

# 40k Rules at Invasion 2019

## 1) Legal Army Lists / Army Specifics / Points Sizes (2000) / Painting

At Invasion we are going to be playing with 2000 point armies. Please bring at least 3 printed copies of your list: 1 for yourself, 1 for your opponents and 1 extra. You must also bring published or copied printouts of any and all relevant rules for your army, including the core rules. All armies have to be painted to participate at Invasion (minimum 3 colors + basing).

We will be using the Best Coast Pairing app at Invasion this year.

## 2) Army Construction

Armies should be constructed following all the rules for Matched Play at 2000 points in the Warhammer 40,000 8th Edition Rulebook. Specifically, this means Battle-Forged using Points (as opposed to Power Level) with no more than 2000 points in your army. Keep in mind you must pay points from a set-aside Reinforcements Pool for \*any\* new units created during the course of play as a result of a special rule or effect (i.e. Summoning, a Spawn created by a certain special weapon killing a Character, etc.) unless explicitly stated otherwise in an FAQ or Datasheet.

When creating an army you have 3 detachments as per the rulebook. Dark Eldar are allowed to exchange 1 detachment slot for 3 patrol detachments. This means a Dark Eldar army can have 9 patrol detachments at Invasion if they want.

All Warhammer 40,000 Indexes and 8th Edition Codices released before September 1, 2019 are permitted. Additionally, the following applies to Forge World rules:

- Warhammer 30k/Horus Heresy Forge World units are NOT allowed (nor are they functionally compatible with the new edition of Warhammer 40,000)
- Forge World's Index: Adeptus Astartes, Index: Chaos, Index: Imperium, and Index: Xenos are all permitted at Invasion without exception.

## 3) Core Rules Modifications

At Invasion we will be using all the rules and guidelines from Warhammer 40,000 8th Edition, but the following modifications apply.

- Understrength Units may not be included in the army when you are creating your army.
- The Beta rules that came out with the Big FAQ in April is in affect at Invasion.
- All games have a set number of turn. Each game last 6 game turns. Not 5 with the option of 2 more, but 6.
- From the rulebook FAQ

Q: If a unit declares a charge against an enemy unit that is entirely on the upper level of a terrain feature such as a ruin, Sector Mechanicus structure, etc., but it cannot physically end its charge move within 1" of any models from that unit (either because there is not enough room to place the charging unit, or because the charging unit is unable to end its move on the upper levels of that terrain feature because of the expanded terrain rules for it – as with ruins, for example), does that charge fail? A: Yes.

This part of the FAQ is NOT in effect at Invasion. A unit can still engage a different unit from the floor below even if there is no room on the floor that is being occupied. You still have to roll high enough on the charge roll to get to the floor above, but if no models can be placed there you can engage from the floor below. You still have to be eligible to actually go to the second floor to charge. A tank without fly cant engage from the first to the second floor from the beginning, so you still have to be eligible to actually move to the second floor to charge.

· Any converted models have to be approved by the organizer before the event if they are to be used. Send a mail to [Christopher@invasion.no](mailto:Christopher@invasion.no) if you want to know if the model(s) can be used at Invasion or not.

- Objective markers have to be placed on the ground. A objective marker can also be placed on a hill IF all models can walk/drive/fly on to that hill.

#### **4) Clarifications**

- GW's Dice app is allowed to use at Invasion

- Units that start on the table can use abilities, relics, psychic powers and so on that allow them to deep strike everywhere on the table even turn 1 following normal deep strike rules.

- GW's flowchart to use index units/upgrades that doesn't exist in the codex is allowed to use

##### **4.1) Slow Play and Chess Clocks**

In the 40k Championship tournament all games will be played with Chess Clocks. Each game lasts 3 hours and each player will have 1,25 h on their timer. The 10 min not on the clocks is for pregame preparations like reading the mission, exchanging army list and so on. There is a section with more details on the use of chess clocks further down and people participating in the 40k Championship tournament can ignore the rest of this section.

