

## April 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.
- Units labeled as "Apocalypse Only" will **not** be allowed in this event.
- Units labeled with "Experimental Rules" will **not** be allowed in this event.
- Lords of War will be allowed in this event, permitting your detachment allows them.
  - Multiple Lords of War may be taken permitting your detachment allows them.
  - A Lord of War unit may not exceed 25% of your total army cost (this includes squadrons).
    - Example: A player could run 2 super heavy units in their army list, but neither unit individually could exceed the 25% restriction.
- 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".
  - Units labeled as "Experimental Rules".
- 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) = 10 Points
    - Tournament Standard (models in the army are painted above & beyond a 3 color minimum) = 13 Points
  - Players can additionally earn points for the following:
    - All models in the army are based = 1 Point
    - Army contains at least 1 conversion or free hand work = 1 Point