

June 2018 – Warhammer 40,000 Tournament Rules:

**** Early List Turn-In for Bonus Battle Points is due by Friday, June 22nd!!! ****

Army Roster Guidelines:

- The Warhammer 40,000 8th Edition rules will be used.
- Army 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.
- Rule of 3 **will** be in effect for this event.
- BETA Rules will **not** be used in 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.

Additional Information:

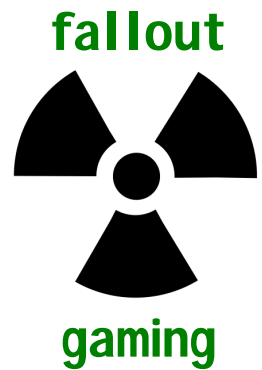
- The Games Workshop & Forgeworld FAQ's will be in effect for this event.
- The Fallout Gaming Code of Conduct will be in effect for this event.
- All players **must** have the following to participate:
 - **Written Army List**
 - **Rulebook**
 - **Codex(s)**
 - **Any additional rules and/or FAQ's**

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:

- 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 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:

- Missions:
 - Each mission will be worth a max of **25 Battle Points**.
- Sportsmanship:
 - After each mission, players will score their opponents based on their game.
 - Players can earn up to **10 Battle Points** from sportsmanship for each mission.
 - At the end of the tournament, players will vote for their favorite opponent, each vote is worth **1 Battle Point**.
- Painting:
 - Player's armies will be judged on a painting rubric with a max of **10 Battle Points**.
- Additional Points:
 - Players who submit their army lists in early for review will receive an additional **3 Battle Points**.