



NARRATIVE PLAY

WARHAMMER WORLD



THRONE OF SKULLS

TEMPEST OF WAR





TEMPEST OF WAR

Warhammer 40,000: Tempest of War is a narrative play event for Warhammer 40,000 that uses the Tempest of War card deck to generate missions. Warhammer 40,000: Tempest of War is a casual gaming event where sportsmanship and well presented armies go hand in hand with your ability as a general on the battlefield to be crowned the Tempest of War champion. Only a player with a good attitude, clever gaming skills and a great looking army will raise the trophy. If playing games against like-minded, enthusiastic players with fully painted armies is something you aspire towards, or have always dreamed of, then come and experience a weekend like no other. Tried and tested tactics must be revised, or whole new routes to victory found. Units that seemed, at first glance, to lack the utility you desired suddenly come into their own as their abilities on the tabletop are proved invaluable.

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1.0 EVENT ESSENTIALS

System:	Warhammer 40,000
Registration:	Saturday at 9:00 AM.
Location:	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
Battle Size:	Strike Force
Board Size:	60" x 44"
Missions:	Missions: These will be randomly generated during the weekend using the Tempest at War deck
No. of Games:	Five
Army Selection:	Army Selection: Follow Muster Armies from the Warhammer 40,000 Core Book and the Tempest of War deck.
Tools of War:	Attendees are expected to bring their army, dice, a tape measure, a Tempest of War Deck, all relevant rules publications, and at least 2 physical copies of their army roster (one for the Event staff and one for each opponent). If you are using any electronic devices to carry your official rules references, please ensure they are charged and available for reference at all times.
Other Activities:	Painting competitions and free entry to the Warhammer World exhibition.



2.0 ARMY CONSTRUCTION AND PAINTING

2.1 Army Construction and Army Lists

All armies in these tournaments must be Battle-forged according to the Warhammer 40,000 Core Book and the Strike Force guidelines set forth in the Tempest of War Deck.

When building your army, use all the most up to date Warhammer 40,000 rules found in the following Games Workshop and Forge World publications with the cut off date being 1 week before the event:

- Codexes
- Warhammer 40,000: The App
- Campaign Books
- Chapter Approved: Grand Tournament Mission Pack 2022
- White Dwarf
- FAQs, errata, and beta rules found via www.warhammer-community.com/faqs

Army lists should be presented in an easy to read format (such as army lists exported from Battle Forge in Warhammer 40,000: The App), including all relevant wargear and unit upgrades.

Please see the section on Tempest of War Games for more details on the event format.



2.0 ARMY CONSTRUCTION AND PAINTING [cont.]

2.2 Modeling and Painting

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer experience. With this in mind, all miniatures in your collection must be Games Workshop or Forge World miniatures (excluding basing or scratch-built components), and be fully assembled and painted to at least a Battle Ready standard. Below are some examples of models painted to a Battle Ready standard.

(More information on Battle Ready can be found at Warhammer-Community.com)

CONTRAST METHOD



CLASSIC METHOD



Each model must accurately represent its entry on your army roster (What You See Is What You Get - WYSIWYG). For example, if your army includes a Space Marine equipped with a Meltagun, the model must be equipped with a Meltagun. Equipment such as Frag Grenades that are included on every model within a unit, but not included on every model of that type, need not be modeled.

2.0 ARMY CONSTRUCTION AND PAINTING [cont.]

2.3 Converted Models/Units

Many players “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.

A Note on Basing: Many models are no longer produced on the bases they originally came with. Wherever possible, base your models according to their current boxed kit.

As with other exceptions, if you wish to have a model reviewed, please email whworldevents@gwplc.com for approval.



3.0 TOURNAMENT FORMAT

3.1 Tempest of War Games

For this event we will be following the guidelines laid out on the Instruction Cards with the following changes:

Step 1. Select Battle Size and Muster Armies

All the battles for the weekend will be Strikeforce missions.

Step 2. Determine Mission

When you register for the event on the Saturday morning you will be able to cast a vote for which cards will be used for the first mission of the day.

From Game 2 onwards we will employ a blind auction. When you finish your game please come to the Tournament Organiser desk where a selection of cards will be laid out. Each player can cast a vote for the cards they would like to use in the next game. If you won the game you are allowed to look at one card in each row before casting your vote.

Step 3. Read Mission Briefing

When the mission is revealed the players should proceed with Step 3 as normal.

Step 4. Create the Battlefield

On each table there will be a map for the different deployment maps. Players should use the map that corresponds to the deployment card picked and set up the Battlefield.

Steps 5 - 13.

Players should proceed with Steps 5 to 13 as normal.

Step 14. Determine the Victor

At the end of each game you and your opponent will need to record your results. This should be done on the event scorecard (if required) and handed in as soon as possible. You should also record your score digitally. When recording your scores please enter how many points you scored out of the 100 available. To play at the event every player will have an army painted to a Battle Ready Standard, so please ensure you include the 10 points available for this.

