



NARRATIVE PLAY

WARHAMMER WORLD

WARHAMMER
40,000

GRAND NARRATIVE

FIELD COMMANDER'S BRIEF

GRAND NARRATIVE

INQUISITORIAL NOTICE: The following communique contains language patterns and semantic structures aligned with ancient Terran dialects. This deviation from standard purity protocols is sanctioned for purposes of clarity and operational comprehension. Consult your local Ordo Hereticus liaison for cognitive cleansing post-review.

Welcome to the 2025 Grand Narrative at Warhammer World! As you prepare to translate in-system, the following briefing will prepare you to participate as an in-universe Commander of combat operations. Read carefully, for it includes all you need to know to prepare your forces for the battles to come.

The Grand Narrative is considered a canonical event and by participating in this deployment, your actions may contribute to development of the canon and be immortalised in future Warhammer 40,000 publications! Your in-person experience will be guided by a variety of costumed Dramatis Personae, collectively referred to as the Command Staff. These individuals will all be acting as newly-canonised members of the Warhammer 40,000 universe, and through their actions and words will help guide you through the Grand Narrative experience.

The Command Staff will take note of courageous or dastardly actions by your warriors throughout the campaign, with especially impressive actions (or dice rolls) possibly becoming part of the story. Most importantly, the manner in which you engage with the story, the Command Staff, and your fellow (and opposed) commanders will be the most impactful part of how you influence the story. At the end of the day, the Grand Narrative is a celebration of Warhammer and the Community - enjoy!

+++ IMPERATUS PROTOCOL: MANDATORY DISPATCH +++

Commanders are hereby ordered to regard this briefing as essential reading. As we operate within the sacred bounds of the Imperium, where both the physical and immaterial realms are dominated by the Emperor's will, all critical preparatory data will be communicated in standard Low Gothic, adhering to Imperial doctrine.

The esteemed Command Staff strongly advise meticulous attention to the information presented below. Heed these changes well, for they will dictate the course of your strategic operations.

1.0 DEPLOYMENT INFORMATION

+++ BATTLEFIELD PREPARATION PROTOCOL: CONFIRMATION +++

During the registration rites, you declared your intent to engage in combat operations in an as yet unspecified region within the Imperium Nihilus.

Scale of Conflict:

- Full Scale Combat Operations (Warhammer 40,000)

Force Size Authorised:

- Warhammer 40,000: Strike Force (2000 points)

Anticipated Battle Zone Size:

- Warhammer 40,000: 44" x 60"

+++ BATTLEFIELD PREPARATION PROTOCOL: CONFIRMATION +++

Your mission parameters will be issued by the Command Staff preceding each engagement. These assignments will be uniquely tailored to the evolving combat scenarios within the Imperium Nihilus System and will be shaped by the overarching strategic directives of your commanding officers, the revered Lords of War.

Anticipated Number of Engagements:

- Six distinct operational deployments.

Force Selection:

- Warhammer 40,000 Commanders: You are empowered to select units to comprise your Force that are best suited to your tasking statements and scheme of manoeuvre. The Command Staff recommends you review the information presented from page 276 in the Warhammer 40,000 Core Book for information on assembling an appropriate force.

1.0 DEPLOYMENT INFORMATION [cont.]

+++ TOOLS OF WAR: OPERATIONAL REQUIREMENTS +++

Commanders are required to bring all necessary equipment to operate their Force competently and correctly. This includes, but is not limited to: all relevant models, dice, a tape measure or other approved measuring device calibrated in inches along with all pertinent rules publications. If you are using any form of technology to reference any information, please ensure they are fully charged to ensure that vital information will not be lost in the midst of battle.

To ensure that you are fully equipped to lead your forces with precision and efficacy on the battlefield, field rations will be included throughout your deployment within the Kessandras System. A non-heretical aqua-purifying machine will be available for refilling bottles. Other drinks, snacks & additional meals are available to purchase from Bugman's Bar.

+++ UNIFORM PROTOCOL: DISCIPLINE AND DECORUM +++

Commanders are strongly encouraged to arrive within the operational zone attired in the appropriate uniform. This not only upholds the principles of good order and discipline among your troops but also demonstrates your unwavering commitment to the Emperor's cause.