In the 40k Renaissance tournament there wont be any chess clocks, but after the game is finished write down in witch turn the game ended, there will be a box on your scoresheet where this can be written. There is also a box where you can mark if one player was tabled

At Invasion you have 3 hours to finish the game, so getting to at least turn 5 should be expected of most people in this timeframe.

If you feel your opponent is slow playing then kindly ask them to play faster, if they still continue to play slow in your opinion call a judge.

Anyone can have a bad day so if a game ends on turn 3 or earlier than that can happen (tabling not considered). But if a player has 2 games at invasion that ends on turn 3 or earlier

then they will get a penalty of 1 tournament point. If a player has 3 or more games which ends on turn 3 or earlier then that player will get a penalty of 3 tournament points.

## **4.2 Chess Clocks**

In the 40k Championship tournament all games will be played using chess clocks. 10 min is reserved for step 1-5 in the pre-game process, so each player will have 1.25 h on their timer. Remember to check that the timer is correct before starting the countdown.

Using a chess clock is really simple. If you are doing something then your timer should be running, if your opponent is doing something then your opponents time should be running.

If you are deploying your army, then run your time. If you are alternating placing units then click on the clock and send the timer back and forth between each player. If you are rolling to hit, wound and so on its on your time, if your opponent is going to roll saves, then switch it over, same with them fighting back and so on.

If someone forget to click over and you are using your opponents time, or the other way around, then don't be a bad player and deny them their time, let them use some of your time. We can't make this go on the exact second of course but each player should try to be fair and watch the clock for each other.

### **Runs out of time**

If someone runs out of time then that player can only do defensive actions, this include

- rolling saves
- denying psychic powers
- rolling morale tests
- moving model(s) out of a destroyed vehicle
- using defensive stratagems (like giving your unit -1 to hit before being attacked, but not stratagems that make your unit fight if they die since you would then be rolling attacks)

A player without time can't move, cast psychic powers, shoot, or fight and they don't have any turns left. They can still score points like linebreaker, holding most objectives at the end of a game turn, but they can't score points in their own phase since they don't have any phases left.

## **5) Pre-Game Process for game 1, 3 and 5**

1. Once at your table, swap lists with your opponent and study what you're up against.
2. Define the terrain together on the table what each piece is.
3. In parallel with your opponent, privately select, note, and simultaneously reveal any Warlord Traits, Psychic Powers and Relics you plan to use in your army for this game. This is also the step you buy extra relics and assign additional warlord traits and psychic powers if you want to.
4. Roll off with your opponent. The winner starts placing an objective (6 inches from any edge and 12 from another objective), then your opponent places an objective and so on. Each player places 3 objectives each.
5. Roll off with your opponent. The winner selects which Deployment Zone will be theirs.
6. The player who did NOT pick a deployment zone then deploys their entire army. After the first player has deployed their entire army, the second player then deploys their entire army.
7. Once setting up is complete, the player who deployed first takes first turn (you can't give your opponent first turn, if you deployed first you go first).
8. The Player going second may elect to roll a dice in an attempt to seize the Initiative.
9. Note some units use special rules allowing them to be set up at unusual times – pay careful attention to the datasheets for such units and deploy them when appropriate.
10. The Battle Begins: High fives and handshakes!

## **5) Pre-Game Process for game 2 and 4**

1. Once at your table, swap lists with your opponent and study what you're up against.
2. Define the terrain together on the table what each piece is.
3. In parallel with your opponent, privately select, note, and simultaneously reveal any Warlord Traits, Psychic Powers and Relics you plan to use in your army for this game. This is also the step you buy extra relics and assign additional warlord traits and psychic powers if you want to.
4. Roll off with your opponent. The winner starts placing an objective (6 inches from any edge and 12 from another objective), then your opponent places an objective and so on. Each player places 3 objectives each.
5. Roll off with your opponent. The winner may select which Deployment Zone will be theirs or give the choice to the opponent.
6. Begin alternating unit deployment, beginning with the player who didn't pick a deployment zone.
7. Once setting up units is complete, each player rolls a dice and compares the results. The player who completed setting up his units first will add 1 to the result of this roll. Roll off if it's a tie.
8. The Winner of #7 decides whether to go First or Second for each Battle Round.
9. The Player going second may elect to roll a dice in an attempt to Seize the Initiative.
10. Note some units use special rules allowing them to be set up at unusual times – pay careful attention to the datasheets for such units and deploy them when appropriate.
11. The Battle Begins: High fives and handshakes!

