

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:	Thursday 5th December 2024 at 10:00 AM
Location:	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
Battle Size:	500 Points
Missions:	Boarding Actions Symmetric Missions - See Mission Selection and Terrain
No. of Games:	Three
Army Selection:	Create a 500 point Boarding Patrol, as described on pages 28-29 of the Boarding Actions 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 pages 28 - 29 of the Boarding Actions 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
- Warhammer 40,000: The App
- Mustering Rules
- 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 Boarding Actions Symmetric Missions. All nine missions will be in use at the event.

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 one Warhammer 40,000 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 - 12:00	Game 1
12:00 - 13:00	Lunch and painting competition voting
13:00 - 14:30	Game 2
14:30 - 15:00	Break
15:00 - 16:30	Game 3
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

