

## June 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.
- There are no restrictions on army lists.
- Unbound Armies will be allowed in this event.
- Units labeled as "Apocalypse only" will be allowed in this event.
- Units labeled with "Experimental Rules" will 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:
  - **2 Written Army Lists**
  - Rulebook
  - Codex(s)
  - Any additional rules and/or FAQ's
  
- Players that turn in their lists on or before June 24th will receive an extra Victory Point.
  - Army lists may be submitted to [jtkPA96@gmail.com](mailto:jtkPA96@gmail.com) (Jim) or [alakard2020@yahoo.com](mailto:alakard2020@yahoo.com) (Kris)



### 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...
- 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.
- 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:**

- **Mission Victory Points:**
  - Each mission will be worth up to 23 Victory Points.
  
- **Sportsmanship Victory Points:**
  - Each mission will be worth up to 10 Victory Points.
  - Players will score their favorite opponent at the end of the tournament; this is worth 1 Victory Point.
  
- **Painting Victory Points:**
  - Players will be judged by the Tournament Organizer on painting.
  - Players can score a max of 24 Victory Points for painting
  
- **Painting Breakdown:**
  - Painting (each is worth 2 Victory Points):
    - All Models in the army are painted.
    - Models in the army are at least 3 colors.
    - Models in the army are all painted in a uniform color scheme.
    - Models have washes and/or dry brushing.
    - Models have fine details such as highlights, eyeballs, weathering, etc...
    - Models have free hand work, glow effects, decals, etc...
  
  - Basing (each is worth 1 Victory Point):
    - All models in the army are based.
    - Bases contain basic flocking, sand, grass, rocks, etc...
    - Bases are dioramic.
  
  - Modeling (each is worth 1 Victory Point):
    - All Models in the army are properly assembled & modeled with proper wargear.
    - Army has basic conversions or kit bashed models.
    - Army has interesting posed models / dynamic appearances.
    - Army includes sculpting / plastic card usage.
    - Army includes major conversion / major sculpting work.
  
  - Display (each is worth 1 Victory Point):
    - Models have something to be carried on.
    - Display board contains standard flocking, sand, grass, etc...
    - Display board contains dioramic / scenic / interesting effects.
    - Display board matches army's theme.