

40k Rules at Invasion 2020

Index

1. Army Building Guidelines
 - a. Army roster guidelines
 - b. Army painting and basing guidelines
 - c. Converted, count-as and Forgeworld model/units
 - d. Game rule sources
2. Dices and dice apps
3. Slow play and Chess clocks
4. Core rules, FAQ and Terrain
5. Terrain
6. Core rule modifications
7. The tournament
8. Missions, pregame process and timetable
 - a. Mission explained
 - b. Tabling and Concession Scoring
 - c. Pre-Game Process
 - d. Primary and Secondary mission scoring
 - e. The Secondaries
 - f. Scenarios
 - g. Scorecard
 - h. Timetable

1) Army Building Guidelines

Use the following guidelines when you are creating your army

- Maximum allowed points per army is 2000 points
- All current Games Workshop and ForgeWorld material/units may be used at Invasion with the following exceptions.
 - Index Books
 - Warhammer Legend units
 - Warhammer 30k/Horus Heresy Forge World units
 - Necron Tomb Citadel
- Armies must be battle forged using the battle forged army guidelines
- A maximum of 3 detachments per army
- Every unit in the army must have at least one faction keyword in common, with the exception of those that are unaligned.
- Understrength units are not allowed

1a) Army Rooster Guidelines

- All army lists at Invasion 2020 have to be submitted to the Best Coast Pairing (BCP) app before the 1. of September.
- When you are creating your army list, you can use Battlescribe, handwritten army lists and so on. However, all lists have to be easy to read and understand.
- On all army lists, who/it/what is the Warlord should be clearly stated. Who is the warlord can NOT be changed during the event. You are allowed to change the warlord trait from game to game. Just tell your opponent during army presentation.
- Relics/additional relics/psychic powers/formations and so on should all be mentioned on the army list. All of these can be changed before each game, but should be written down as a standard in case you forget to tell your opponent what kind of spells, relics, formations and so on that you are using.
- Remember to list clearly what chapter/craftworld/legion and so on your detachments are part of

1b) Army painting and basing guidelines

- All models at invasion have to be painted with a minimum of 3 colors and basing. Just spraying your model and putting 3 dots on them is not considered painted. Any models that do not meet this requirement will be removed. If you are in doubt email Christopher@invasion.no with your question.
- It should be pretty clear based on painting, markings and so on what kind of detachment and units each model is part of. Using a fully painted Dark Angel army as both Dark Angels and Ultramarines, spread over two different detachments will not be allowed. Units should be similarly marked in some way to distinguish them. Painting squad markings/different mail color, using clip ons on bases, painting the edge of bases and so on. But rubber bands are NOT allowed. If you are in doubt email Christopher@invasion.no with your question.
- Models must be played on the bases provided with them. If two different sizes are provided, either must be used. If you are fielding older models now provided on different bases, email Christopher@invasion.no to get a ruling if rebasing is required.

1c) Converted, count-as and forgeworld model/units

- You may not gain a benefit from converted/count as models, but you may incur penalties. Any model that is converted/is a count as model that deviate a lot from the original model has to be approved by the organizer. Send a email to Christopher@invasion.no for approval. Models that have not been approved beforehand may not be used.
- Forgeworld units/models have to be represented by the actual forgeworld model, no count as or conversion are allowed.

1d) Game rule sources

- You must possess an official print or digital copy of any rules that you are using in your army.

2) Dices and dice apps

Dices shall be numbed 1 – 2 – 3 – 4 – 5 – 6 of with clear dots as in normal dices. Symbols on dices are only allowed on one (1) of the numbers and shall be on the same number for all of your dices.

You are allowed to use the GW official dice app at invasion as long as your opponent agree to it. If they don't agree you have to roll the dice

3) Chess Clocks

In the 40k tournament at invasion all games will be played with Chess Clocks. We have quite a lot of clocks for the tournament, but if you do have a clock at home that you could bring we will be very happy. 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. Remember to check that the timer is correct before starting the countdown.

Using a chess clock is 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 it's 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 opponent's 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 cannot 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.

4) Core Rules, FAQ and Cut of Dates

- All Chapter approved and beta release match play rules from Games Workshop will be used at Invasion.
- All the latest FAQ's up until the 31. Of August are in effect at Invasion
- The final cut of date for armybooks, faq's and so on is the 31. Of August. Anything published after that date is not allowed at Invasion

5) Terrain

- All the tables at invasion are pre-sett in regards to terrain. The terrain is not to be moved during the event.
- Players may not place models on top of L-shaped buildings unless there is a floor to stand on. But placing a model on the wall/edge where it is normally not supposed to be is not allowed
- All first floor ruins are considered to be closed. Most of the terrain at invasion are closed on the first floor, but there are some small holes and possibly some ruins with windows open. Just to clarify, they are considered to be closed.

