The 7th Annual Hunger Wars Rules:

** Early List Turn-In for Bonus Battle Points is due by Friday, September 20th!!! **

fallout

gaming

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.
- Army Roster point limit is 2,000pts.
- Armies may include up to **3** Detachments.
- Understrength units will **not** be allowed.
- All Army Rosters **must** be Battle Forged.
- **Interim Rules, BETA Rules, & the Rule of 3 will be in effect for this event.**
- Players will select their own warlord traits, psychic powers, & army specific charts.
- Warlords must remain the same throughout the tournament.
- Forgeworld units & army lists are allowed.

Army Roster Point Values:

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

Army Roster Reducing Guidelines:

- Players may remove models, wargear, upgrades, & 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 different detachments when reducing points from their army roster (permitted the new detachment they are moved to allows the additional unit).
- Players may change the detachment types they are using to accommodate the reduction to their army roster.

Additional Information:

- The Games Workshop & Forgeworld FAQ's will be in effect for this event.
- The updated 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**
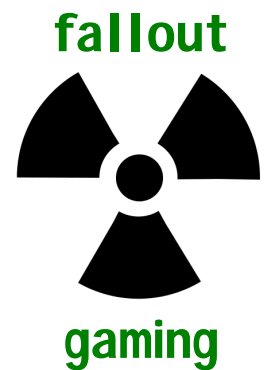
Terrain & Fortifications:

- 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:

- Both players will roll a D6, the winner will select their deployment zone & decide which player will begin deploying units first.
- Players will then alternate deploying units onto the table.
- Once deployment has been completed, players will then roll off (the player who finished deploying first will receive a +1 bonus to this roll off).
- The winner of the roll off may choose to take the first or second turn. If they choose to take the first turn, the player going second may then attempt to seize the initiative.

Tabling an Opponent:

- If at any point during the game you destroy all of your opponent's units, you will score a "Win" for the Primary Mission, & your opponent will score a "Loss" for the Primary Mission.
- For the Secondary Mission, players will talk out / play out the remaining rounds to attempt to achieve the maximum amount of points for the Secondary Mission Objectives.