

# WHO DO YOU THINK YOU ARE KIDDING MR HORUS



A Gobstyks presentation for the GCN  
Warhammer 40K Campaign Weekend  
GW HQ, Warhammer World, Lenton  
10th-11th May 2003



# Program of Events

## Gobstyks Gaming Club

Presents

### Who do you think you are kidding Mr Horus!

A Warhammer 40K Campaign Weekend

10th-11th May 2003

GW HQ, Warhammer World, Lenton, Nottingham

#### Day 1

#### Time

Registration	09:00 - 10:00
Game 1	10:00 - 12:30
Lunch	12:30 - 13:30
Game 2	13:30 - 16:00
Game 3	16:30 - 19:00

#### Day 2

#### Time

Game 4	09:30 - 12:00
Lunch	12:00 - 13:00
Game 5	13:00 - 15:30
Awards	16:00 - 17:00

PAGE 1



**A Gobstyks presentation for the GCN  
Warhammer 40K Campaign Weekend  
GW HQ, Warhammer World, Lenton  
10th-11th May 2003**



## Background Story

In the darkness of the void a grotesque claw reached out from the Abyss, its gauntleted fingers came to rest on a small green planet. The claw tightened its grasp, then paused...

*"It Begins Here"* a voice grated.

...slowly the colour of the orb shifted to a mass of swirling black. Suddenly the gauntlet closed, crushing the sphere in its iron grasp, shattering it apart into millions of shards.

Walmington ON-C, a small Imperial world in the very maw of the unspeakable Eye. A force of Adeptus Mechanicus mans the planet, an array of arcane augers maintaining an eternal vigil over the Cadian Gate. Even though sparsely garrisoned, ON-C has withstood the onslaughts of the Enemy since the days of the Heresy, until now...

The first signs of invasion came when warships mysteriously appeared in orbit of ON-C and began disgorging their warriors onto the planets surface. Cultists of Chaos rampaged across the planet's surface desecrating and destroying all in their path. The garrison was thrown back by the vile horde and withdrew to the central Adeptus' temple, realising their fate and preparing to lay down their lives for the Eternal God Emperor. All seemed lost as a mighty fell Champion of the Dark Gods prepared to lead his warriors in the final assault on the citadel. Then the sky began to blaze with falling drop pods and ships; the Emperor's Angels had arrived and with an avenging fury set upon the besieging hordes.

The Despoiler's opening gambit has been played...but the war is yet to begin!

*"LET THE GALAXY BURN!"*

PAGE 2



**A Gobstyks presentation for the GCN  
Warhammer 40K Campaign Weekend  
GW HQ, Warhammer World, Lenton  
10th-11th May 2003**



# Campaign Rules

## So, who plays whom?

- The campaign will work as a team event.
  - For the first game each team will play another team drawn at random.
  - Each player within the team will play a random member of the other team. No two players from the same club need play each other, swap with the table next to you.
  - For subsequent games the team with the highest score will play the team with the second highest score, the team with the third highest will play the fourth highest etc.
  - Each player within the team will be ranked according to their game play score and will play the opponent of equal rank.
    - So, if team A are playing team B, the highest scoring player in team A will play the highest scoring player in team B, the second highest player in team A will play the second highest scoring player in team B, etc.
- Do not worry, we'll work out the rankings for you. Consulting Mork, Gork the Emperor and all four Chaos Powers will determine rank where players have an equal score, i.e. randomly.

## When one team plays another team with a different number of players

The bottom ranked player on the team will play another bottom ranked player from another team who is in an uneven contest.

*If there are no other odd players, a Gobstyks' player will step in and give you a game.*

If team A (10 players) is playing team B (9 players) and team C (10 players) is playing team D (9 players) then the lowest rank player in team A plays the lowest rank player in team C. Again, we'll work all this out for you.

## What if I have already played my opponent, or we come from the same club, or it is the fifth Blood Angels army I've played this weekend?

Even if two teams play each other more than once, it is unlikely that you'll play the same person.

If, for some reason, you don't want to play the person you are drawn up against tell a referee; if your reason is valid, you'll be allowed to swap with an adjacent table.

## Scoring for teams that don't have as many players

If your team has fewer players than another team, "Mr. Average" will be added to your team. He will score the average game play, painting, sportsmanship and composition score of your team.

All this hopefully means that you'll end up playing against people of similar ability, and all have good, hard fought, fun games.

## Who has won?

- Painting and composition scores will be added to the teams' total after game 5. Bonus points for special rules will be added immediately.
- The team with the highest score (game play, painting, sportsmanship and composition combined) will be the winning team.
- Bribing the referees is allowed, just don't expect that to work in your favour.

