – Given to the player/ players from the Loyalist faction who have scored the most Campaign Points
- *Legion Centurion* – Given to the player/ players from the Secessionist faction who have scored the most Campaign Points
- *The Favour of the Epistolary* – Given to the player judged to have the best army list
- *Master Artificer* – Given to the player judged to have the best army
- *The Iron Halo* – Given to the player judged to have the best Badab Hero
- *The Auxilia Prefect* – Given to the player/ players from

either faction who earn the least number of Campaign Points.

- *The Honorifica Valourum* – Given to the player/players deemed by the Event Staff to be the most sporting.
- *The Ancient Aquila* – Given to the team that wins Saturday night's pub quiz!
- *The Hero of the Unhallowed Heart* – Given to the player who comes out on top in the Aboard the Unhallowed Heart game on Saturday night.

Saturday Night

Saturday night at a Warhammer World Campaign Weekend is always good fun, and this event will be no exception! Why not stay around after the evening meal and take part in–

- *Lugft Huron's Pub Quiz* – said to have been written by the master of the Astral Claws himself and passed down through generations, this devilish pub quiz has found its way (through nefarious means) into the hands of the Warhammer World Events Team! Why not form a team and test your knowledge in this entirely Warhammer 40,000–based quiz? The winning team will receive a free round of drinks in Bugmans Bar, and the Ancient Aquila prize at the Award Ceremony!
- *Aboard the Unhallowed Heart* – When the warped ship, The Unhallowed Heart was hurtling through the system, many heroes attacked it in an attempt to end its journey. Little did they know of the horrors held within... After the pub quiz, why not take your Badab Hero, with all the upgrades he currently has, and take part in a giant, multi-player hero-bash on our specially-built Space Hulk tables? You'll encounter the enemy and much, much more in the warped and strange corridors of the possessed ship... The player who is the last man standing will be awarded the The Hero of The Unhallowed Heart at the Award Ceremony!

Hobby Awards

At our Campaign Weekends, we like to recognise the achievements of the hobbyists in attendance in all areas. As such, we will be awarding a few prizes for more than just winning games!

• Best Army Award

During the first day's play, the Events Staff will circle the hall a good number of times and take a very close look at all of the armies in attendance. We will then make a shortlist of armies we believe to be the nicest 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 centerpiece model for the army?

– Army extras – have you got cool objective markers, teleport homer 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 army 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 Master Artificer prize at the Award Ceremony.

• **Best Badab Hero Award**

We will also be holding a competition to find the Best Badab Hero, which we've decided to add for those hobbyists who enjoy painting single figures! We will not be nominating anybody for this, as we do for the Best Army Award – absolutely anyone can enter! Before 2.00 pm on Saturday, simply approach the Events Staff with your model (note – this is your special Badab War Hero as described above only... no special characters here!) and we will give you a number and place your figure in the cabinet. Once everyone who wants to has entered, voting will begin. Each player can vote in secret using the slips on their record card. The player who receives the most votes will receive the Iron Halo at the Award Ceremony.

• **Best Army List**

Every time we have an event here at Warhammer World, we're amazed by the quality of some of the army lists handed to us – old dusty tomes, electronic read-outs, scrolls, skulls, fully illustrated books and the like! We even had a huge wooden Orc shield given 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 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 Favour of the Epistolary at the Award Ceremony!

• **Most Sporting Player**

There is always a great, friendly atmosphere at all of our events, but some players go really out of their way to make sure everyone else around them is having a good time. We like to recognise these players, as they truly embody the spirit of good sportsmanship. We will be keeping our eye out for any obvious candidates, but if you would like to nominate anyone for this for whatever reason you see fit, simply approach the Events Staff and let us know. The player/players we deem to have been the most sporting over the weekend will win The Honorifica Valourum at the Awards Ceremony.

Events Shop

Isn't it irritating when you get to an event and you've realised you've forgotten something important, like a tape measure, codex or dice? Perhaps you've not got any glue and you need to make some running repairs? Fear not, for on Saturday morning, before the first game, we'll have a stand in the hall where you can grab those essentials. Just come and see us and we'll sort it out for you!

Forgeworld at the Campaign

Weekend

Those lovely gentlemen from Forgeworld will be on hand over the weekend, as an additional bonus to players in the event. They'll be taking with them some exclusive miniatures, only available at events like these, and there may even be a chance to get a first glance at some upcoming releases too!

Also, as an extra bonus, you can place a reservation order before the day, and make sure exactly what you want is ready and waiting for you at the event when you get there. Reservations can be placed by telephone by ringing 0115 9168177 or by sending an email to ForgeworldReservations@games-workshop.co.uk. We will need your name and a list of the items you'd like to order – we'll then contact you directly, shortly before the event to confirm availability, your order number and total cost.

If you decide you fancy something from Forgeworld on the day itself and haven't reserved it, then you can pop into the Warhammer World Store, where they have a large selection of Forgeworld models available over the till. If they haven't got what you're after, they'll be happy to send your order out to your house, delivery free of charge.

If you have any questions about this or any of our events, please don't hesitate to get in touch with us at the Events Team on 0115 9004994 or email whworldevents@games-workshop.co.uk

To keep up to date with all the news regarding the Badab War Part 2 Campaign Weekend, find us on Facebook at Games Workshop:Warhammer World.

Thanks for reading – I'll see you in the Badab Sector!
Barnaby

Schedule

Friday 25th May

6:00 pm – 8:00 pm Optional early registration
6:00 pm – 10:00 pm Gaming Hall is open for
casual gaming

Saturday 26th May

8:00 am – 9:00 am Registration open
Bugmans will be open and serving their breakfast menu
9:30 am – 9:40 am Event Briefing
9:40 am – 10:40 am **Game One– Passage of the Unhallowed Heart**
10:40 am – 11:00 am Morning Break
11:00 am – 1:30 pm **Game Two– Negotiations at Shedim**
1:30 pm – 3:00 pm Lunch Break
Don't forget to enter your model into the Best Badab Hero Award by 2:00 pm!
(2:00 pm – 2:45 pm Voting for Best Badab Hero opens)
3:00 pm – 6:30 pm **Game Three – Devastation in the Sigard System**
6:30 pm – 7:45 pm Evening Meal
7:45 pm – 8:30 pm Luft Huron's Pub Quiz
8:30 pm – 10:30 pm Aboard the Unhallowed Heart
11:00 pm Event closes for the day.

Sunday 27th May

8:00 am – 9:30 am "secondary" registration open
(when you tell us your favoured Doubles partner for the last game)
Bugmans will be open and serving their breakfast menu
9:30 am – 12:00 pm **Game Four–Breaking the Ring of Steel**
12:00 pm – 1:30 pm Lunch Break
Players who have been nominated for the Best Army Award need to place their models in our cabinets by 12:30 pm
(12:30 pm – 1:15 pm voting for Best Army opens)
1:30 pm – 5:30 pm **Game Five– Escape and Expurgation**
5:30 pm – 6:00 pm – The Final Reckoning
Players are asked to vacate the gaming hall and wait in Bugmans while the Events Staff prepare for the Awards Ceremony
6:00 pm – 6:15 pm – Awards Ceremony
6:15 pm – Event Closes and time to go home!

Campaign Weekend Checklist

Have you remembered...

- Your painted and based Armies
- Your Ticket
- Your Warhammer 40,000 Rulebook
- Your relevant Codexes/ Imperial Armour Books
- Two copies of your army lists
- Dice and Tape Measure
- Hobby Essentials for the weekend eg. superglue!
- Pens/ Pencils
- Paper/ notebook for in-game record keeping

