



REALM OF CHAOS: RETURN TO THE MAELSTROM

IN ASSOCIATION WITH WINTERS SEO AND SOUTHWEST & WALES AMATEUR GAMING

AUGUST 8-9TH, FIRESTORM GAMES, CARDIFF

FOUR GAMES, TWO DAYS

2000 POINTS

KEY INFORMATION:

DATE: AUGUST 8-9TH 2026

LOCATION: FIRESTORM GAMES, SLOPER ROAD, CARDIFF, WALES, CF11 8AB

COST: £45 (THIS INCLUDES LUNCH ON BOTH DAYS, PRIZE POOL SUPPORT AND SOME FUN EXTRAS)

TICKETS CAN BE PURCHASED HERE:

WWW.THEBATTLEFIELDS.CO.UK/EVENTS-AT-THE-BATTLEFIELDS/WARHAMMER-40000-REALM-OF-CHAOS-RETURN-TO-THE-MAELSTROM

**FIGHT THROUGH THE REALM OF CHAOS UNDER THE GAZE OF THE GODS. WHETHER YOU SEEK
ESCAPE OR EXALTATION IS UP TO YOU...**

TIMINGS:

<u>SATURDAY</u>	<u>08 August 26</u>	<u>SUNDAY</u>	<u>09 August 26</u>
0900	Meet Up & Registration	0900	Doors Open
0930/1000	Briefing/Game 1	0930/1000	Briefing/Game 3
1300	Lunch	1300	Lunch
1400/1430	Briefing/Game 2	1345/1400	Briefing/Game 4
1800	Day 1 Wrap Up	1700/1800	Event Wrap Up & Prizes

ISSUE 1.0



NARRATIVE

The ritual was almost complete.

The grand plan of the Word Bearers was at its apex. All 6,789 Alpha class psykers had been carefully subdued and moved for their part in proceedings. The deal struck with the gods would surely help tip the scales of war firmly back into the favour of the ruinous powers. Many were trying to stop them, some had even gotten close to succeeding.

They hadn't accounted for everything though.

A tendril of The Great Devourer, buoyed by the congregation of empyrean might had snaked its way towards their sub-sector, casting its great psychic shadow over the ritual at that critical moment. The cerebral cacophony caused by this was deafening. Millions died in an instant. But the gods would not be without their tribute. As the chorus of psychic screams reached its crescendo and the realisation that the ritual had failed began to dawn on the Word Bearers, reality fragmented, and those within the system found themselves transported to a strange new realm, a Realm of Chaos. Where the gods could not have tribute they would now have sacrifice.

Whether you fight to survive and escape or to earn the exaltation of the ruinous powers is up to you...

EVENT INFORMATION

ARMY COMPOSITION

- The points limit is 2000 points
- The rules will be the extant version of Warhammer 40,000 matched play on 01Aug26, including any errata or FAQs¹
- Faction, detachment and enhancements should be decided as a part of your list, and cannot be changed
- Legends units are welcome at this event
- Models should be WYSIWYG (What you see is what you get) wherever possible²
- Armies must be considered legal and battleforged, non-adherence may void potential prizes
- Armies should be painted and based to at least a [GW Battle Ready](#) standard

¹ This is to account for the very possible scenario of an edition change over the summer. In the event of this happening some of the army composition rules may change.

² We would love to see any beautiful conversions you may have done however it should be obvious what they represent. If you have any questions or uncertainty over a model(s) please contact one of the event organisers for help via [email](#) or discord prior to the event.

CHECKLIST

For this event, you'll need:

- Your army
- A copy of your army list
- Your rules: Index/Codex or relevant ePub(s)³
- Dice & a tape measure
- 6 objective markers
- Extra money for drinks/food/plastic toys
- A way to keep track of and note down scores

DISPUTES

Although it may have been simplified, Warhammer 40,000 is by no means simple. If you have any questions regarding rules on the day please flag down an organiser to help. The decision of the organiser will be final in this instance. Alternatively players can simply roll a dice to decide and leave it to lady luck.

³ If you are bringing an army consisting of allies (For example: Chaos Space Marines & an allied Chaos Knight) please ensure that you have both the relevant datasheets and FAQs/Errata for all factions.



MISSIONS

The event will be played out through 4 custom 2000 point missions over 2 days (2 games a day).

Each of the missions will be themed around one of the four Chaos Gods as you progress through their realms. The missions themselves will be revealed on the day.

Whether you fight for survival, ascension or just the pleasure of a good ol' scrap, the Gods will be watching.

PRIZES

Much like the Gods and their boons, the prizes on offer are plentiful. Each of the Chaos Gods are seeking to exalt a champion, additionally they who can unite the ruinous powers will be amply rewarded. Tread carefully though, those who seek glory may also find spawndom.

EXPECTATIONS

The primary focus for this event is fun.

This is not intended to be a competitive tournament, and whilst someone will walk away with the highest Victory Points after this weekend it is our hope as organisers that everyone walks away having enjoyed themselves.

Our event is dedicated to providing a harassment-free experience for everyone, regardless of gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, ethnicity, religion (or lack thereof), or technology choices. We do not tolerate harassment of participants in any form. Sexual language and imagery is not appropriate for any part of the event, including during matches, between matches, or on Twitter, Discord or other online media regarding the event. Event participants violating these rules may be sanctioned or expelled without a refund at the discretion of the organisers.

VENUE INFORMATION:

ADDRESS:

Firestorm Games
Sloper Road
Cardiff
CF11 8AB

Google Map Link:

📍 Firestorm Games Cardiff

GETTING THERE:

CAR: Firestorm Games have on-site parking. There is also a large retail park just behind Firestorm Games by Cardiff City's stadium with a public path that connects to Sloper Road. Parking is generally for a limited time with no return but you can park in the Asda car park and pay for the day or weekend [here](#).

Other parking options are sometimes available on non match days at the Cardiff City Stadium, more information [here](#).

PUBLIC TRANSPORT: Firestorm Games can be reached by public transport with relative ease. Both Ninian Park and Grangetown Stations are short hops from Cardiff Central with a ~10 minute walk to the venue from either station. Alternatively there are a number of bus routes from Cardiff Central that pass close by the venue.

REFRESHMENTS: Lunch on both days will be provided as a part of the ticket cost. Firestorm's kitchen facilities are run by a professional chef and provide a fully functioning kitchen serving hot food and breakfast rolls with an extensive and varied menu. The bar serves both alcoholic and soft drinks and offers draft beer, lager and cider from a local craft brewery, Tiny Rebel Brewing Co. Firestorm ask that you don't bring your own food or drink into The South Wales Gaming Centre.



AFTERWORD

What is the point of a Warhammer event?

First and foremost, it is not about celebrating the ultimate victor; someone who goes undefeated and wins Best General needs very little acclaim beyond the outcome itself (after all, they won!). Instead, it is the experience of every single attendee that truly matters, and the recognition that, for most people who attend an event, community and friendship are both the purpose and the outcome. Before you roll a single dice against an opponent to start your event experience, remember two things:

- 1) The person across the table from you shares your love of Warhammer.
- 2) By the time the dust settles on the event, almost everyone will have lost a game (typically, at most, only one or two people will manage to leave the event without a loss).

While any game often yields winners and losers on the tabletop, the magic of Warhammer in an event setting is the opportunity it provides every participant to become a bigger part of the Warhammer community, and to build friendships with fellow hobbyists that can last a lifetime. As an organiser or a player, if you focus on this inalienable truth, then while most of you will have lost a game or two, you'll all share victory in your experience of what it is to attend a Warhammer event.

- Imperial scholar "James Workshop" 024.M2