PAGE 3



**A Gobstyks presentation for the GCN  
Warhammer 40K Campaign Weekend  
GW HQ, Warhammer World, Lenton  
10th-11th May 2003**



# Army Selection

## Army Selection

- 1500 points. And not even 1 point more!
- Standard Force Organisational Chart.
- No VDRs or silly Tyranid creature thingys.
- No flyers. No vehicles with structure points.
- Bring at least two copies of your list and any background. 1 for you and 1 for the organisers.
- If your list requires the opponents consent, you don't have it, so don't bring it. So no journal lists, no Death Company armies, as if you didn't know!
- If a special character requires opponents consent, you still don't have it, so it will be removed from your army and you will play at a disadvantage.
- If you are at all unsure if your army is allowed, err on the side of caution and bring one you know is legal.
- If you think your opponent's list is illegal, tell a referee. The player in question will be penalised in line with the severity of the offence. (Not paying points for Frag grenades isn't too bad; a 5 tournament point deduction per game played **may** suffice. A 100+ point over army **may** have their results over turned.)
- Your list must include: all the models in your army, the points value, any upgrades and their points values.
- Background text will gain you bonus points, especially if it contains artwork, and reference to the background of the campaign.
- The army will also gain bonus points for being WYSIWYG (what you see is what you get) so that model with a missile launcher is not a veteran sergeant with a power fist. Armies that are not WYSIWYG are liable to lose sportsmanship points.
- Don't forget dice, tape measure (or pointy stick) templates, rule book and emergency glue!

## Unpainted models

Unpainted models, as well as impacting poorly on your (and your teams) overall score, are obviously badly trained and suffer -1 Ld. If troops automatically pass Ld tests and are unpainted, they now have to take them.

## Core Rules

When you arrive, please sign in below the Large Gobstyks Banner which will be in one corner of the main Warhammer World Hall. You will be put in a team at random. If players know before hand they'd like to be in the same team, please inform Gobstyks at [info@gobstyks.co.uk](mailto:info@gobstyks.co.uk). Please have no more than 10 in a team and be prepared to have it chopped if necessary.

We will NOT be using the new assault rules.

There will be 12 teams. Players will be shared equally among these teams, so hopefully teams of 10 players.

Players should assign a captain for each team. In case of dispute, play an arena of death to decide.

Captains will have duties as outlined in each scenario. This will normally consist of bringing the scores in at the end of each of the games.

# Painting

## OVERVIEW

Players are given a score between 0 and 20 from the judges for army painting. Most players with a reasonably painted army will score 10-15 points for painting. It is perfectly possible for players with particularly poor armies to score 0 points at this stage. No penalties, however, can reduce the score to less than 0.

If a statement applies to the majority of the army, then it is applied. I.e. an army that is completely unpainted, apart from one model, which is painted to a golden daemon winning standard, will still score 0 points in the general section.

## GENERAL CRITERIA

Army is unpainted, or undercoated only	0 pts
Army is poorly painted, but at least an effort has been made	5 pts
Army is painted to a standard consistent with gaming use	10 pts
Army is painted to a particularly high standard	15 pts
The army could conceivably win a Golden Daemon award	+1 pt

## BASES

The army is unbased	-3 pts
The army is very well based	+1 pt

## UNIT MARKINGS

No appropriate unit markings where there should be	-1pt
All models have appropriate unit markings	+1 pt

## BANNERS

No banners where there should be or have inappropriate markings	-1pt
All banners in appropriate places	+1 pt

## CONVERSIONS

The army contains inappropriate / OTT / or badly done conversions	-1 pt
The army contains appropriate conversions,well done	+1 pt

# Composition & Sportsmanship

## Composition Scores

Legal list (5 points)

WYSIWYG (up to 5 points)

Back ground text (up to 5 points)

In the spirit of it (text fitting background, detachment present) (up to 5 points)

## Sportsmanship

Mark each player on a five-point checklist.

- Was the game fun?
- Where rules queries, if any, settled without problems? (Note rolling a D6 to decide is NOT a problem)
- Did you think the opposing army was fair and balanced?
- Would you like to play this person again?
- Was the opposing player friendly?

We will take the 5 scores, discard the lowest and give you a score out of 20. In addition your team captain can nominate one player from the opposing team as the best sportsman. This will be used to help judge the most sporting player award.

## Beard Award

Your team captain can nominate one player from the opposing team as 'beard of the game'. This is in case anyone has taken a particularly nasty army selection; e.g. more star cannons than you ever knew where possible. Las-cannon City, power weapons r us. Etc. etc. You know what I mean. The beard will have no effect on scoring (other than Q3 on sportsmanship), but is just a bit of fun.