In the spirit of camaraderie and immersion, Cosplay is highly encouraged throughout the duration of the event. Special commendations and rewards await those Commanders who fully embrace this tradition. During your deployment to Kessandras, you will encounter key personnel from the sector, all properly attired in the uniform of the day. Interactions with these individuals may yield special incentives and rewards for Commanders who demonstrate their dedication and engagement.



2.0 FORCE CONSTRUCTION AND APPEARANCE

2.1 Force Construction

As a veteran of countless battles, you are well versed in constructing and deploying forces suited to the task at hand. As such, the Command Staff empowers you, the Battlefield Commander, to assemble the forces you find best suited to take into battle.

Should you require a refresher on Force construction please use the restrictions and recommendations listed below to develop your forces:

Warhammer 40,000 Commanders

- **Construction Directives:** You should follow steps in the 'Muster Armies' Sections (Warhammer 40,000 Core Book). Rules contained in Faction codices are eligible for use in Army creation.
- **Distinction between Force and Army:** You should develop a Force that will support Strike Force Level battles (2000 points) - note that a Force is inclusive of all units you choose to bring, whereas an Army is composed of the units you will take in a given battle.
- **Supply Limitation Directive:** Our administrative thralls have assigned you a supply limit of 3000 points for this deployment. We expect you to fight 2000 point battles. This increased supply limit enables and empowers the Field Commander to rotate units from your Force to your Army throughout this deployment. It also allows you to bring more advanced or esoteric unit options (often referred to as 'Legends'), which is encouraged.

2.2 Eligible Documents

Only those rules and battlefield doctrines published before the 01st September 2025 shall be deemed legal for inclusion in the war. This mandate ensures that all forces are prepared and equipped with the most current and sanctioned strategies as you march into the theatre of war.

The following are acceptable sources for rules on roster construction and composition:

Warhammer 40,000 Commanders

- Faction Codices
- Factions Indices
- Warhammer 40,000 Core Book
- Warhammer 40,000: The App
- Campaign Books
- White Dwarf
- FAQs, errata, and beta rules found via www.warhammer-community.com/faqs

2.3 Army list submission

Commanders are ordered to submit a copy of their Force before the 01st September 2025

2.0 FORCE CONSTRUCTION AND APPEARANCE (cont.)

+++ TOOLS OF WAR: OPERATIONAL REQUIREMENTS +++

2.4 Modelling and Painting

In the name of the God-Emperor, it is imperative that all forces assembled for this sacred campaign be arrayed in their most resplendent colours and heraldry. Your warriors, each a testament to the might of the Imperium, must be presented to the highest standard, reflecting the glory of their Chapter, Legion, or Regiment. This is not merely an expectation—it is a duty. The battlefield is a stage upon which the honour of your command will be judged, and the magnificence of your forces shall inspire awe in allies and strike terror into the hearts of heretics and Xenos alike. Let every brushstroke be a prayer, every colour a hymn to victory, for the Emperor watches over all. In the manner of ancient Terra: Give It Your Best Shot!

Deploying to the Imperium Nihilus and subsequently completing your objectives requires discipline and adherence to a set of standards. As such, all forces utilised in this deployment must be Games Workshop or Forge World miniatures (excluding basing or scratch-built components), be fully assembled, and painted to at least a Battle Ready standard.

Check out these [Battle Ready tutorials](#) crafted by our finest artisans for inspiration. Below are some examples of models painted to a Battle Ready standard.



2.0 FORCE CONSTRUCTION AND APPEARANCE [cont.]

Each unit must accurately represent its entry on your roster. For example, if your Force includes a Space Marine equipped with a Meltagun, that Marine must be equipped with a Meltagun. Ancillary equipment such as a frag grenade need not be represented on every model.

Commanders are encouraged to bring immersive displays and dioramas to the event. Every soldier needs adequate time spent practising close-order drill and providing an area for your warriors to do so will greatly enhance their morale!

We will have a Parade Ground Showcase for the most exemplary Forces that are brought to the Imperium Nihilus.

To participate in the Parade Ground Showcase you must have built and painted your force yourself.

