

WARHAMMER WORLD

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40,000

THE UNENDING WAR

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Across the war-torn reaches of the galaxy, two great forces have risen to stake their claim. The Oppressors seek to impose their will through strength, domination, and conquest. The Liberators fight to cast down their enemies and free the worlds caught in the conflict.

In the grim darkness of the far future, there is no simple path to victory. Alliances may shift, worlds may fall, and heroes may rise – but when the guns finally fall silent, only one side can claim victory.

Prepare for an unforgettable weekend of Warhammer 40,000 as the Oppressors and Liberators clash in a battle for galactic supremacy.

Every battle matters. Every victory brings your faction closer to glory. Every defeat gives the enemy ground.

Will you stand with the Oppressors and crush all who resist, or join the Liberators and fight to break their grip?

Choose your allegiance, gather your forces, and join fellow commanders for a weekend packed with camaraderie as well as fun and immersive games.

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1.0 EVENT ESSENTIALS

System:	Warhammer 40,000
Registration:	9:00am on Saturday 5 December 2026
Location:	Warhammer World, Willow Road, Lenton, Nottingham, NG7 2WS
Army Size:	2,000 points
Army Selection:	Standard army construction from Warhammer 40,000: The App. Legends rules are allowed for this event
Tools of War	Attendees are expected to bring their army, dice, a tape measure, and all relevant rules publications
Missions:	Chapter Approved 2026-27: Mission Deck
Board Size:	60" x 44"
Number of Games:	5
Refreshments:	Lunch is included on both days of the event. A water refill station is available in the events hall. Drinks, snacks, and additional meals are available to purchase from Bugman's Bar.
Other Activities:	Free entry to the Warhammer World exhibition

2.0 EVENT FORMAT

2.1 Event Schedule

Saturday 5 December

09:00–10:00	Registration in Bugman's Bar
10:00–10:15	Events hall opens and event briefing
10:15–13:00	Game 1
13:00–14:00	Lunch break
14:00–16:45	Game 2
16:45–17:00	Break
17:00–19:45	Game 3
20:00	Warhammer World closes

Sunday 6 December

09:00	Bugman's Bar opens
10:00	Events hall opens
10:00–12:45	Game 4
12:45–13:45	Lunch break
13:45–16:30	Game 5
16:30–17:00	Break
17:00–17:30	Awards Ceremony
18:00	Warhammer World closes

2.2 Your Faction

For this event, you fight not for yourself but rather for your faction. When you purchase a ticket, you will declare which faction you are joining with the ticket you purchase. The two opposing sides are **the Oppressors** and **the Liberators**.

2.3 The Games and Recording Results

At the end of each game, both players will need to report the result to the events team at the Organisers' desk. We will need to know who won the game and how many victory points both players gained. These results will then add points to the factions' overall score to see which faction will win the event.

Every win, draw, and loss you achieve will earn points for your faction.

A **win** will get your faction 10 points.

A **draw** will get your faction 5 points.

A **loss** will get your faction 1 point.

When a game's time runs out, we ask that you don't start a new turn without asking for permission from a member of the events team, and that you end the game with both players having an equal number of turns. Once time has run out for your game, we ask that you do not try to speculate how many extra points you might have earned in following turns.



2.0 EVENT FORMAT [cont.]

2.4 Favourite Game and Favourite Army Votes

At the end of the event, you will need to vote for your 2 favourite games you played over the course of the event. Maybe your opponent displayed an excellent sporting attitude, perhaps they were positive and friendly, or it was generally a fun and engaging game.

You will also need to vote for the 2 favourite armies you played against over the course of the event. Maybe the army was excellently painted, and you were inspired by it – or perhaps the army composition or theme captured your attention.

When voting, you may not vote for the same player twice in the same category, but can vote for the same player in both categories.

Once you receive 2 votes in a single category, your faction will earn additional points, added to the faction's overall total as shown in the table below.

