

WARHAMMER

40,000



KABALERIA

CAMPAIGN

WARHAMMER 40,000 NARRATIVE EVENTS

WELCOME TO THE KABALERIA CAMPAIGN

This pack provides all the information you need to play in the 2024 LGT Warhammer 40,000 Narrative Event. If you have any questions, please do not hesitate to get in touch;

lgtpresents.co.uk | facebook.com/LondonGrandTournament | lgt narrative@gmail.com

You must submit your **2000PT** Battle Forged Army List to lgt narrative@gmail.com before **21st September 2024**

This submission must also include your unique **Alpha Squad** as detailed in this Player Pack

All gaming tables will be fully kitted out with terrain but **bringing your own themed terrain is also welcome**. Please **include terrain details with your list submission**. We embrace creativity in all aspects of narrative gaming and are here to celebrate that

What To Expect

This event consists of **FIVE MAIN** narratively themed missions. There will be **SECRET OBJECTIVES** to achieve throughout the campaign, **CUSTOM UPGRADES AND BATTLE SCARS** to apply to your heroes and **ORBITAL BOMBARDMENTS** for your forces to evade. There will also be an overarching **STORY** that your games will directly affect and most importantly, everything will be visualised and interactive for the immersion.

Event Essentials

System: Warhammer 40,000: 10th Edition

Event Date: 27th-30th September 2023

Location: The Lee Valley Indoor Athletics Centre, 61 Meridian Way, Edmonton, London N9 0AR, UK (the venue has over 500 free parking spaces on site)

Tools of War: Attendees are expected to bring in addition to their army;

- Objective Markers
- Mission Deck (e.g. Chapter approved: leviathan mission deck)
- Dice
- Tape Measure
- All relevant rules publications
- Journal or equivalent to track your progress

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

EVENT TIMINGS

The event is open from Friday 27th September at 13:00 until 18:00 on Sunday 30th September. Each day the venue will close at 23:00 and last orders at the bar will be called at 22:30

Friday 27th September 2024

- Doors open 13:00
- Mission 0 17:00-20:00 (this is entirely optional and merely for those that can't wait to get started!)

Saturday 28th September 2024

- Doors open 09:00
- Arrival 09:00 - 09:20
- Welcome Speech 09:20 - 09:30
- Mission 1 09:30 - 12:00
 - Map Interaction 09:30 - 09:40
 - Battle 09:40 - 12:00
- Interlude 12:00 - 13:00
- Mission 2 13:00 - 15:30
 - Map Interaction 13:00 - 13:10
 - Battle 13:10 - 15:30
- Interlude 15:30 - 16:00
- Mission 3 16:00 - 18:30
 - Map Interaction 16:00 - 16:10
 - Battle 16:10 - 18:30
- Day 1 Round Up 18:30 - 19:00

Sunday 30th September 2024

- Doors open 09:00
- Arrival 09:00 - 09:20
- Day 1 Round Up Recap 09:20 - 09:30
- Mission 4 09:30 - 12:00
 - Map Interaction 09:30 - 09:40
 - Battle 09:40 - 12:00
- Interlude 12:00 - 13:00
- Mission 5 13:00 - 15:30
 - Map Interaction 13:00 - 13:10
 - Battle 13:10 - 15:30
- Final Map Interaction & Prizes 15:30 - 16:00

ALPHA SQUAD

The theme of this year's narrative is based around your **Alpha Squad**. They are an elite unit of 10 miniatures that'll feature in all your games as an additional cost free unit. Some of Alpha Squad will soar under the pressure and some will meet their doom. Hopefully by the end of the weekend, the surviving members (if any...) of your squad will have become an enhanced elite combat unit that you'll be telling stories of for many moons to come. Below are the specifications and limitations of Alpha Squad and how they can be represented on the battlefield

Representation

We want to see your Alpha Squad fit the theme of the rest of your army whether that be with a matching paint scheme, similar conversion or complimentary paint style. We don't want to limit your creativity but in the interest of fairness we have established a baseline for your squad

- The 10 models must be based the same as your main **2000PT** force
- The 10 models must all be on **32mm** bases
- The 10 models base stats and abilities will be taken from the latest Adeptus Astartes **Intercessor Squad** Datacard
- The 10 models will **NOT** have a faction ability
- The 10 models will **NOT** have a faction keyword
- The 10 models will **NOT** have the keyword **Imperium**
- You cannot spend CP on the unit and you cannot buff the unit with any rules from your army regardless of any rules or keywords (including auras)
- All wargear such as jump packs, banners or aura giving items will be purely cosmetic
- All weapons modelled will also be cosmetic with their rules replaced with the rules for the following weapons; a Combi-Bolter & a Plasma Pistol; the squad leader will also have the rules for a Nemesis Force Weapon



MAIN MISSIONS

All 5 missions will use the majority of the cards from the **Chapter Approved: Leviathan Mission Deck**. Each mission will come with it's own custom **Primary Mission** card which will include everything you need to know for that mission and any exclusions from the deck

MISSION 1

Damn! The enemy has appeared sooner than we anticipated and are now calling for aid. The fools think we're here for their war but we are here for our own nefarious plans. A beachhead is required if we're ever going to succeed and get off this cursed planet alive before it's too late.