# Mission - 1 We're doomed, Aye Doomed. (Pitched Battle)

## Overview

You are operating under a general order to not only engage and destroy the enemy where you find them but to secure the ground ahead, pushing on if possible to draw in enemy reserves. Face it, you are going to get murdered. Your doomed, aye doomed.

## Scenario Special Rules

Night Fighting, Deep Strike, Infiltrators, and Victory Points.

## Set Up

- Both players roll a D6, re-roll ties, winner chooses which long table edge is their base edge, loser takes the opposite edge. The winner deploys the first unit; both players then alternate placing units. Units are placed in the sequence Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack.
- Units may deploy up to 18" from their table edge but cannot deploy within 24" of the enemy.
- After all other units are set up infiltrators are deployed. Dice to determine who places their infiltrators first. Infiltrators may deploy anywhere on the table as long as they are more than 18" from the enemy.
- After deployment roll a D6. On a 1 the first game turn is played with the Night Fighting rules in effect; on a 6 the last game turn is played with the night fighting rules in effect.

## Mission Objective

In addition to counting victory points conventionally during the game, both players score points for controlling table quarters.

To claim a table quarter as occupied there must be no enemy units of troops, bikes or cavalry over half strength or mobile vehicles in the area. You must have a mobile vehicle or at least one unit of troops, bikes or cavalry with more than half of their original number of models in the area. Note that independent characters may not secure or contest table quarters.

Score 200 VPs for holding a quarter.

Total up all VPs scored, the highest scorer is the winner. You must win by 100VPs or more.

## Game Length

The game lasts for six turns.

## Reserves

None.

## Line of Retreat

Troops that are forced to fall back will do so towards the long board edge of their deployment zone, using the normal Fall Back rules.

# Mission - 1 We're doomed, Aye Doomed. (Pitched Battle) cont....

## So how many tournament points do I get?

Winning the game 15 Tournament points.

Drawing (within 100VPs) the game 10 tournament points.

Losing the game 5 tournament points.

Bonus +1 tournament point for each table quarter, an additional +1 if you have all four.

## Examples

Player A wins and holds 2 quarters, player B holds 1, the other is contested. Player A scores 17, Player B 6.

Player A wipes out Player B and has troops in all four quarters. Player A scores 20, Player B 5.

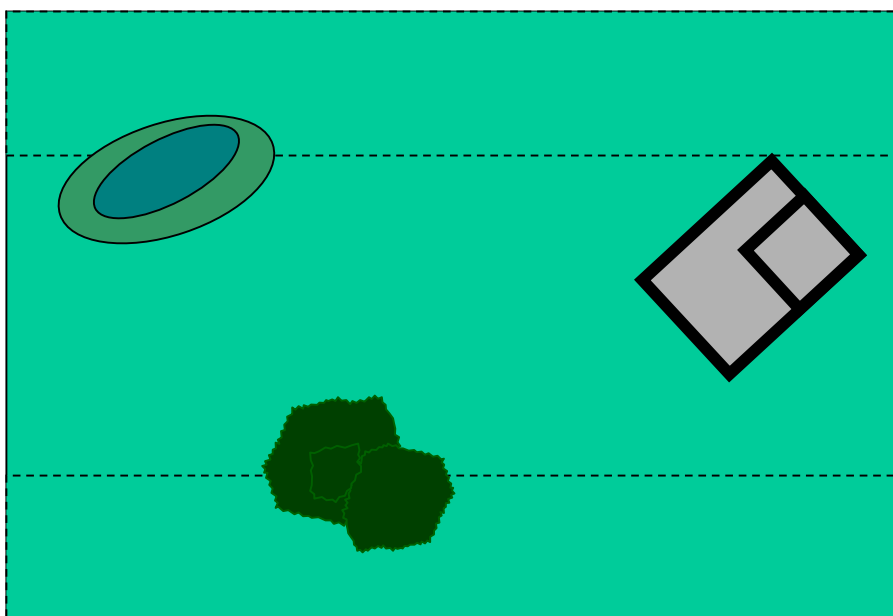
Player A wipes out player B and has troops in three quarters. Player A scores 18, Player B 5.

Player A and Player B draw Player A holds 2 quarters and Player B one. Player A scores 12, Player B 11.

## Captains Duties

Check everyone knows the scenario special rules.

Take in player scores at the end of the game.



