

Section 1: Introduction and primer

Welcome to the War in the Wasteland! This is the second of what shall hopefully be many events in the Albuquerque Warhammer Community!

Within this document you will find the required information that you need to participate in this event, as well as some answers to some frequently asked questions with regards to narrative events as a whole. If you find that any information you need is not contained within this document please feel free to reach out to the event team at oddball.labs.abq@gmail.com.



Section 2: Event Expectations

Expectations from event organizers

For this event we shall expect you to bring all tools and instruments needed to carry out your games. Rulers, tape measures, dice and other items will not be provided by the event. The exception to this rule will be the tables and terrain needed to play the game.

This event is open and available to any and all who wish to participate. As such, it is expected that everyone remains respectful to one another and be tolerant of one another. If any player is creating an unsafe or otherwise harmful environment in the space please report the issue to the event staff immediately.

The mandate of this event is to have fun! We encourage all players to not "meta-game" or bring competitive lists as this event will be running in parallel to a tournament. Come prepared for more casual games, but also be prepared for some players to be utilizing the Warhammer 40,000 rule set.

With regards to the Warhammer 40,000 11th Edition system: all players are encouraged to utilize the system of experience and upgrades which will be provided and made for the event. However, if a player does not wish to use this and merely wishes to just play as normal, please consult the player handbook provided by the event for balancing individual experiences.

Section 3: What you as the player are expected to bring/have:

As a participant of this event you are expected to have any and all tools you need to play the game during all games. (This includes books, tape measures, rulers, laser pointers, dice and books needed to play the game).

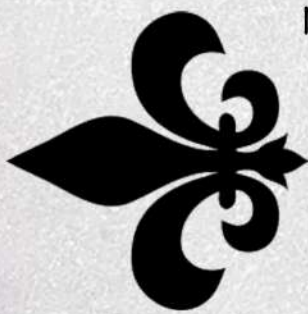
As this is a narrative event the expectations for army sizes at maximum will be 2000 points. Also, to ensure a thematically in-universe experience, named characters will not be permitted in lists.

We as the event team expect all players to adhere to concepts of common sportsmanship and public behavior. Violations of others privacy or unsportsmanlike conduct can result in your removal from the event without refund.

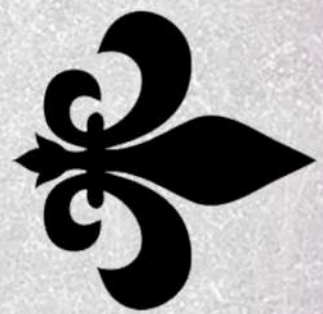
We encourage members of the community to cosplay, dress up, or otherwise enjoy showing off your commitment to your faction/army/alignment in the event however you wish to do so! However, no actual weapons, no metal props, or anything that could be reasonably construed as a weapon will be allowed. (NERF guns, foam props and other items of a similar style are permitted).

Section 4: Schedule

The event itself will be taking place on July 25th and 26th, 2026.



Saturday July 25:
Narrative overview and introduction
9:00 am- 9:30 am
Mission 1
9:30 am - 1:30 pm*
Mission 2
1:30 pm - 5:30 pm*
Mission 3
5:30 pm - 8:00 pm
Narrative Update and Close of Day
8:00 pm - 8:30 pm



*It is expected that players will finish their matches with time to spare and as such time for dinner and other needs can be completed following these games.

Sunday July 26th

Narrative Updates and Player mandates

9 am - 9:30 am

Mission 4

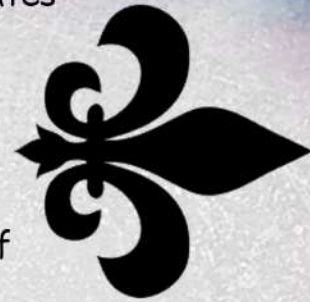
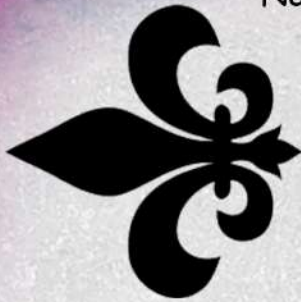
9:30 am - 1:30 pm*

Mission 5

1:30 pm - 5:00 pm*

Award Ceremony and Closing brief

5:15 pm - 6:00 pm



*It is expected that players will finish their matches with time to spare and as such time for dinner and other needs can be completed following these games.

Section 5: Crusade Expectations:

Sometimes games of Warhammer 40,000 can be influenced by a severe power imbalance, or the layout of a terrain board. It is common to wish to simply concede defeat and move past this. However, we as the event staff encourage all players to complete their games to the bitter end. As this is a narrative format and the expectation is that most participants will be utilizing the Warhammer 40,000 ruleset as well as the ruleset provided by the event staff, ending a game early can mean that you and/or your opponent could miss out on experience points and other rewards from army objectives that they may have otherwise had the chance to complete. However, if both players agree that conceding is the best option please inform the event staff of what happened and if you have any ideas on how to avoid this in the future.

What crusade rules can you use?

For this event there will be a custom created set of unit, weapon, and enhancement upgrades that you can give to your forces as they gain and garner experience. Official publications that will be permitted for use are: 11th edition core rulebook, faction codexes, the custom ruleset made by the WITW event team, and the Crucible of Champions rules (from the Maelstrom book series in 10th edition).

Do I have to follow the crusade format?

No, you do not need to use the crusade upgrade rules format to participate. However, it is highly encouraged as it is a core component of Warhammer 40,000 narrative play.