2.5 Converted Models and Units

Many Commanders “scratch build” or heavily convert elements of their model collection, and these activities are a hallowed part of Warhammer hobby history. For the sake of fairness, any conversion should be comparable in size to the most current version of the model they represent. You may not gain a benefit from converted models, but may incur penalties.

For any converted or scratch built models, you must seek permission from whworldevents@gwplc.com including photos of the models in question where possible, at least two weeks before the event.

If you do not obtain permission for conversions before this date, you run the risk of them being removed from play, or possibly incurring score penalties.

2.6 Alternate Pattern STC Usage - FORBIDDEN

Commanders are not authorised to field ‘Alternate’ Pattern STCs or combat elements crafted by Heretical means (colloquially referred to as ‘3D Printers’). This activity is designated Traitoris Extremis and is forbidden.

Should a Commander have designed, crafted, and printed small bits, weapon options, or other minor accoutrements themselves (without involving a 3rd party source); those bits will be permitted. However, always be mindful of the far-seeing eyes of the Inquisition.

If you are unsure or doubt if a given unit is eligible for use, we strongly recommend and encourage you to email us at whworldevents@gwplc.com no less than two weeks prior to the event for confirmation.

3.0 THE RULES OF ENGAGEMENT

3.1 Projected Schedule of Operations

FRIDAY	26/09/25
11:00 - 12:45	Operational Intake
12:45 - 13:00	Health and Safety Briefing
13:00 - 16:30	1st Combat Operations Window
16:30 - 17:30	Refuel and Resupply (Evening Meal)
17:30 - 21:00	2nd Combat Operations Window
SATURDAY	27/09/25
09:00 - 10:00	Operational Intake
10:00 - 13:45	3rd Combat Operations Window
13:45 - 14:45	Refuel and Resupply (Lunch)
14:45 - 18:15	4th Combat Operations Window
18:15 - 19:15	Break in Operations
19:15 - 22:00	Ceasefire! Grand Narrative social in Bugman's (including Quiz/Trivia)
SUNDAY	28/09/25
09:00 - 09:45	Operational Intake
09:45 - 13:00	5th Combat Operations Window
13:00 - 14:00	Refuel and Resupply (Lunch)
14:00 - 17:00	6th Combat Operations Window
17:00 - 18:00	Break in Operations
18:00	Campaign Outcome (Victrix Exaltaria; Reproba Ignominia)

"To keep motivation high and ensure unwavering discipline, the Command Staff will deliver a performance of martial significance, conveying critical updates on the state of the campaign and vital intelligence. This Oratorium serves to realign forces, reinforce the chain of command, and provide key insights into the ongoing war effort."

3.2 Victory Conditions

In regards to 'winning' the event, we will not be awarding a traditional First, Second, and Third Place trophy. This is because we believe that the real victory is telling an interesting story and making lifelong friends while you do it! To that end, we recommend you tailor your own gameplay to support the narrative of your Force fighting through the brutal battlefields of the 41st Millenium! Of course, that's not to say there won't be trophies! As with any battle; it pays to be a winner!



3.0 THE RULES OF ENGAGEMENT (cont.)

3.3 Battlefield Citations & Censures

Commanders displaying especially valorous (or perfidious) actions on the battlefield will be eligible to certain commendations and/or citations which will include, but are not limited to, those found in the following categories:

Company of Heroes: Awarded to the most effective Battle Groups, determined by Battlefield victories and Faction Priorities accomplished.

Firehawks Award: Awarded to the least effective Battle Groups, determined by Battlefield victories and Faction Priorities accomplished (or lack thereof, in this case).

The Armor of Contempt: Awarded to the Commanders whose adherence to uniform standards is the highest throughout the campaign.

Commander's Choice: (Favourite Army, chosen by the Commanders, from among Showcased Armies)

Superior Army Staging: (Best Display, from among Showcased Armies).

Parade Mastery: (Best Overall Painted Army, from among Showcased Armies).

3.4 Factions

Each commander will have selected their parent faction (Imperium, Chaos or Xenos) prior to the event. The Command Staff will distribute intelligence reports on these factions and their leaders prior to your deployment in-system.

3.5 Battle Groups

Battle Groups are units composed of a select number of Commanders. Each Battle Group is a part of one of the three Factions listed above. This group will be deployed to war zones as a group and should expect to fight the entire campaign together.