PAGE 9

# Mission - 2 Don't Panic! (Multiple Objective Take and Hold)

## Overview

Your force has been given a number of specific locations to capture from the enemy. These could be a hill, an important building, a bridge or an ammo dump. You must eliminate the enemy forces in the area and hold your objectives against any counter attacks. Keep all five objectives in mind, **Don't Panic!**

## Scenario Special Rules

The Multiple Objective Take & Hold mission uses Infiltrators, Random Game Length, Detachments (see special rules)

## Set Up

- 5 counters will be put on the table; one goes in the centre of the board. Each player then has 2 counters. Before choosing the table edge take turns in placing your 2 counters. Each counter must be no closer than 12" to another counter and no closer than 12" to any board edge.
- Both players roll a dice; the winner gets to choose which of the long board edges will be his deployment zone. Units may be deployed up to 18" on the board. The opponent gets the opposite board edge.
- Both players roll a dice. The winner chooses if he wants to deploy the first unit or not. The players alternate deployment until their entire army is on the table.
- No unit may be deployed within 24" of the enemy. The players deploy their units in the following order: Heavy Support, Troops, Elites, HQ, and Fast Attack.
- Infiltrating units then may deploy after all other units. They may be placed anywhere on the battlefield, which is more than 18" away from an enemy unit. If both players have infiltrators, roll off to see who deploys first.
- Both players roll a dice. The highest roll may choose to go first or second.

## Mission Objective

To control an objective you must have the closest unit to the objective (Unit must be within 6" of the objective) at the end of the game. Immobilised vehicles or units of bikes, cavalry or infantry with more than 50% casualties cannot control an objective. The player controlling the most objectives at the end of the game is the winner.

## Game Length

The game lasts for a variable number of turns.

## Reserves

See Detachments Special Rule.

## Line of Retreat

Troops that are forced to fall back will do so towards the long board edge of their deployment zone, using the normal Fall Back rules.

# Mission - 2 Don't Panic! (Multiple Objective Take and Hold) cont....

## So how many tournament points do I get?

Both players have the same number of objectives. 10 tournament points each

One player has one more. Winner 13 loser 7

One player has two more. Winner 15 loser 5

One player has three more. Winner 17 loser 3

One player has four more. Winner 18 loser 2

One player has five more. Winner 20 loser 0

## Examples

Player A holds 3 objectives, Player B holds one, there are no troops within 6" of the final objective. Player A wins by 2. Player A scores 15, player B scores 5.

Player A holds 4 objectives, but was unable to get to within 6" of the final one in the variable game length. Player B is wiped out. Player A wins by 4. Player A scores 18, player B scores 2.

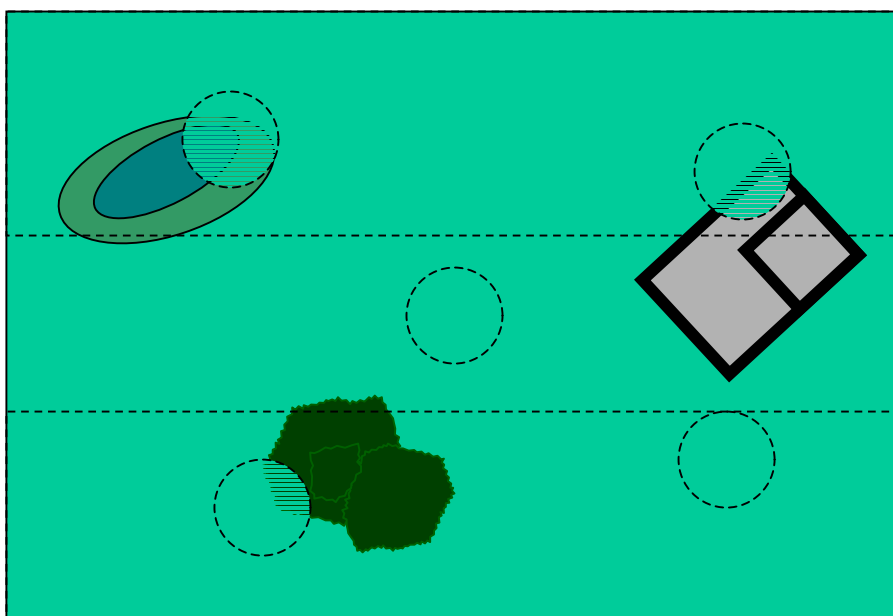
## Captains Duties

Check everyone is at the correct table. (Notify referee of any changes required.)

Allocate each player one detachment.

Check everyone knows the scenario special rules.

Take in player scores at the end of the game.