Primary Mission Parameters:

The landing zones are bursting with psychic warp energy and the ground itself seems to be shifting from the pressure...

MISSION 2

Regroup! We must regroup! The presence of the warp storms has thrown the planet into complete bedlam and our forces must have time to re-assemble. Send the bulk of our remaining forces toward the ever growing menace on the horizon. We must hold no matter the cost, even if we have to resort to close quarters.

Primary Mission Parameters:

Your forces are scattered and having to fight on multiple fronts. Somewhere, where the warp storms are at their worst, the enemy will attempt to get the upper hand...

MISSION 3

The planet's defence systems have come online and the planet is slowly falling apart under the pressure of this immense conflict. Word has spread that the enemy has also gained traction. By all means at our disposal we must hold fast and can no longer wait within the safety of our forward garrison.

Primary Mission Parameters:

You have regrouped! But so has the enemy. Under the tremendous danger of the planetary defence system. You must push on...

MISSION 4

The planet's surface has become as inhospitable as any living being could imagine. With the defence system relentlessly hammering every inch of the landscape, they've inadvertently awakened a hidden evil that's been dormant for a millenia. It is time to start the withdrawal and hope beyond measure that this new foe is an ally and not just another twisted enemy.

Primary Mission Parameters:

You cannot survive on this planet any longer. The enemy of my enemy is my friend? I guess that could be true, for now...

MISSION 5

Tales will be told for centuries of the lives lost here, on this unforgiving planet. The lengths went to, for our brothers and sisters. The sacrifices made to ensure we prevail. Fighting the enemy with one hand whilst holding the warp at bay with the other. The cost has been great but not in vain.

Primary Mission Parameters:

Finally, it's time to disembark this wretched world. Hopefully not before it's too late. At the very least, we will meet the enemy in battle and make them believe they should never have come!

FURTHER INFORMATION

Below is more detail about the event which is a good place to start if you have any questions but as always, please do not hesitate to get in touch lgt narrative@gmail.com

Army Selection: You will require an army of no more than 2000 points to play at this event. Details for choosing your army can be found in the Warhammer 40,000 Leviathan Core Book. Your army for the weekend must be Battle-forged. You may use any content from Codexes and White Dwarf articles that have been released at least one week prior to the event. Each mission will use some or all of your units from your 2000 points army. Each mission will still require that subset army to also be battle forged

Official Language: English

Rules Requirements: Officially printed Games Workshop rules only, the latest FAQs will be included up until 1 week before the event. Forgeworld is allowed provided they have 40k rules. No characters, models or units can be included if they do not have an official GW points cost

Conversions, Proxies and Vintage Miniatures: Models must be wysiwyg, unless agreed with the event organisers before the day. All conversions should bear a logical resemblance to the original model and should be of comparable dimensions to the latest Games Workshop model. Vintage Models are allowed, however, use the current model's dimensions and base size for game play decisions

Painting Requirements: All models should be painted and based to a tabletop standard. This typically means three colours applied in a cohesive and coherent format. Models should have some sort of basing treatment. Please use common sense in determining if a model is painted to tabletop standard. If you have to ask, then it probably isn't. Unpainted models will be removed from play. The event organisers are the only people that can make the decision on whether a unit is up to standard or not

Attending The Event: During the day we will be taking some pictures of the games and your armies in action. If you would rather that we didn't take any pictures of your models/games then please let the event organisers know, and we will avoid your games

Rules Dispute Process: Players are encouraged to solve rule disputes between themselves. If the players cannot agree by checking the rules, codices, and FAQs, either roll-off or call over the event organisers. All decisions are final and not subject to appeal. If a specific player is found to be repeatedly calling judges for rules queries, they may be penalised for wasting time. Deliberately 'slow playing' an opponent is considered unsportsmanlike conduct and will be penalised as appropriate

Scoring and Results: All scores must be tracked & written down throughout the game, this is the players responsibility and NOT the event organisers. All end game results must be agreed by your opponent & given to the event organisers

The background is a deep space scene featuring a dark blue and black void filled with numerous white stars of varying sizes. Two prominent nebulae are visible: one in the upper left with vibrant green and cyan filaments, and another in the lower right with a mix of red, orange, and blue hues. Two bright stars with four-pointed diffraction patterns are positioned near the center, one above and one below the main text.

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