

May 2017 – Warhammer 40k Tournament Rules:

**** Early List Turn-In for Bonus Battle Points is due by Friday, May 26th! ****

General Information:

- Entry Fee: \$15 per player.
- The Warhammer 40,000 7th Edition rules will be used.
- Armies will consist of 2,000pts.
- Armies may include up to 4 Detachments.
- Decurion Style Detachments may be used, but will count as 2 Detachments.
- Lord of War Restrictions:
 - Armies may include up to **1** Lord of War unit.
 - Primarchs are classified as a Lord of War unit for this tournament.
 - A Lord of War unit may **not** exceed 599 points.
 - A Lord of War unit may contain multiple models, but the overall total points for the unit may **not** exceed 599 points.
 - Imperial / Chaos Knight armies will be allowed in this even if an army is entirely composed of Knights.
 - Individual Knight models may not exceed the 599 point limit.
- The following will **not** be allowed for this event:
 - Units labeled as “Apocalypse Only”.
 - Units labeled as “Experimental Only” rules.

Additional Information:

- 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:
 - **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.

Forgeworld & Horus Heresy:

- Forgeworld units and/or army lists as well as Horus Heresy armies will be allowed in the tournament.
- Forgeworld units and/or army lists will follow the Lord of War restrictions listed on the first sheet.
- Restrictions (the following are **not** allowed):
 - Strategic Assets, Stratagems, etc...
 - Units labeled as "Apocalypse Only".
 - Units label as "Experimental Rules".
- If you are using a Forgeworld unit(s) and/or army list, you must have all 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:

- Mission Points:
 - Each mission will be worth a max of 25 Battle Points (total of 75 Battle Points for the 3 Missions).
- Sportsmanship Points:
 - Each mission will be worth a max of 10 Battle Points (total of 30 Battle Points for the 3 Missions).
- Painting Points:
 - Painting will be work a max of 10 Battle Points.
- Bonus Points:
 - 3 Bonus Battle Points will be awarded to players for turning in their lists early.