PAGE 11

# Mission - 3 Do you think that's wise, sir? (Cleanse)

## Overview

Both sides are attempting to sweep the area clean of opposing troops. Roving forces must be on the lookout to seek and destroy any enemies they encounter.

## Scenario Special Rules

None.

## Setup

- Divide the board into four quarters. Both players roll a dice, the player with the highest score may pick which quarter to deploy in. The other player's deployment zone is the opposite quarter.
- The player that scored lowest now deploys one unit in his quarter of the board. His opponent then deploys a unit in his deployment zone. The players take it in turns deploying a unit at a time until both their entire forces are on the table.
- No unit may be deployed within 18" of the enemy. The players must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units.
- Roll for who gets first turn. Highest score may choose to go first or second.

## Mission Objectives

Both forces are seeking to clear the area of all enemy forces, securing ground as they go. The player that occupies the most quarters at the end of the games wins. To claim a table quarter as occupied there must be no enemy units of troops, bikes or cavalry over half strength or mobile vehicles in the area. You must have a mobile vehicle, or as least one unit of troops, bikes or cavalry with more than half their original number of models in the area. Note that characters do not count as units and so may not secure table quarters on their own.

## Game Length

The game lasts for six turns.

## Reserves

None.

## Line of Retreat

Troops which are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.

# Mission - 3 Do you think that's wise, sir? (Cleanse) cont....

## So how many tournament points do I score?

Both players hold the same number of quarters. 10 each

One player has one more quarter. Winner 13, loser 7

One player has two more quarters. Winner 15, loser 5

One player has three more quarters. Winner 17, loser 3

One player has four more quarters. Winner 20, loser 0

## Examples

Player A holds 1 quarter, player B holds three. Player B wins by 2 Player A scores 5, player B scores 15

Player A holds 3 quarters, the fourth is contested. Player A wins by 3. Player A scores 17, player B scores 3

Player A is wiped out. Player B has troops is only 1 quarter. Player B wins by 1. Player A scores 7, Player B 13

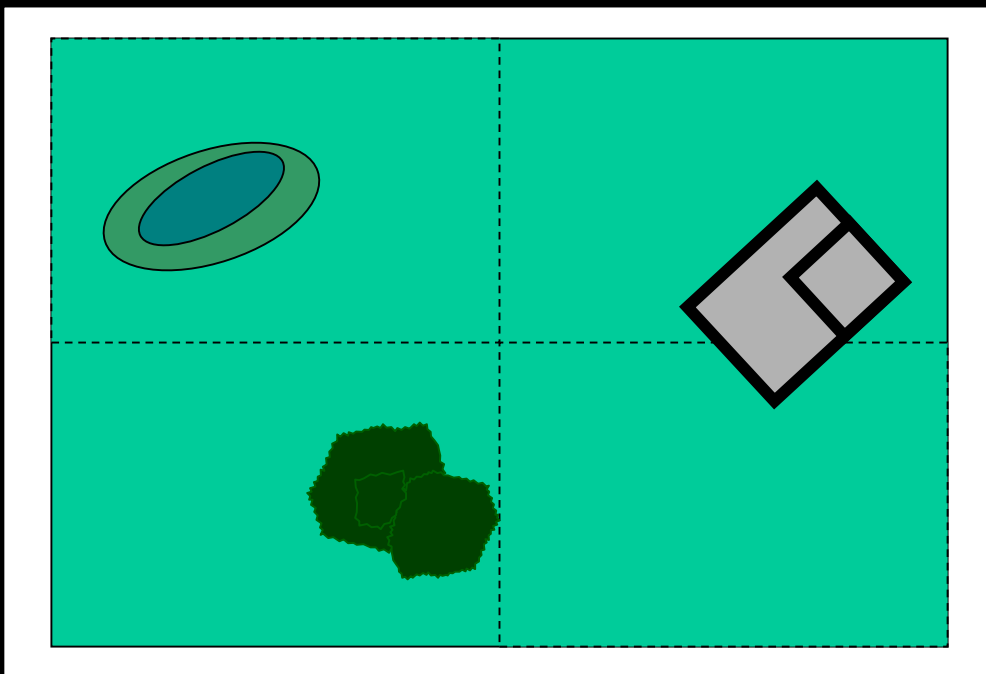
## Captains Duties

Check everyone is at the correct table. (Notify referee of any changes required.)

Allocate each player one detachment; which may NOT be their own.

Check everyone knows the scenario special rules.

Take in player scores at the end of the game.



# Mission - 4 Warden on Patrol. (Night Fight)

## Overview

The platoon uses their entire supply of ammunition in a night exercise. Inquisitor Mainwaring insists on holding a Court of Inquiry, which becomes a shambles. Wardens run around your army "Put out that flashlight sonny!"

