



MATCHED PLAY

WARHAMMER WORLD

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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 miniatures, 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 more information about the policies, miniatures requirements, and the painting competition that will be present at this event.

EVENT ESSENTIALS

System:	Warhammer 40,000: Boarding Actions
Registration:	10:00am on Wednesday 11 March 2026
Location:	Warhammer World, Willow Road, Lenton, Nottingham, NG7 2WS
Battle Size:	500 Points
Missions:	Boarding Actions Symmetric Missions – See Mission Selection and Terrain
Number of Games:	Three
Army Selection:	Create a 500 point Boarding Patrol, as described on pages 28 and 29 of <i>Warhammer 40,000: Boarding Actions</i> .
Tools of War:	Attendees are expected to bring their army, dice, a tape measure, all relevant rules publications, and a copy of their army list.

ARMY CONSTRUCTION

You will need 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 and 29 of *Warhammer 40,000: Boarding Actions*.

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 one 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 Battle Forge 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 find yourself facing a team you have previously faced, 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** miniature 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
18:00	Warhammer World closes

AWARDS

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

