**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, etc. 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.
* 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
* **BIG CHANGE HERE!!** To engage the player community better we would like to extend to the invitation to be creative with your games. Forge World and Unbound Armies are to be considered with **both player’s consent**. We figure since you must communicate with your opponent to schedule a game you might as well converse about the type of encounter you would like to have. Be as creative as you want to be, play identical lists, do a vehicle only game, play a game with no upgrades, ect… It’s all on the table the choice is in the gamers hands to keep things fresh. If a decision can’t be reached roll a dice or flip a coin (a shopkeeper can do this if need be). If a consensus still can’t be reached, well you don’t play. **NOTE**: If one of these debates gets out of hand the shop attendant addressed as Boe Willis Clark will mark both arguers as having lost the game.

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-Missiles, etc. If it cost points it should be represented on the model. Vehicles must be fully modeled to display all its upgraded weaponry. Exceptions to this rule will only be made for extra armor on vehicles, and minor “standard” equipment like pistols, grenades etc. Horde armies must have some way of distinguishing individual units. This can be color coding, conversions, decals etc.

**NOTE:** If a model that is not wysiwyg (what you see is what you get) is detected during the game or right before the game starts it will be removed from the game. Those points will not be recouped and everything will continue as normal with one player just a little shorter on points. If the game reaches its end and a wysiwyg violation is spotted too bad. If one followed the rules you would have a hard copy of your opponent’s rules in your hands and several hours to spot an infraction.

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!!!**

**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 all fully destroyed units & vehicles point values before clearing a game board!

**Match & Mission Overview**:

* Objective markers must be at least 25mm wide. The shop can provide appropriate sized bases to be used if the players do not possess suitably sized markers.
* 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 (Not the League) 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.
* In a tournament setting (Not League) , 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. 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:**

**NOTE TO PLAYERS:** To be sure that every player has an equal opportunity to gather equal points the shop has selected two games for your first bracket. Your first game with all players in your starting bracket will be **CRUSADE (**For the sake of fairness Crusade will be played with four objectives)**.** If or when you play an individual a second time the game will be the **The Scouring.**

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

    **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 to steal the initiative, reveal the objectives point values.

**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.