6) 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.

- 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.

- Objective markers has to be placed on the ground. An objective marker can be placed on a hill IF all type of models can walk/drive/fly on to that hill.

7) The tournament

- The 40k tournament at invasion consist of 5 rounds using swiss pairing through the BCP app. Three games are played on Saturday and two games are played on Sunday.
- There are 4 prizes in the 40k tournament up for grabs at Invasion
 - Best general (the player with most wins, with battlepoints as tiebreaker)
 - Best painted army (the army with the most votes)
 - Second place in the tournament
 - Third place in the tournament

8) Missions, Pre Game Process and Timetable

8a) Mission explained

At Invasion we will be using the ITC missions from Frontline gaming. All information about the missions can be found below.

8b) Tabling and Concession Scoring

At the game's conclusion, the player with the **higher total score** is the winner. If one player chooses to concede before the game has come to a natural conclusion or is "Tabled" (meaning all of their units have been destroyed or they are subject to the Sudden Death rule), they retain the score they had up until that point and count all of their units as destroyed for scoring purposes for each of the remaining turns of the game meaning their opponent will earn all of their Kill, Kill More primary points for every turn thereafter. The player that didn't concede or get tabled may play out the remainder of the game to score any additional objectives to increase their final score. In the case of a concession, the conceding player automatically loses

the game regardless of comparative scores. If a player draws a bye due to an uneven number of players, this should go to the player with the lowest total score and that player receives a win and a score of 30 points.

Players should take careful note that tabling your opponent does not automatically score maximum points for the mission. Concession also does not automatically award max points to the victor!

8c) Pre Game Process

Pre-Game Process

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 player that rolls higher may choose to be the Attacker or Defender. If the Defender was the winner of the roll off (meaning they chose to be the Defender), they roll for the deployment map and may re-roll the result a single time if they choose to. If the Defender was the loser of the roll off (meaning they were chosen to be the Defender), they may roll 2d6--re-rolling any duplicate die until two different results are generated--and choose either of the two deployment maps. The Defender also chooses their deployment zone, and the Attacker gets the remaining deployment zone.
5. Players then place objectives following the scenario guidelines as listed on each mission.
 - All objectives are considered to be on the ground floor
 - Distances are measured to and from the models to the closest point of the objective Marker when determining which models are in range to control an objective.
6. Each player chooses 3 of the secondary mission objectives listed below. One of them must be from the **Seek and Destroy category** and one must be from the **Maneuver category**. The third mission can be from either category or be Old School. A player may only choose each mission once. Then they reveal them to the opponent.
7. Players begin deploying. The attacker will deploy their entire army first and take the first turn. The defender will deploy their entire army second and take the second turn. There is no roll for seize the initiative.
8. The Battle Begins: High fives and handshakes!

8d) Primary and Secondary Mission Scoring.

Primary mission: End of players Turn

Each player scores a point if they at the end of their turn

- a) Killed a unit during their turn (1 point)
- b) Hold one or more objectives (1 point)

Primary mission: End of Battle Round scoring

Each player scores points at the End of each Battle Round

- a) Do you hold more objectives then your opponent? If yes you score 1 point
- b) Where more of your opponents units destroyed this battle round than your own? If yes you score 1 point.

Secondary Missions

Each player may score up to 4 pts for each of the following Secondary Missions, for a total of 12 between the three they've chosen. These points can be scored at any time unless otherwise specified in the description.

Seek and Destroy Secondaries may not be scored concurrently by the same unit on the same target. Maneuver Secondaries may not be scored concurrently by the same unit or on the same objective. Old School may be scored concurrently with any other secondaries by or from the same unit.

Example 1: A player picks Head Hunter and Big Game hunter as two Seek and Destroy secondaries. Their Knight destroys a unit that is both a Character and a Vehicle with 10 wounds. They can only score one of the two Seek and Destroy secondaries from that unit of their choice. However, if the same Knight destroyed a Vehicle with 10 wounds and a separate Character unit in the same shooting phase, the controlling player could score a point for both qualifying secondaries.

Example 2: A player chooses Engineers and Sappers as two Maneuvers secondaries. If both units are on the same objective, the player may choose to either use his Engineers or his Sappers but not both. Similarly, if they had chosen Recon and King of the Hill and had a unit within 9" of the middle of the table and in a table quarter, the player must choose which of the two Manoeuvre secondaries the unit is counting towards.