When your score is submitted it will be converted into the following Tournament Points:

- Major Victory 6 points
- Draw 2 points
- Loss 0 points

This means you can score a maximum of 30 Tournament Points from your games. These will then be added to your Favourite Game and Favourite Army scores (See the following page)

3.0 TOURNAMENT FORMAT [cont.]

3.2 Favourite Game And Army Scores

Favourite game and army scores are calculated by voting in the following two categories when you hand in your final results at the end of the event. You get two votes in each category, and you must vote only for the players and armies you played against. This is also a secret ballot, so don't let anyone see who you've voted for. Every player must use their four votes as they are integral to the event. Each vote you receive counts as three points towards your tournament score – this means you can receive a maximum of fifteen points for Favourite Game votes and fifteen points for Favourite Army votes.

Favourite Game – Vote for the two opposing players you enjoyed playing against the most (note that you can't vote for the same player twice!). Maybe they displayed excellent sportsmanship, perhaps they were positive and friendly, they played the game in a fair and honest manner, or it was generally a fun and engaging game.

Favourite Army – Vote for the two armies you played against that you liked the look of the most (note that you can't vote for the same army twice!). Excellent painting standards, a fantastic centrepiece model, spectacular conversions or overall complimentary theme may make up your mind.

3.3 Warhammer 40,000: Tempest of War Score Example:

Edd has won four games and lost one game earning a tournament score so far of 24. He then receives three Favourite Game votes and two Favourite Army votes, which are added to the 15 points he scored from his games for a total tournament score of 39.

3.4 Tiebreakers

If players earn the same tournament points at the end of the event, we will use the following tiebreakers to establish final rankings. They are listed here in order of priority:

- Gaming Score (out of 500)
- Favourite Game votes
- Favourite Army votes

3.5 Pairings

Your opponent for your first game will be randomly determined. Subsequent rounds will be organised using a swiss system. If you ever find yourself facing off against a player you have faced previously please contact a member of the events team.

3.0 TOURNAMENT FORMAT [cont.]

3.6 Event Schedule

Saturday

09:00 - 10:00	Registration in Bugman's Bar
10:00 - 10:15	Briefing
10:15 - 13:00	Round 1
13:00 - 13:40	Lunch in the canteen
13:45 - 16:30	Round 2
16:30 - 17:00	Break
17:00 - 19:45	Round 3
20:00	Gaming Hall and Bugman's Bar close

Sunday

9:00 - 10:00	Bugman's open
09:30 - 12:15	Round 4
12:15 - 13:15	Lunch and Best Army voting
13:15 - 16:00	Round 5
16:00 - 16:30	Break
16:30	Awards Presentations

3.7 Event Awards

The Warhammer 40,000 hobby is multi-faceted; including social, gaming, and artistic components. With that in mind we will award the following prizes:

- Best Overall for the player that ranks highest overall.
- Second place for the player that ranks second.
- Third place for the player that ranks third.
- Most Sporting Player for the player with the most Favourite Game votes, with highest overall ranking as the tiebreaker.
- Champion of the Astartes for the highest ranked Player with the Adeptus Astartes keyword (based on gaming scores only, who didn't win another award).
- Champion of the Imperium for the highest ranked Order player (based on gaming scores only, who didn't win another award).
- Champion of Chaos for the highest ranked player with the Chaos keyword (based on gaming scores only, who didn't win another award).
- Champion of the Ancient for the highest ranked Player with the Necron or Aeldari keyword (based on gaming scores only, who didn't win another award).
- Champion of the Aliens for the highest ranked Player with the Tyranids, Genestealer Cults, T'au Empire or Ork keyword (based on gaming scores only, who didn't win another award).
- Favourite Army (1st, 2nd, 3rd) as voted by you, for the most impressive looking team army.
- Best Army (Judges Choice).

