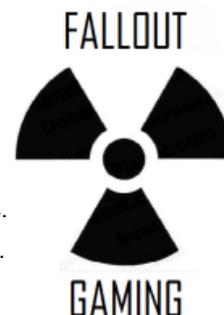


The 5th Annual Hunger Wars Rules:

**** Early List Turn-In for Bonus Battle Points is due by Friday, September 8th!!! ****

General Event Overview:

Every year we gather together to battle each other until our forces have dwindled & one victor remains. We also gather to help fight the war against hunger by donating to the less fortunate in our community.



Army Roster Guidelines:

- The Warhammer 40,000 8th Edition rules will be used.
- Armies may include up to **3** Detachments.
- Players may include up to **1** understrength unit in their army list in a Auxiliary Support Detachment.
- Players will select their own warlord traits, psychic powers, & army specific charts.
- ForgeWorld units & army lists are allowed in this event.
- "Leaving Combat Airspace" as detailed out on page 268 of the rulebook will be included in this event.

Army Roster Point Values:

- Round #1 – Each player will use a 2,000 point army list.
- Round #2 – Each player will reduce their 2,000 point army list by 500 points & play Round #2 with 1,500 points.
- Round #3 – Each player will reduce their 1,500 point army list by 500 points & play Round #3 with 1,000 points.

Army Roster Reducing Guidelines:

- Players may remove wargear, upgrade, & dedicated transports from units. But remember, once any of these have been removed from a unit, they **cannot** be brought back for a later round.
- Players may **not** add or change wargear, models, or upgrade, only remove them.
- Players may move units to a different detachment when reducing points from their army roster (permitted the new detachment they are moved to allows the additional unit).

Additional Information:

- The Games Workshop & ForgeWorld 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:
 - **Written 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.

Army Deployment:

- Players will each roll a D6, the winner will decide who begins deploying units first.
- Players will then alternate deploying units onto the table.
- The player who completes their deployment first can choose to either take the first turn or second turn.
- If the player decides to go first, their opponent may then attempt to seize the initiative.

Battle Length:

- At the end of Round #5, the player who had the first turn will roll a D6. On a roll of a 3+, the game will continue.
- At the end of Round #6, the player who had the second turn will roll a D6. On a roll of a 4+, the game will continue.
- After Round #7, the game will end.

Tabling an Opponent:

- If at any point in the game a player has destroyed all of their opponent's units, continue to play the game to attempt to achieve the maximum amount of Victory Points for the mission.

Tournament Scoring:

Overall scoring for the tournament will be based off of a combination of Victory Points scored in missions, sportsmanship scores, paint scores, & bonus points.

- Missions:
 - Each mission will be worth a max of **25 Victory Points** (max of 75 for the event).

- Sportsmanship:
 - After each mission, players will score their opponents based on their game.
 - Players can earn up to **10 Victory Points** from sportsmanship for each mission (max of 30 for the event).

- Painting:
 - Each player's army will be judged on painting.
 - Players can earn up to a max of **10 Victory Points** for paint scores, please see the section before for paint scoring details.

- Favorite Opponent:
 - At the end of the tournament, players will mark down their favorite opponent.
 - Each favorite opponent vote will grant that player **1 Victory Point** (max of 3 for the event).

- Early List Turn-In:
 - Players who submit their army lists in early for review will receive an additional **3 Victory Points**.

Paint Scoring Breakdown:

Each of the following is worth **1 Victory Point** (max of 10 for the event).

- Assembly – All models in the army have been properly assembled & models are not missing parts.
- Primed – All models in the army have been at least based coated with a primer.
- Standard Painting – All models in the army have been painted to the 3 color standard.
- Above Standard Painting – All models in the army have been painted above the 3 color standard.
- Detailing – Models in the army include fine detail work such as highlights, free hand, weathering, etc...
- Minor Conversions – Army contains minor conversion work such as head swaps, kit bashing, weapon replacements, magnets, etc...
- Major Conversions – Army contains major conversion work such as sculpting, heavily modified models, custom built pieces, etc...
- Standard Basing – All models in the army have standard flocking or have been painted.
- Above Standard Basing – All models in the army contain scenic bases or have extra detailed bases.
- Display – Army has a display board (this does not include a plastic lid).