8e) The Secondaries

Old School: Earn 1 point for the following:

- 1) **First strike:** An enemy unit is destroyed in the first Battle Round
- 2) **Slay the Warlord:** The enemy warlord is destroyed at game's end
- 3) **Linebreaker:** Have one of your models within your opponent's deployment zone at the end of the game
- 4) **Last Strike:** An enemy unit is destroyed in the last Battle Round played.

Seek and Destroy Secondaries

Headhunter: 1pt for each enemy Charakter that is destroyed

Born for Greatness: Pick on of your single model Charakter units. This unit gains 1 pt for accomplishing each of the following objectives, up to a total of 4pt. Each objective can only be achieved once per game

- 1) Destroy an enemy unit that does not have the Charakter Keyword
- 2) Destroy an enemy unit that has the Charakter Keyword
- 3) Deny an enemy Psychic Power
- 4) Hold an Objective outside of your deployment zone
- 5) Heroically intervene into an enemy unit
- 6) Begin and end a Battle Round wholly within your opponent's deployment zone

Marked for Death: Choose 4 of your opponent's units each of which is worth a points value including wargear of 120 or more points. Earn 1 pt for each of these units destroyed.

Gang Busters: For every 6 wounds inflicted on a non Troop battlefield role multi-model unit composed entirely of models with 3 or more wounds that does not have the **Vehicle, Swarms** or **Monster** keywords , score 1 point.

Note: Once any wounds from a unit are counted towards your Gang Busters Secondary Objective, that unit may not score points for another Seek and Destroy Secondary Objective.

Big Game Hunter: Earn 1 point for every 10 cumulative wounds dealt to enemy units containing the **Monster, Titanic** or **Vehicle** keyword.

The Reaper : For every 20 wounds of Infantry, **Swarms, Bikers** or Drone models destroyed, earn 1 point.

Note: You count each wound when the Infantry model is destroyed. In the instance of models coming back into play after being destroyed during the course of a game, you may count them each time they are destroyed. Once a model is removed from a unit, if you choose to count it towards your Reaper Secondary Objective, that unit may not score points for another Seek and Destroy Secondary Objective.

Maneuver Secondaries

Recon : Have a unit at least partially in each table quarter at the end of your player turn. A unit may only count as being in one table quarter at a time for the purposes of this rule. 1pt per turn. Starting turn 2, if you have two units in every table quarter, you earn 2pts per turn.

Behind Enemy Lines : If at least one of your units that does not have the Flyer battlefield role is wholly within the enemy Deployment Zone at the end of your turn, earn 1 Point. Starting turn 2 and on, if you have three or more non-Flyer battlefield role units wholly within in your opponent's deployment zone at the end of your turn, you earn 2pts.

Ground Control: Earn 1 point for each objective held at the end of the last Battle Round played. If you hold all of the objectives on the table at game's end, you score all 4pts.

King of the Hill: At the end of their turn, the player who chose this secondary objective scores 1 point if they have two units that are any combination of non-character, multi-model units or units with the **Titanic** keyword wholly within 9 inches of the center of the table. Beginning in the second battle round, if the player who chose this secondary has four or more qualifying units wholly within 9 inches of the center of the table, that player instead scores 2 points. 'Multi-model unit' means a unit that consisted of more than a single model immediately prior to the start of the game.

Engineers: Select two non-character/non-fortification units from your army to be Engineers. Starting from Battle Round 2, if one or more of these units starts and ends your turn within 3” of the same objective marker you control, and it did not make any attacks or manifest any psychic powers during your turn, earn 1 point at the end of that turn. If you have two Engineer units performing this role on two separate objectives and one or more of the objectives is outside of your deployment zone, earn 2pts. These units may not score this objective if they join other units during the course of play or split into multiple units. Units chosen to be Engineers may never benefit from a rule that keeps them from being the target of attacks, Cloud of Flies, for example. They can benefit from terrain blocking Line of Sight to them.

Sappers: Select two non-character/non-fortification/non-Flyer battlefield role units from your army to be Sappers. So long as a Sapper unit ends your turn within 3” of an Objective outside of the controlling player’s deployment zone, the Sapper unit may render the objective Unscorable for any primary or secondary objectives for the Sapper unit’s opponent so long as it remains in this state. Note, a Sapper may render an objective unscorable even if they do not control the objective. Once rendered Unscorable, an objective remains in this state until the Sapper moves more than 3” away from it, is destroyed, makes any attacks or manifests any psychic powers. If at the end of your turn your Sappers have rendered any objectives Unscorable, earn 1pt. Starting turn 2 and on, you can earn up to a maximum of 2pts per turn for Sapping two or more objectives. Units chosen to be Sappers may never benefit from a rule that keeps them from being the target of attacks, Cloud of Flies, for example. They can benefit from terrain blocking Line of Sight to them. If a Sapper unit ever splits into multiple units during the course of the game using an ability such as the Combat Squads rule or is combined into another unit such as with Consolidate Squads stratagem they are no longer Sapper units and lose all of the above abilities for the rest of the game.