## Scenario Special Rules

Night Fight missions use the Night Fight, Infiltrators and Detachments scenario special rules.

## Setup

- Divide the board into four quarters. Both players roll a dice, the player with the highest score may pick which quarter to deploy in. The other player's deployment zone is the opposite quarter.
- The player that scored lowest now deploys 1 unit in his quarter on the board. His opponent then deploys a unit in his deployment zone. The players take it in turns deploying a unit at a time until both of their entire forces are on the table. No unit can be deployed within 24" of the enemy at the start of the game. The players must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units. If either side has any Infiltrators, they may make one move after deployment but before the game starts.
- Roll for who gets first turn. Highest score may choose whether to go first or second.

## Mission Objectives

Both forces are seeking to clear the area of all enemy forces, securing ground as they go. The player that occupies the most quarters at the end of the games wins. To claim a table quarter as occupied there must be no enemy units of troops, bikes or cavalry over half strength or mobile vehicles in the area. You must have a mobile vehicle, or as least one unit of troops, bikes or cavalry with more than half their original number of models in the area. Note that characters do not count as units and so may not secure table quarters on their own.

## Game Length

The game lasts for six turns.

## Reserves

None.

## Line of Retreat

Troops which are forced to fall back will do so towards the nearest board edge of their deployment zone, using the normal Fall Back rules.

# Mission - 4 Warden on Patrol. (Night Fight) cont....

## So how many tournament points do I score?

Both players hold the same number of quarters. 10 each

One player has one more quarter. Winner 13, loser 7

One player has two more quarters. Winner 15, loser 5

One player has three more quarters. Winner 17, loser 3

One player has four more quarters. Winner 20, loser 0

## Examples

Player A holds 1 quarter, player B holds three. Player B wins by 2 Player A scores 5, player B scores 15

Player A holds 3 quarters, the fourth is contested. Player A wins by 3. Player A scores 17, player B scores 3

Player A is wiped out. Player B has troops is only 1 quarter. Player B wins by 1. Player A scores 7, Player B 13

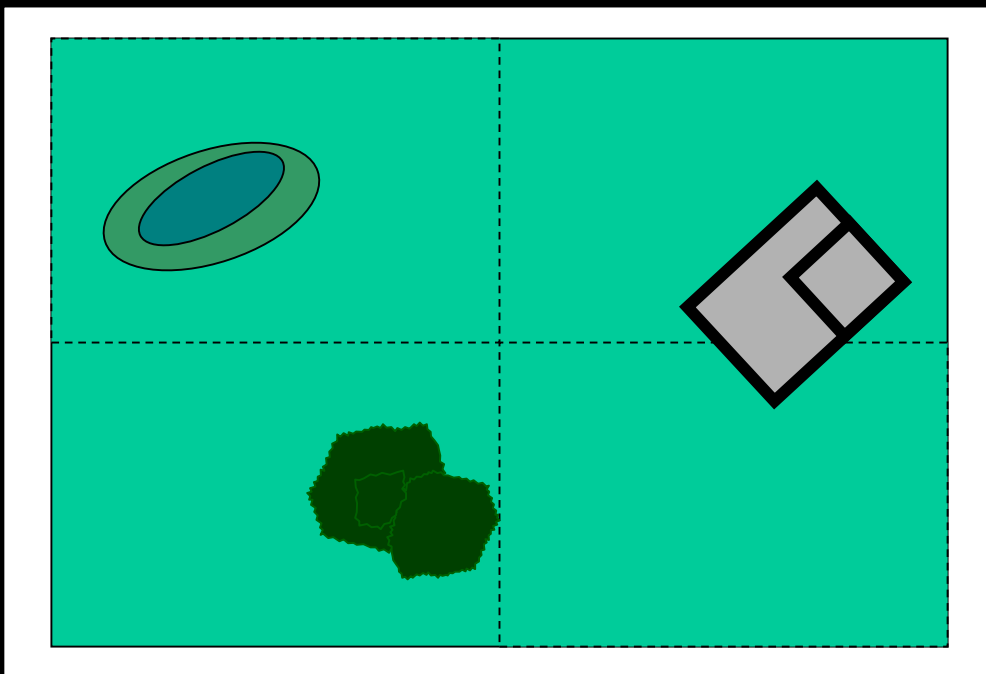
## Captains Duties

Check everyone is at the correct table. (Notify referee of any changes required.)

Allocate players as many detachments as you please. (But each detachment can still only be used once.)

Check everyone knows the scenario special rules.

Take in player scores at the end of the game.