2 Votes	3 Votes	4 Votes	5 Votes
3 Points	5 Points	10 Points	20 Points

If one player wins all 5 of their games and gets 5 favourite army votes and 5 favourite game votes, they will have earned 90 points – 50 points for the gaming scores and 40 points for the favourite army and game votes.

In addition, we like to recognise players who have given their opponents a fantastic experience or inspired them with their hobby talents.

Any player who earns at least 4 Favourite Game or 4 Favourite Army votes will be awarded at the Awards Ceremony.

2.5 Terrain

Terrain will be set out on tables before Game 1. The boards will NOT be using the Event Companion layouts, meaning tables will be more narrative and asymmetrical in nature, making the decision surrounding who is attacker and defender more important.

3.0 ARMY CONSTRUCTION AND PAINTING

3.1 Army Construction

Construct your army to a total of 2,000 points or less using the Battle Forge section of the Warhammer 40,000 app.

For this event, you may select **Legend units** during army creation. These can be found [HERE](#) in the faction pack tab of the Warhammer 40,000 downloads section, or within the Warhammer 40,000 app.

Any rules updates released on or after **Saturday 28 November 2026** – including, but not limited to, errata, point changes, updated rules or model profiles, and any new releases – will not be used at this event, unless specifically communicated otherwise.

3.2 Army Rosters

Once you are happy with your Army List, you must record it in an army roster (or in the Battle Forge section of the Warhammer 40,000 app). All text must be clearly legible on your roster so your opponents can understand what your list contains. You must use the same army roster for each game, and all choices available to you must be included on your army roster. Remember that your roster must include things like wargear, detachments, enhancements, and who your General is.

3.3 Modelling and Painting

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer experience. Painting your miniatures – taking them from bare plastic to fully

realised warriors – is also one of the most satisfying parts of the Warhammer hobby.

With this in mind, all miniatures you bring to the event must be official Warhammer models – excluding basing or scratchbuilt components – and be fully assembled and painted to a suitable standard. The friendly staff at your local [Warhammer store](#) can help you find the paints you need and answer your questions.

For your miniatures to be considered suitable for events, they should have their main areas coloured, and no primer should be left visible and unpainted. All bases must also be textured with a simple finish, and base rims should be neatly painted.

Remember that in an event setting, What You See Is What You Get – WYSIWYG. Each miniature must accurately represent its entry on your Army Roster.

Many players scratch-build, or heavily convert, elements of their miniatures collection – this is a hallowed part of Warhammer hobby history.

You must seek permission from whworldevents@gwplc.com for any converted or scratchbuilt miniatures, including photos of the miniatures in question if possible, at least two weeks before the event.

If you do not get permission for conversions beforehand, you risk them being removed from play or incurring score penalties.

4.0 EVENT POLICIES

At Warhammer World events, we place great emphasis on playing excellent games with like-minded people. We expect participants to play each game according to a certain code of conduct to support this. When you arrive at your table, greet your opponents, introduce yourself, offer them a copy of your army roster, and start the game promptly. Players are expected to treat each other positively and demonstrate good sportsmanship.

4.1 Judges

If you disagree on the interpretation of a rule in a game, we will have members of the events team on hand to help as judges. Feel free to get one of us to help solve the problem. The first place we will look is the rulebook, so we recommend having a read yourself before calling us over. If players do require us to make a ruling, the judge's decision is final.

4.2 Conceding

We expect all players to see the game through to the very end and not concede, as doing so could impact your score and your faction. In the unlikely event that a player does concede before the game has reached its natural conclusion, let a judge know as soon as possible.

If you have an emergency that means you can't proceed, let the event staff know right away.



5.0 AWARDS

The Warhammer hobby is multi-faceted, including social, gaming, and artistic components. With this in mind, we will be awarding the following prizes at the Awards Ceremony:

Prizes will be awarded to the victorious faction and to any player who earns at least 4 Favourite Game or 4 Favourite Army votes.

6.0 CONTACT US

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

Catch up on the latest Warhammer World news by finding us on Facebook at Games Workshop: Warhammer World.

For more information on our event privacy note, please follow the link provided here: [Privacy Policy](#)