Commanders will be offered the opportunity to request which Battle Group they would like to join, so that they may serve with friends and compatriots.

When requesting your Battle Group, you should ensure that you and your prospective comrades are all part of the same faction. Cross-faction Battle Groups are not possible.



4.0 THE COMMAND STAFF AND VOX LOCALUM

Members of the Command Staff will be prominently visible in the campaign zone and hold the final say on all rulings and judgements. These individuals take many shapes and forms and are broadly referred to as Vox Localum. Individual rulings however, are never binding precedent—it's a game, not a court of law. Rulings should always be based on correct rules interpretations rather than adhering to previous precedent. When calling for the Command Staff's assistance, please be prepared to provide any relevant rules references to the particular question.

The Command Staff may also frequently provide narrative inserts to Commanders. These inserts can be earned through glorious or treacherous actions taken by Commanders. They are gained through glorious victories, ignominious losses, and by accomplishing Faction Priorities.

Command Staff and Vox Localum are empowered to actively stop instances of illegal play, with or without a player's

specific request for intervention. If a player has concerns at any point, they are always welcome and encouraged to consult a member of the Command Staff. While we will not have staff at every table, and we cannot stop every instance of a minor misplay, our goal here is to make sure all the games played at the Grand Narrative are enjoyable for everyone.

On a rare occasion, Commanders may intentionally or unintentionally commit rules or sportsmanship fouls in the course of a heated or challenging battle. Behaviour such as bullying, rules abuse, moving models illegally, picking up dice before your opponent has the chance to see the results, lying to judges or opponents, or any other form of unethical or inappropriate conduct can result in substantial in-game penalties, automatic loss assessment, permanent removal of parts of your army for the duration of the event, or removal from the event itself.



5.0 EVERYBODY LOSES FROM TIME TO TIME.

When you are preparing for battle in the 41st Millennium be ready to face defeat! The environments you will find yourself in can be deadly and unforgiving. Even the most skilled of Commanders will face inevitable defeat throughout the Campaign. Winning with skill and grace is a rewarding and perfectly acceptable goal. Losing with skill and grace, however, is both more challenging and more laudable.

Commanders should also keep in mind that Faction Priorities will not always require a victory, indeed some Commanders may be tasked with fighting against impossible odds to ensure greater victory for their Faction! Should you be fortunate enough to be tasked with a mission like this, we recommend you offer praise for being granted such an honour.

Deploying to the warzone presents you an opportunity to forge an incredible narrative and to build friendships with fellow Commanders who share your interest - friendships you can renew and celebrate every time you deploy to a new warzone. A dynamic, engaging narrative built through coordination with your faction mates and a single great friendship built out of your experiences outweighs any number of individual victories across your battles at the event. In fact, if you do your best, have a great time and build some lasting friendships... You haven't really lost at all!

6.0 DISQUALIFICATION

Games Workshop does not tolerate any form of physical or verbal violence or harassment, both at the event or online. Commanders who demonstrate aggressive or demeaning behaviour to staff or other attendees, who repeatedly break the rules or who repeatedly fail to follow Games Workshop's instructions at the event, may be disqualified and removed from the event without refund. Games Workshop reserves the right to remove Commanders from the event at our discretion.

7.0 PHOTOGRAPHY AND FILMING

Photography and filming may take place throughout the weekend by Games Workshop staff, press and partners. If you do not wish to be photographed or filmed, please notify staff at the tournament registration desk and we will issue you with a sticker to indicate to our media teams not to include you in any footage at the event. Any photos or video footage taken may be used by Games Workshop and their partners for promotional purposes. No financial compensation will be given for use of the photos or footage.

8.0 HEALTH AND SAFETY

At Games Workshop, the health and wellbeing of our staff, their families and loved ones, and the wider community in which we operate is our top priority. When you attend one of our events, you can rest assured that we will be doing everything we can to make it as safe and enjoyable a time as possible.

At a minimum, Games Workshop will always follow government guidance in every area in which we operate. Where we feel we should include additional measures to further improve the safety of our community, we will.

Any specific details will be communicated with all Commanders closer to the event.

CONTACT US

If you wish to ask any questions, discuss any conversions or to find out more about our events, please feel free to get in touch with us via email at: whworldevents@gwplc.com

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