# Mission - 5 They don't like it up em. (Recon)

## Overview

Attempt to punch through the enemy lines, remember they don't like it up em.

## Scenario Special Rules

Recon missions use the Infiltrators and Victory Points scenario special rules.

## Setup

- Both players roll a dice, the winner gets to choose which of the long board edges will be his deployment zone. Units may be deployed up to 18" onto the board. The opponent gets the opposite board edge.
- Both players roll a dice. The player that loses the roll off deploys one of his units first. The other player then deploys one of his units. The players alternate deploying in this way until their entire armies are on the table.
- No unit may be deployed within 24" of the enemy. The players must deploy their units in the following order: Heavy Support first, followed by Troops, Elites, HQ and finally Fast Attack units.
- If either side has any troops which can Infiltrate then they may deploy these units after all other units have been placed. They may be placed anywhere on the battlefield which is 18" or more from an enemy unit. If both sides have Infiltrators roll a dice: the winner may choose to deploy his Infiltrators before or after enemy Infiltrators.
- Both players roll a dice, the player that rolls highest may choose whether to go first or second.

## Mission Objectives

Both players must attempt to get units into the enemy deployment zone. Each player gets bonus tournament points for each unit he has in the enemy deployment zone at the end of the game. The player with the highest victory points total wins.

## Game Length

The game lasts for six turns.

## Line of Retreat

Troops that are forced to fall back will do so towards the long board edge of their deployment zone, using the normal Fall Back rules.

## Reinforcements

After turn 4, if you wish to reinforce a team-mate's table, you can move off the enemy's table edge to be put on your team mates table edge. Note that you no longer count as on the table. Your opponent gets 50% of the VPs for that unit and you cannot count it as in your opponent's deployment zone for claiming VPs or TPs. (But your team-mate can if he moves quickly enough.) It has to be on or after turn 4 on your table, but not necessarily on your team mates table.

# Mission - 5 They don't like it up em. (Recon) cont....

## So how many tournament points do I score?

Within 100 VPs: Draw. 10 points each

Win by more than 100 VPs. 15 points

Lose by more than 100 VPs. 5 points

Each undamaged vehicle, or unit of infantry, bikes or cavalry with over half its original models in the enemy deployment zone at the end of the game scores +1 tournament point, to a maximum of +5

## Examples

Player A and Player B have scored 1200 and 1245 VPs respectively. This is within 100, so it is a draw. Player A has an undamaged tank and a unit over 50% strength in player B's deployment zone. Player B has no one in player A's deployment zone. Player A scores 12, player B scores 10.

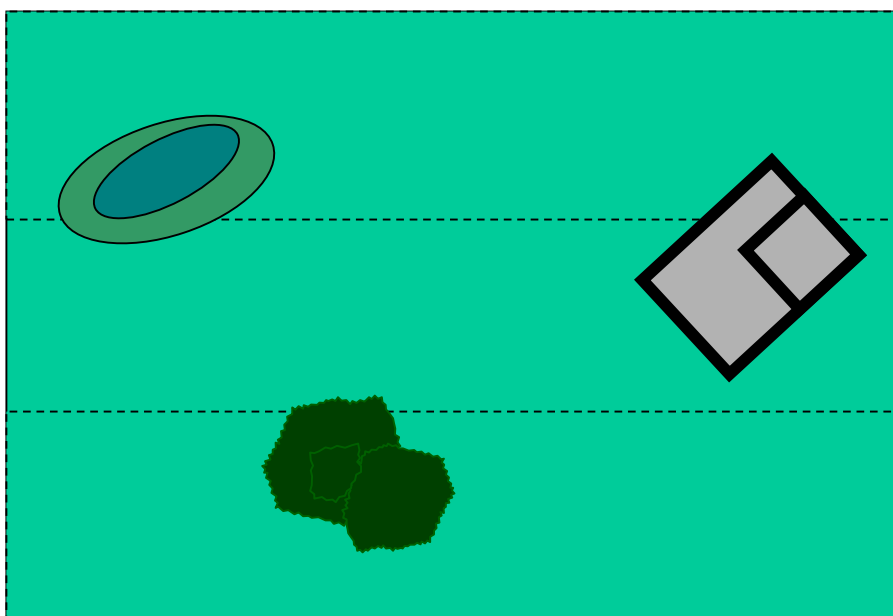
Player B has beaten player A and has six undamaged vehicles in player A's deployment zone. Player A is wiped out. Player B scores 20 (as the maximum bonus is +5, he can't claim for all six vehicles) and player A scores 5.

## Captains Duties

Check everyone is at the correct table. (Notify referee of any changes required.)

