**Warhammer 40k MUSE COMICS & GAMES Tournament Packet:**

The purpose of this packet is to create a standardized rule set for tournament play using the current edition and evolving rules of the 40k game. This is to provide a clear understanding of what you can expect when you attend a tournament put on by Muse Comics & Games, and the way that events will be organized and structured. Our mission as tournament organizers is to encourage players to have FUN in a competitive event, centered on the Warhammer 40k hobby.

     Each player will need to bring at least 2 copies of their army lists (Point cost of models and upgrades included) as well as all the essentials they need to run their army, dice, templates, measuring tape, the appropriate FAQ, ect. Players are expected to know their army well enough that they can find rules & list specifics in GW print should your moves, plays, special abilities or point values be questioned.

* 7th edition rules will be used.
* All current Codices, data-slates, detachments, allies and supplements are allowed.
* Forgeworld rules are not permitted, but Forgeworld models may be substituted for a reasonably appropriate character from a G.W. codex.
* New released material is available for tournament play as soon as it is released including White Dwarf data slates and detachments.
* No Tactical Objective Cards.
* No super heavy models or gargantuan creatures in games less than 2,000 points
* No Tactical Objective Cards.

Player’s armies and miniatures must be modeled to include any upgrade equipment and/or weaponry that the figure has paid to use in the game. Examples: Melta Bombs, Power Swords & Axes, Plasma Guns, Deathspitters, Lascannon, Hunter Killer-Missles, ect. If it cost points it should be represented on the model. Vehicles must be fully modeled to display all of its upgraded weaponry. Exceptions to this rule will only be made for extra armour on vehicles, and minor “standard” equipment like pistols, grenades ect. Horde armies must have some way of distinguishing individual units. This can be color coding, conversions, decals ect.

Painting is not required to play in our tournaments. However, rewards are offered to players that do! All FULLY painted armies get a (1) once per game **“Watch the Paint”** reroll on any vehicle damage chart or monsterous creature armour save!

**‘OW DA WIN DEE PRIZEZ!!!**

Players are competing for prizes and we strive for a fair balance of strategy &

hobby to determine who wins!!! Players will be scored on 3 key elements:

**Modeling Points:**

 +1 Fully assembled army. No models are missing any pieces.

 +1 Highly detailed modeling. No glue or mold lines showing with light to heavy conversions and/or kit bashing.

 **Painting Points: (all fully painted armies get the “Watch the Paint” bonus)**

+1 All models in the army have been painted with at least 3 different colors on **each** model.

+1 All models have been painted to a moderate to high detail and all bases are finished and/or painted.

**Mission Points:** The points earned during each round via primary/secondary missions. These points determine the winner of each match/game and will be the main factor of who wins at the end of the event. \*Victory Points will be used as a tie breaker. Remember to count up all fully destroyed units & vehicles point values before clearing a game board!

**Match & Mission Overview**:

* Objective markers must be at least 25mm wide.
* Objectives are placed before deployment, but after rolling to see who goes first.
* Each game will have the secondary objectives Slay the Warlord, First Blood, and Linebreaker worth 1 point each.
* All games have the Night Fighting and Reserve special rules.
* Tournaments will have 3 rounds. Each event will use three of the six missions randomly (from the Eternal War set) for each round. Deployment will also be determined randomly.
* Players MUST complete a minimum of 6 turns, or 3 turns per player, each game. At the end of the round if two players have not met the 3 round requirement, “1(D3)” points will be subtracted from each players scores. Players with armies exceeding 80 models that do not met the 3-turn-per-player limit will be penalized “2(D3)” points. This penalty cannot make a score go below zero, and if both players come out with zero points the winner will be determined by the most points left on the board.

**Mission Types:**

    **Crusade:** D3+2 objectives, placed by the players. Each Objective Marker is worth 3 points at the end of the game.

    **Purge the Alien:** +1 point for every enemy unit that has been completely destroyed. No Objective Markers.

    **The Scouring:** This game has 6 objective markers. One marker is worth 4 points, two are worth 3, two are worth 2, and one is worth one. Place the markers randomly on the table so that neither player knows which one is which. Before deciding whether or not to steal the initiative, reveal the objectives point values.

    **Big Guns Never Tire:** D3+2 objectives, each Objective Marker is worth 3 points at the end of the game . +1 point for every enemy *Heavy Support* unit that has been completely destroyed. (formation models that are HS in its original codex count as HS)

 **The Emperors Will:** Each player places one objective marker in their deployment zone. Each Objective Marker is worth 3 points at the end of the game.

    **The Relic**: One objective (The Relic) is placed in the center of the board. You can seize the Relic. This is done by moving a non-vehicle, scoring unit model into base contact with the relic. The model then picks it up automatically at the movement phase. The Relic can be dropped if the model is killed, falling back, or if the player who possesses the Relic decides to drop it. If the Relic is dropped it is placed within one inch of the model that dropped it. The Relic cannot be placed or dropped in impassable terrain, and models carrying the Relic can’t move more than six inches in the movement phase and must forgo any running in the shooting phase. The Relic can only be taken aboard a transport by a model that can embark on a transport, if the model is dropped while embarked on a transport place it one inch away from a randomly determined access point. If the relic is taken aboard a vehicle/transport the vehicle may only move 6 inches each turn. The Relic is worth three points at the end of the game.

**FAQ:**

This section is where we as tournament organizers have made decisions pending a FAQ from GW for rules.

* Thunderwolf Calvary and space wolf models with a Thunderwolf mount as wargear are consider Str. 10 per the wording increase and not modify in their rules.
* Powerfield Generators extend from the hull of the transport the model with the generator is in per the release of 7th edition the FAQ for the Dark Angels codex involving the ruling on the generators doesn’t exist.
* G.W. FAQ’s will only be valid if they have been updated since the release of the newest edition of that codex. Examples: Grey Knights
* Monsterous creature wound allocation will be determined using the Recently suggested FAQ that GW released (2016).

    As always courtesy and professionalism is what is desired during these tournaments, A shop attendant will be monitoring the event with the rules on hand ready to help answer questions or to help settle a rule dispute.