



MATCHED PLAY

WARHAMMER WORLD

WARHAMMER

40,000

SHIFTING FRONTS



WARHAMMER 40,000 SHIFTING FRONTS

Shifting Fronts 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 miniatures, this event is a perfect opportunity to spend a day with like-minded hobbyists.

This document covers specific details for this event. Please refer to the [Weekday Warhammer Overview and Guidelines Document](#) for more information regarding the policies, miniature requirements, and rules for the painting competition that will be present at this event.

EVENT ESSENTIALS

System:	Warhammer 40,000 Matched Play
Registration:	10:00am on Wednesday 29 April 2026
Location:	Warhammer World, Willow Road, Lenton, Nottingham, NG7 2WS
Battle Size:	Incursion (not exceeding 1,000 points)
Board Size:	44" x 60"
Missions:	Asymmetric War Missions, selected from Chapter Approved 2025-26 Mission Deck
Number of Games:	Three
Tools of War:	Attendees are expected to bring their army, dice, a tape measure, and all relevant rules publications.

ARMY CONSTRUCTION

Your army for this event must not exceed 1,000 points and be assembled according to the guidelines set out in the Warhammer 40,000 Core Rule Book (pages 55-56).

For this event, you must also adhere to the following rule changes:

- Your army can contain up to **two** units with each datasheet name, or up to **four** units with each datasheet name if it is a **BATTLELINE** or **DEDICATED TRANSPORT** unit.
- Your army can contain up to one **TITANIC CHARACTER**.

To represent the tactical deployment of units best suited to offensive or defensive roles, for this event, you may bring two 1,000 point army lists, if you wish, noting the following:

- 500 points of your army must remain the same across both army lists. This must include your **WARLORD**.
- The remaining 500 points in each list can be varied to create your Attacker and Defender army lists.
- Both army lists must be finalised before the event.

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 one week before the event:

- Codexes/Index Cards
- Warhammer 40,000: The App
- Chapter Approved Mission Deck
- 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 follow the guidelines laid out in the Chapter Approved Mission Sequence with the following changes:

Step 1. Set Mission Parameters

All the battles at this event will use Asymmetric War missions.

Step 2. Muster Armies

Your army should be chosen before the event and recorded on an army roster.

Step 3. Determine Mission

Each table will have a predetermined Deployment, whilst the same Primary Mission and Twist will be pre-selected for everyone.

Step 4. Place Objective Markers

Players should proceed with step 4 as normal.

Step 5. Create the Battlefield

Terrain will be preset for each round to suit the Deployment selected for each table. Before each game, please adjust the terrain to follow the rules for objective and terrain placement, if required.

Steps 6 - 14.

Players should proceed with Steps 6 to 14 as normal.

Step 15. Determine the Victor

Follow the rules laid out in Step 15 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 must have an army painted to a Battle Ready Standard. 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. In the case of a tie, players will be split by the total amount of Victory Points scored 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 off against a player you have faced previously, please talk to a member of the events team.

PAINTING COMPETITION

The Worlds of Warhammer painting category for this event is: **Characters**. You may submit a single miniature with the Character keyword to 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 on where you should be in the game, on average. 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 miniatures - 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.