## 6) Missions

**Both the 40k Championship and 40k Renaissance tournament will be playing the same missions.**

**Tabling your opponent:** If you table your opponent you win the game and earn 3 tournament point's, and your opponent get 0 tournament points. You also get 25 Battlepoints (unless you have a higher score) and your opponent gets how many battlepoints he/she has up until the point they were tabled.

**Objective markers:** If both players want to measure from the edge of an objective when checking who is controlling it that is allowed. If you don't agree on anything before the game starts measure from the center as per the rulebook.

When placing objective follow the rulebook unless the mission say otherwise. You alternative placing objectives, they have to be 12 inches from each other and 6 inches from the edge

**Mission scoring:** In all the missions the scoring works in the same way and works as follows.

Primary:

- If you manage to kill 1 or more of your enemies units in your turn you get 1 point.
- If you control 3 or more objectives and the end of your turn you get 1 point.
- If you manage to take control of one or more objective(s) your opponent controlled at the start of your turn, you get 1 point.
- Whoever controls the most objectives at the end of a GAME TURN earns 1 point.

This means that each player can earn between 0 – 3 points each Game turn and 1 player can earn up to 4 points in a game turn.

Secondary:

There are 3 secondary goals each worth 3 points each. Each secondary can only be scored once per player

- **Big Game Hunter.** Whoever killed the most expensive unit/model that died during the game wins this secondary and earns 3 Points. Only one person can score this secondary unless they tie for point's value. Explosions and similar effects count as killed.
- **Bloodlust.** If you manage to kill 13+ units from your opponent's army during the game you earn this secondary and score 3 points. Each single model with 10+ wounds counts as 2 units, and a single model with 20+ wounds counts as 5 units.
- **Take the Center.** Starting from turn 2. If you AT THE START of your turn have a unit/model within 6 inches of the center of the table and your opponent does not then you control the center. If you AT THE START of your next turn still have a unit/model within 6 inches of the center and your opponent does not you score this secondary and earn 3 Points.

This means that each player can earn between 0 – 9 points on the secondary's missions.

Tertiary:

There are 3 tertiary goals each worth 1 point each. Each player can score these once at the end of the game.

- **Slay the Warlord.** If you killed the enemy warlord you get 1 point.
- **Behind Enemy Lines.** If you have a unit inside your opponents deployment zone at the end of the game you earn 1 point
- **First Strike.** If you killed a unit during your first turn, you earn 1 point.

This means that each player can earn between 0 – 3 points on the tertiary missions

Remember to write down on your scoresheet how many battle points you gain during the matches since they will be used as tiebreakers.

## Mission 1

Deployment: Dawn of War (p216)

Number of objective markers to be placed: 6

Number of turns: 6 turns.

**Primary mission goals:** (0-4 points each game turn)

Primary:

- If you manage to kill 1 or more of your enemies units in your turn you get 1 point.
- If you control 3 or more objectives and the end of your turn you get 1 point.
- If you manage to take control of one or more objective(s) your opponent controlled at the start of your turn, you get 1 point.
- Whoever controls the most objectives at the end of a GAME TURN earns 1 point.

**Secondary mission goal:** (Each secondary mission goal is worth 3 battle points, and each secondary can only be scored once per player)

- **Big Game Hunter.** Whoever killed the most expensive unit/model that died during the game wins this secondary and earns 3 Points. Only one person can score this secondary unless they tie for point's value. Explosions and similar effects count as killed.
- **Bloodlust.** If you manage to kill 13+ units from your opponent's army during the game you earn this secondary and score 3 points. Each single model with 10+ wounds counts as 2 units, and a single model with 20+ wounds counts as 5 units.
- **Take the Center.** Starting from turn 2. If you AT THE START of your turn have a unit/model within 6 inches of the center of the table and your opponent does not then you control the center. If you AT THE START of your next turn still have a unit/model within 6 inches of the center and your opponent does not you score this secondary and earn 3 Points.

