



MATCHED PLAY

WARHAMMER WORLD

WARHAMMER

40,000

INTO THE BREACH



WARHAMMER 40,000 INTO THE BREACH

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

This document covers the specific details for the Into the Breach 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

System:	Warhammer 40,000: Boarding Actions
Registration:	2nd August 2023 at 10:00 AM
Location:	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
Battle Size:	500 Points
Missions:	Arks of Omen: Abaddon - See Mission Selection and Terrain
No. of Games:	Four
Army Selection:	Create a boarding patrol, as described on page 64 of the Arks of Omen: Abaddon book.
Tools of War:	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 a Boarding Patrol of no more than 500 points to play at this event. Details for choosing your Boarding Patrol can be found on page 64 of the Arks of Omen: Abaddon book.

When building your army, use all the most up to date Warhammer 40,000 rules found in the following Games Workshop 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
- ☒ 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 BattleForge in Warhammer 40,000: The App), including all relevant wargear and unit upgrades.

MISSION SELECTION AND TERRAIN

At this event each board will be set up with a battlefield for a specific mission, selected from the Arks of Omen: Abaddon book. All nine missions will be in use at the event.

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.



SCORING AND PAIRING

Overall rankings will be decided based on the following, in order of priority:

- ☒ Total number of Event Points plus total Sportsmanship and Army Presentation Score
- ☒ Total number of Event Points
- ☒ Total number of Victory Points

Event Points will be calculated the following way, based on game results.

- ☒ Win a game: 6 points
- ☒ Draw a game: 3 points
- ☒ Lose a game: 0 points.

Sportsmanship and Army presentation 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 a single vote 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! Each vote you receive counts as three points ☒ this means you can receive a maximum of 12 points for Favourite Game and 12 points for Army. Every player must use their two votes, as they are integral to the event. If you don't vote, then you don't rank!

Favourite Game ☒ You can vote for the opponent you enjoyed playing against the most. Maybe they displayed an excellent sporting attitude, perhaps they were positive and friendly, or it was generally a fun and engaging game.

Favourite Army ☒ You can vote for the army you played against that you liked the look of the most. Excellent painting standards, spectacular conversions or overall theme may make up your mind.

Scoring Example. Sam has won two games, drawn one and lost one, earning an Event Points score of 15. They then receive two favourite game votes and a single favourite army vote, which are added to the 15 Event Points, for a total score of 24.

Your opponent for your first game will be randomly determined. Subsequent rounds will be organised using a swiss system based on game results, to ensure players are matched against opponents of a similar ability. If you ever find yourself facing off against a player you have faced previously please contact a member of the events team.

SCHEDULE

10:00 - 10:25	Registration in the Gaming Hall
10:25 - 10:30	Event Briefing
10:30 - 11:30	Game 1
11:30 - 12:00	Break
12:00 - 13:00	Game 2
13:00 - 14:00	Lunch and painting competition voting
14:00 - 15:00	Game 3
15:00 - 15:30	Break
15:30 - 16:30	Game 4
16:30 - 17:00	Break
17:00	Awards Presentation
22:00	Warhammer World Closes

AWARDS

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

