



MATCHED PLAY

WARHAMMER WORLD

# WARHAMMER 40,000

## THE ARKS OF OMEN



# WARHAMMER 40,000 THE ARKS OF OMEN

The Arks of Omen is a single day tournament for Warhammer 40,000. Whether you're a newer player, an experienced veteran, or a fantastic hobbyist itching to show off your recently painted models, the Arks of Omen event is a perfect opportunity to spend a day with like-minded hobbyists.

This document covers the specific details for the Arks of Omen event. Please refer to the Weekday Warhammer Overview and Guidelines Document for full details regarding the policies, model requirements and the painting competition rules that will be present at this event, which can be found [here](#)

## EVENT ESSENTIALS

<b>System:</b>	Warhammer 40,000 - Matched Play
<b>Registration:</b>	Thursday 4th May 2023 at 10:00 AM
<b>Location:</b>	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
<b>Battle Size:</b>	1000 points
<b>Board Size:</b>	44x 60
<b>Missions:</b>	Incursion Missions from Chapter Approved - Arks of Omen: Grand Tournament Mission Pack
<b>No. of Games:</b>	Three
<b>Army Selection:</b>	Arks of Omen: Grand Tournament Mission Pack. Use the most current and up to date points for your army.
<b>Tools of War:</b>	Attendees are expected to bring their army, dice, a tape measure, all relevant rules publications, and a copy of their army roster.

## ARMY CONSTRUCTION

You will require an army of no more than 1,000 points to play at this event. Details for choosing your army can be found in the Eternal War Mission Pack on pages 280 - 283 of the Core Book. 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 for being in use 1 week before the event:

- ☒ Codexes
- ☒ Chapter Approved: Arks of Omen
- ☒ Warhammer 40,000: The App
- ☒ Munitorum Field Manual
- ☒ Balance Dataslate
- ☒ Campaign Books
- ☒ White Dwarf
- ☒ FAQs, errata, and beta rules found via [www.warhammer-community.com/faqs](http://www.warhammer-community.com/faqs)

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

## SCORING AND PAIRING

The overall winner will be determined by the number of victories achieved at the event. Players will then be split by their strength of schedule followed by the total amount of Victory Points achieved during the event.

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

## PAINTING COMPETITION

The Worlds of Warhammer painting category for this event is: 'Characters' - You may submit one Warhammer 40,000 model that has the CHARACTER keyword into the competition.

## SCHEDULE

<b>10:00 - 10:25</b>	Registration in the Gaming Hall
<b>10:25 - 10:30</b>	Event Briefing
<b>10:30 - 12:15</b>	Game 1
<b>12:15 - 13:15</b>	Lunch and painting competition voting
<b>13:15 - 15:00</b>	Game 2
<b>15:00 - 15:30</b>	Break
<b>15:30 - 17:15</b>	Game 3
<b>17:15 - 17:45</b>	Break
<b>17:45</b>	Awards Presentation
<b>22:00</b>	Warhammer World Closes

## TERRAIN

Terrain will be set out on tables prior to Game 1. Before each game please adjust the terrain to follow the rules for objective and terrain placement. If you have any issues with terrain placement please ask one of the Event staff for assistance.

## AWARDS

The awards for this event will be as described in the Weekday Warhammer Overview and Guidelines Document