**Tertiary mission goal** (Each tertiary mission goal is worth 1 battle point)

- **Slay the Warlord.** If you killed the enemy warlord you get 1 point.
- **Behind Enemy Lines.** If you have a unit inside your opponents deployment zone at the end of the game you earn 1 point
- **First Strike.** If you killed a unit during your first turn, you earn 1 point.

At the end of the battle count the number of battle points you gained during the game. The player with the most points is the winner and will get 3 Tournament Points. The loser will get 0 tournament points. If it's a draw, both players receive 1 tournament points each



## Mission 2

Deployment: Hammer and Anvil (p216)

Number of objective markers to be placed: 6

Number of turns: 6 turns.

**Primary mission goals:** (0-4 points each game turn)

Primary:

- If you manage to kill 1 or more of your enemies units in your turn you get 1 point.
- If you control 3 or more objectives and the end of your turn you get 1 point.
- If you manage to take control of one or more objective(s) your opponent controlled at the start of your turn, you get 1 point.
- Whoever controls the most objectives at the end of a GAME TURN earns 1 point.

**Secondary mission goal:** (Each secondary mission goal is worth 3 battle points, and each secondary can only be scored once per player)

- **Big Game Hunter.** Whoever killed the most expensive unit/model that died during the game wins this secondary and earns 3 Points. Only one person can score this secondary unless they tie for point's value. Explosions and similar effects count as killed.
- **Bloodlust.** If you manage to kill 13+ units from your opponent's army during the game you earn this secondary and score 3 points. Each single model with 10+ wounds counts as 2 units, and a single model with 20+ wounds counts as 5 units.
- **Take the Center.** Starting from turn 2. If you AT THE START of your turn have a unit/model within 6 inches of the center of the table and your opponent does not then you control the center. If you AT THE START of your next turn still have a unit/model within 6 inches of the center and your opponent does not you score this secondary and earn 3 Points.

**Tertiary mission goal** (Each tertiary mission goal is worth 1 battle point)

- **Slay the Warlord.** If you killed the enemy warlord you get 1 point.
- **Behind Enemy Lines.** If you have a unit inside your opponents deployment zone at the end of the game you earn 1 point
- **First Strike.** If you killed a unit during your first turn, you earn 1 point.

At the end of the battle count the number of battle points you gained during the game. The player with the most points is the winner and will get 3 Tournament Points. The looser will get 0 tournament points. If it's a draw, both players receive 1 tournament points each

### **Mission 3**

Deployment: Search and Destroy (p216)

Number of objective markers to be placed: 6

Number of turns: 6 turns.

**Primary mission goals:** (0-4 points each game turn)

Primary:

- If you manage to kill 1 or more of your enemies units in your turn you get 1 point.
- If you control 3 or more objectives and the end of your turn you get 1 point.
- If you manage to take control of one or more objective(s) your opponent controlled at the start of your turn, you get 1 point.
- Whoever controls the most objectives at the end of a GAME TURN earns 1 point.

**Secondary mission goal:** (Each secondary mission goal is worth 3 battle points, and each secondary can only be scored once per player)

- **Big Game Hunter.** Whoever killed the most expensive unit/model that died during the game wins this secondary and earns 3 Points. Only one person can score this secondary unless they tie for point's value. Explosions and similar effects count as killed.
- **Bloodlust.** If you manage to kill 13+ units from your opponent's army during the game you earn this secondary and score 3 points. Each single model with 10+ wounds counts as 2 units, and a single model with 20+ wounds counts as 5 units.
- **Take the Center.** Starting from turn 2. If you AT THE START of your turn have a unit/model within 6 inches of the center of the table and your opponent does not then you control the center. If you AT THE START of your next turn still have a unit/model within 6 inches of the center and your opponent does not you score this secondary and earn 3 Points.

**Tertiary mission goal** (Each tertiary mission goal is worth 1 battle point)

- **Slay the Warlord.** If you killed the enemy warlord you get 1 point.
- **Behind Enemy Lines.** If you have a unit inside your opponents deployment zone at the end of the game you earn 1 point
- **First Strike.** If you killed a unit during your first turn, you earn 1 point.

