

March 2016 Warhammer 40k Tournament Rules:

General Information:

- Entry Fee: \$15.00
- The Warhammer 40,000 7th Edition rules will be used.
- Armies will consist of 2,000pts.
- Armies may be made up of a maximum of **4** Detachments.
 - Dataslates, Formations, Special Codex Detachments, etc... are all considered as "Detachments" for this event.
- Unbound Armies will **not** be allowed in this event.
- Gargantuan Creatures & Super Heavy vehicles will **not** be allowed in this event.
- Units labeled as "Apocalypse Only" will **not** be allowed in this event.

- The Games Workshop & Fallout Gaming FAQ's will be in effect for this event.
- The Fallout Gaming Code of Conduct will be in effect for this event.
- All players must have the following to participate:
 - Army List
 - Rulebook
 - Codex(s)
 - Any additional rules and/or FAQ's



Terrain & Fortifications:

- Terrain will be preset on all tables but is not fixed.
- Fortifications may not be placed on top of preset terrain.
- If you have a Fortification in your army list, you may slightly adjust terrain (up to 3") to accommodate the Fortification.
- If you cannot fit a Fortification on the table (even after slightly adjusting terrain) please let the Tournament Organizer know and they will adjust the terrain on the table for you.

Forgeworld & Horus Heresy:

- Forgeworld units and/or army lists as well as Horus Heresy armies will be allowed in the tournament.
- Restrictions (the following are **not** allowed):
 - Strategic Assets, Stratagems, etc...
 - Gargantuan Creatures & Super Heavy vehicles.
 - Units labeled as "Apocalypse Only"
- If you are using a Forgeworld unit(s) and/or army list, you must have all of the rules & FAQ's for them with you.
- Horus Heresy armies may only ally with other Horus Heresy armies.
- Any rules anomalies and inconsistencies that occur within the Heresy rulebook being used in standard 40k will be ruled in favor in accordance with the 40k rulebook.

Tournament Scoring:

- Overall scoring for the tournament will be based off of a combination of Battle Points scored in missions, Sportsmanship scores, and Paint scores.

- **Battle Points:**
 - Each mission will be worth up to 15 Battle Points.
 - Players can score a max of 45 Battle Points from the 3 missions.
 - 60% of total score.

- **Sportsmanship:**
 - Each mission will be worth up to 5 Sportsmanship Points.
 - Players can score a max of 15 Points from the 3 missions.
 - 20% of total score.

- **Painting Points:**
 - Players will be judged by the Tournament Organizers on painting.
 - Players can score a max of 15 Points for painting
 - 20% of total score.

- **Painting Breakdown:**
 - Players will be scored one of the following:
 - Not Painted (no models in the army are painted) = 0 Points
 - Partially Painted (models in the army are partially painted) = 5 Points
 - 3 Color Minimum (models in the army are painted to a basic 3 color minimum & based) = 10 Points
 - Tournament Standard (models in the army are painted above & beyond a 3 color minimum & based) = 15 Points