4.0 TERRAIN

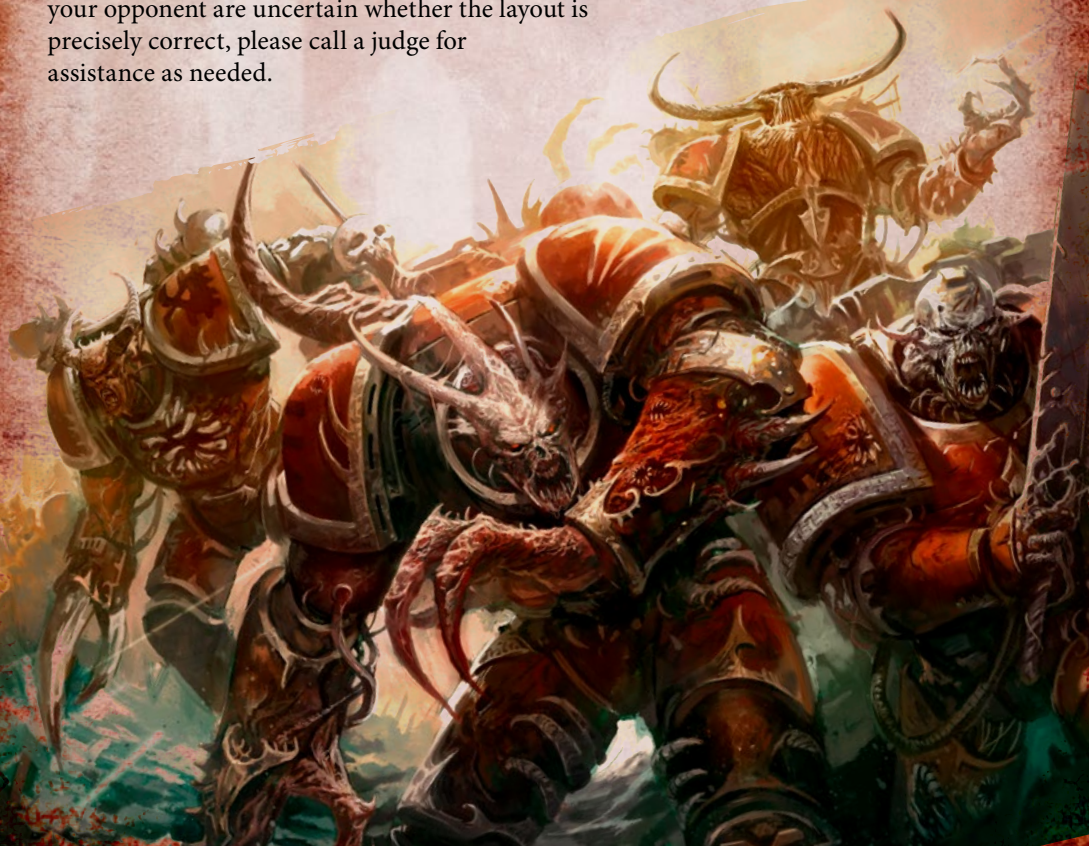
4.1 Table Layouts

While each table may have a different aesthetic or theme, every table will use the same layout in any given round of the event. Additionally, this standard layout will change depending on the deployment card chosen at the start of each round. These will be available on each table for the players to reference.

These layouts change during the tournament for two primary reasons:

- 1) provide players with a varied experience throughout the event, as opposed to 5 rounds spent playing on exactly the same terrain format
- 2) ensure the placement, orientation, and function of each terrain piece is balanced for a wide variety of army types during each particular mission.

If, upon reaching your table, the layout does not closely match one of these two maps, please adjust the terrain until it matches. If you or your opponent are uncertain whether the layout is precisely correct, please call a judge for assistance as needed.



5.0 POLICIES

5.1 Judges

Event staff will be prominently visible in the tournament hall throughout the event and hold the final say on all game rules and tournament issues. Individual rulings, however, are never binding precedent - it's a game, not a court of law. Rulings will always be based on correct rules interpretations rather than adhering to previous precedent. When calling for assistance, please be prepared to provide any relevant rules to the particular question.

A Note on Active Judging: At Warhammer World, judges 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 call a judge. While we will not have judges at every table, and we cannot stop every instance of a minor misplay, our goal here is to make sure all the games at Warhammer World are enjoyable for everyone.

On a rare occasion, players may intentionally or unintentionally commit rules or sportsmanship fouls in the course of a heated or challenging battle. Behavior 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.

Everybody Loses from Time to Time.

Finally, be ready to lose a few games of Warhammer! It seems an odd thing to say, but it is in the nature of any event that only a few players (at most!) will finish the weekend without a loss. Barring ties, half of you will lose your very first game of the weekend, in fact! 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. These events present you the opportunity to build friendships with fellow hobbyists who share your interests - friendships you can renew and celebrate every time you travel to Warhammer World or local events. A single great friendship built out of your experiences at these will outweigh any number of individual victories across your battles this weekend. In fact, if you do your best, have a great time, and build some lasting friendships... you haven't really lost at all!

5.2 Conceding

We expect all players to see the game through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, the final rankings. In the unlikely event that a player does concede before the game has reached its natural conclusion, then the conceding player earns a loss and zero points. The winning player records a major victory and maximum points for their grand strategy and battle tactics for the rounds remaining. Of course, if you have some kind of emergency that means you can't proceed, just let the event staff know right away.

6.0 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.

Whilst we can't be certain what the exact rules will be for each of our events yet, at every event, you can certainly expect to see:

- Reduced capacities to help people can keep distanced where possible
- Organization to reduce crowding and bottlenecks in any particular area
- Measures to reduce sharing of equipment
- Sanitisation stations

Specific details will be communicated with all players 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:

Email: whworldevents@gwplc.com

Write: Warhammer World Events Team, Games Workshop, Willow Road, Nottingham, NG7 2WS

Catch up on all 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](#)

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