WARHAMMER
40,000

TYRANNIC WAR III

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The Tyrannic War III 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, this event is a perfect opportunity to spend a day with like-minded hobbyists.

This document covers the specific details for the Tyrannic War III 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: Matched Play
Registration:	Wednesday 10th April, 2024 at 10:00 AM
Location:	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
Battle Size:	Incursion - 1000 Points
Missions:	Selected from the Chapter Approved Mission Deck: Leviathan
No. of Games:	Three
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 an army of no more than 1,000 points to play at this event. Details for choosing your army can be found on pages 55 - 56 of the Core Rules.

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/Index Cards
- ☒   Warhammer 40,000: The App
- ☒   Campaign Books
- ☒   Chapter Approved Mission Deck
- ☒   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 Warhammer 40,000: The App), including all relevant wargear and unit upgrades.

THE GAMES

This event will be following the guidelines laid out on the Chapter Approved Instruction Cards with the following changes:

Step 1. Muster Armies
All the battles for the weekend will be Incursion missions. Your army should be chosen before the event and recorded on an army roster.

Step 2. Determine Mission
Your deployment for each mission, the Mission Rules and the Primary Mission Rules will be pre-selected.

Step 3 and 4. Read Mission Briefing & Place Objective Markers
When the mission is revealed the players should proceed with Steps 3 and 4 as normal.

Step 5. Create the Battlefield
Terrain will be pre set for each round. Before each game please adjust the terrain to follow the rules for objective and terrain placement, if required. .

Steps 6 - 13.
Players should proceed with Steps 6 to 13 as normal.

Step 14. Determine the Victor
Follow the rules laid out in Step 14 to determine the victor. At the end of each game you and your opponent will need to record your results. When recording your scores please record how many points you scored out of the 90 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 on top of the 90 points available from the game.

SCORING AND PAIRING

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

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 a single model that has the Character keyword into the competition.

SCHEDULE

10:00 - 10:20	Registration in the Gaming Hall
10:20 - 10:30	Event Briefing
10:30 - 12:15	Game 1
12:15 - 13:15	Lunch and painting competition voting
13:15 - 15:00	Game 2
15:00 - 15:30	Break
15:30 - 17:15	Game 3
17:15 - 17:45	Break
17:45	Awards Presentation
18:00	Warhammer World Closes

GAME SPEED MILESTONES

Outside of tournaments, many players may not complete their games against a set clock. Rather than simply calling time left, event staff will announce time based upon the place in the game you should on average be at. These timings exist to help keep the flow of play moving, and are not binding. For clarity, this provides each player with, on average, the following time breakdown for the typical game:

- Pre-Game Mission, Review army lists - 5 Minutes (both players)
- Deploying models - 10 Minutes (both players)
- Playing your First Turn - 15 Minutes per player
- Playing your Second Turn - 10 Minutes per player
- Playing your Third Turn - 10 Minutes per player
- Playing your Fourth Turn - 5 Minutes per player
- Playing your Fifth Turn - 5 Minutes per player

AWARDS

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