Check everyone knows the scenario special rules.

Take in player scores at the end of the game.



PAGE 17

# Missions - Extra Bits

## 'Don't tell em your name, Pike!'

Private Pike has been cut off behind enemy lines. It is your job to rescue/capture him. On some of the tables an Imperial Guardsman has been hidden. To rescue Pike move a model in base contact with him. Pike now stays in coherency with that model. He is Pike's friend. If Pike's friend is killed Pike stays where he is until rescued again. The model may give Pike to another model by moving into base contact. Neither model may move once they have come into contact with Pike, as it takes time to introduce a new friend. Pike has the statline of an Imperial Guardsman. The side that has Pike with them at the end of the game scores a bonus 5 Tournament Points. If Pike is killed neither side scores the points.

## Asteroids (Only on space table)

At the end of each player's turn the asteroids drift. Roll a D6 and a scatter dice. The asteroids remain stationary if a hit is indicated, but if an arrow is indicated move the distance shown on the D6 in that direction. Models or vehicles in the path of the asteroid are hit with strength equal to the distance moved with AP of D6+1. Skimmers hit by an asteroid must take a difficult terrain test.

## Movement in space (Only on space table)

Infantry move as difficult terrain. Land based vehicles wishing to move 6" roll 2 dice and choose the highest. If they wish to move 12" they roll 2D6 and double the highest. If they wish to move 24" they roll 4D6 and double the highest two. (Vehicles still count as moving as far as they intended, no matter how far they actually moved) Skimmers and jump pack troops move as normal. Jump pack troops must roll a difficult terrain test if they pass an armour save.

## Death World (Only on death world table, which will be indicated to players.)

At the end of each player's turn the killer plants or dinosaurs move. Roll a D6 and scatter dice. The plants/dinosaurs remain stationary if a hit is indicated, but if an arrow is indicated move the distance shown on the D6 in that direction. Models in the path of a plant/dinosaur are attacked at WS3 SD6 Armour saves are permitted. Template weapons destroy plants. Dinosaurs have T5 and 3Wounds. Enemy models in close combat with a dinosaur may be targeted. A dinosaur may be targeted if it is combat with friendly troops. It is so big that you can fire safely over your own troops and into the dinosaur.

## Detachments

When a game uses detachments each player gives up a squad or vehicle to his captain. The captain then decides which table to put this squad or vehicle on. If a player wants to they can prepare a detachment of up to 500 of their points. Bonus composition will be awarded for armies that have a detachment. Note on your roster which Unit(s) are in your Detachment.

## Arena of Death

Both players fight to the death with only their army commanders (No retinue, no Command Squad just your Commander and his War-gear. Find a suitably empty game table & place your Commander at least 18" from you opponents. Roll a dice, the winner gets to go first. No holds barred, fight to the death.....

# Appendix

## Special Thanks go to the following people:

- Andy Harris & Pete Delafield for Rules & Scoring Invention
- Pete Delafield for New Mission Design
- Chrissy Raine for Layout & Typing
- Will Platten for Graphic Design & Presentation
- Tom Hancocks for Proof Reading & Feedback
- Games Workshop for 40K & Warhammer World

This material is completely unofficial and in no way endorsed by Games Workshop Limited.

Battlefleet Gothic, Chaos Space Marines, the Chaos device, Codex, Dark Eldar, the 40k device, "Eavy Metal, Epic, Eldar, Eldar symbol devices, Eye of Terror, the Games Workshop logo, Games Workshop, Genestealer, Golden Demon, Gorkamorka, Inquisitor, the Inquisitor device, Khorne, the Khorne device, Kroot, Necron, Nurgle, Nurgle logo, Ork, Ork Skull devices, Slaanesh, Slaanesh logo, Slottabase, Space Hulk, Space Marine, the Space Marine chapters, Space Marine chapter logos, Tau, the Tau caste designations, Tyranid, Tyranid, Tzeentch, Tzeentch logo, Hive World Battle Zone, The Necromunda Plate Logo, Necromunda Stencil Logo, Necromunda, the Necromunda logo, Warhammer 40k Device, Warhammer, White Dwarf, and all associated marks, names, characters, illustrations and images from the Necromunda world and Warhammer 40,000 universe are either ®, TM and/or © Games Workshop Ltd 2000-2003, variably registered in the UK and other countries around the world. Used without permission. No challenge to their status intended. All Rights Reserved.

PAGE 20



**A Gobstyks presentation for the GCN  
Warhammer 40K Campaign Weekend  
GW HQ, Warhammer World, Lenton  
10th-11th May 2003**