At the end of the battle count the number of battle points you gained during the game. The player with the most points is the winner and will get 3 Tournament Points. The looser will get 0 tournament points. If it's a draw, both players receive 1 tournament points each

## Mission 4

Deployment: Spearhead Assault (p216)

Number of objective markers to be placed: 6

Number of turns: 6 turns.

**Primary mission goals:** (0-4 points each game turn)

Primary:

- If you manage to kill 1 or more of your enemies units in your turn you get 1 point.
- If you control 3 or more objectives and the end of your turn you get 1 point.
- If you manage to take control of one or more objective(s) your opponent controlled at the start of your turn, you get 1 point.
- Whoever controls the most objectives at the end of a GAME TURN earns 1 point.

**Secondary mission goal:** (Each secondary mission goal is worth 3 battle points, and each secondary can only be scored once per player)

- **Big Game Hunter.** Whoever killed the most expensive unit/model that died during the game wins this secondary and earns 3 Points. Only one person can score this secondary unless they tie for point's value. Explosions and similar effects count as killed.
- **Bloodlust.** If you manage to kill 13+ units from your opponent's army during the game you earn this secondary and score 3 points. Each single model with 10+ wounds counts as 2 units, and a single model with 20+ wounds counts as 5 units.
- **Take the Center.** Starting from turn 2. If you AT THE START of your turn have a unit/model within 6 inches of the center of the table and your opponent does not then you control the center. If you AT THE START of your next turn still have a unit/model within 6 inches of the center and your opponent does not you score this secondary and earn 3 Points.

**Tertiary mission goal** (Each tertiary mission goal is worth 1 battle point)

- **Slay the Warlord.** If you killed the enemy warlord you get 1 point.
- **Behind Enemy Lines.** If you have a unit inside your opponents deployment zone at the end of the game you earn 1 point
- **First Strike.** If you killed a unit during your first turn, you earn 1 point.

At the end of the battle count the number of battle points you gained during the game. The player with the most points is the winner and will get 3 Tournament Points. The looser will get 0 tournament points. If it's a draw, both players receive 1 tournament points each

## Mission 5

Deployment: Front-Line Assault (p217)

Number of objective markers to be placed: 6

Number of turns: 6 turns.

**Primary mission goals:** (0-4 points each game turn)

Primary:

- If you manage to kill 1 or more of your enemies units in your turn you get 1 point.
- If you control 3 or more objectives and the end of your turn you get 1 point.
- If you manage to take control of one or more objective(s) your opponent controlled at the start of your turn, you get 1 point.
- Whoever controls the most objectives at the end of a GAME TURN earns 1 point.

**Secondary mission goal:** (Each secondary mission goal is worth 3 battle points, and each secondary can only be scored once per player)

- **Big Game Hunter.** Whoever killed the most expensive unit/model that died during the game wins this secondary and earns 3 Points. Only one person can score this secondary unless they tie for point's value. Explosions and similar effects count as killed.
- **Bloodlust.** If you manage to kill 13+ units from your opponent's army during the game you earn this secondary and score 3 points. Each single model with 10+ wounds counts as 2 units, and a single model with 20+ wounds counts as 5 units.
- **Take the Center.** Starting from turn 2. If you AT THE START of your turn have a unit/model within 6 inches of the center of the table and your opponent does not then you control the center. If you AT THE START of your next turn still have a unit/model within 6 inches of the center and your opponent does not you score this secondary and earn 3 Points.

**Tertiary mission goal** (Each tertiary mission goal is worth 1 battle point)

- **Slay the Warlord.** If you killed the enemy warlord you get 1 point.
- **Behind Enemy Lines.** If you have a unit inside your opponents deployment zone at the end of the game you earn 1 point
- **First Strike.** If you killed a unit during your first turn, you earn 1 point.

At the end of the battle count the number of battle points you gained during the game. The player with the most points is the winner and will get 3 Tournament Points. The looser will get 0 tournament points. If it's a draw, both players receive 1 tournament points each