The Postman: Select a single model from your army that does not have the **Vehicle**, **Monster** or **Titanic** (with the exception of Imperial Knights and Chaos Knights which may be made The Postman) keywords to be The Postman (this model can be in a unit). This model may choose to gather intel on an Objective within 3” that you control at the end of your turn. You may only gather intel from each objective once per game. Earn 1pt per objective you gather intel from. If at the end of the game you have gathered intel from every objective on the table, you automatically score all 4pts.

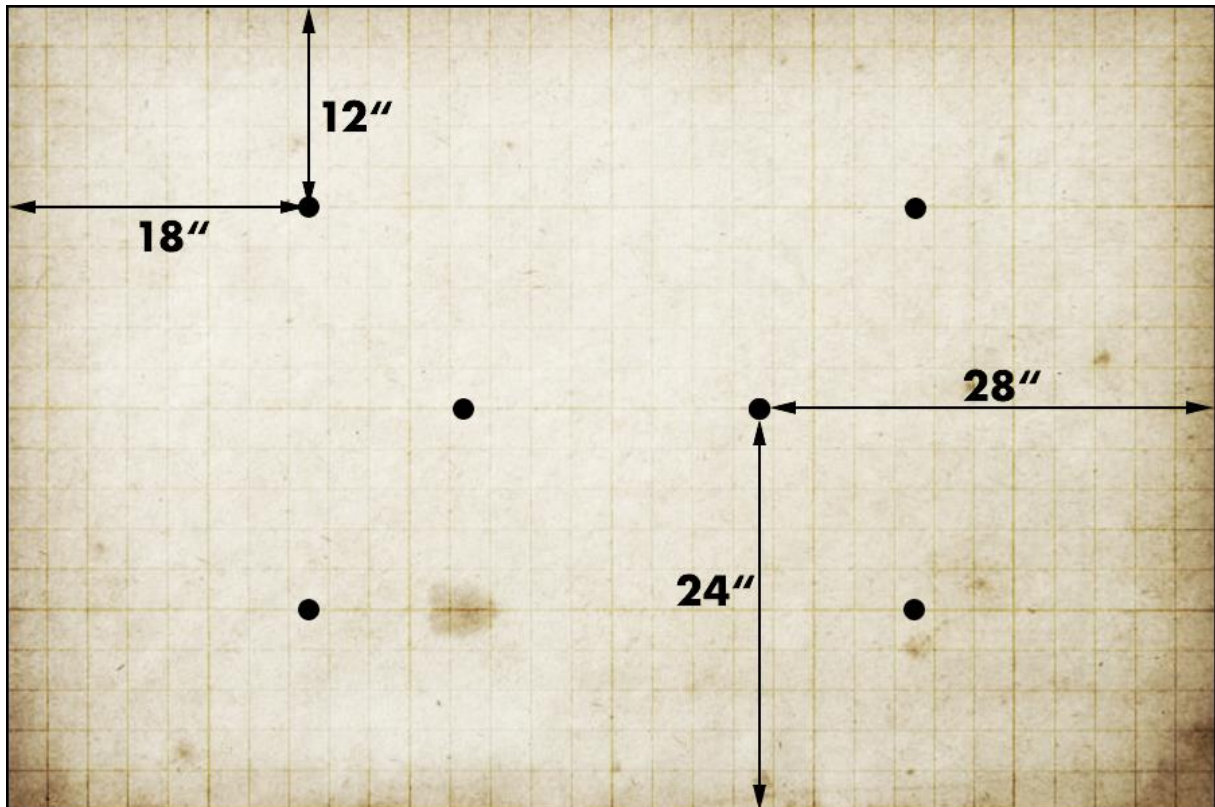
8f) Scenarios

Scenario 1: Seize Ground

Deployment: Random

Number of turns: 6 turns

6 Objectives placed as shown:



Seize Ground Bonus Point: If a player holds or contests 4 or more objectives at the end of their player turn, gain 1 point.

For an objective to be contested, both players have models within 3" of it but neither controls it. This typically occurs because both players have an equal number of models within range of the objective and either none of them are Objective Secured, or all of them are.

Scenario 2: Cut to the Heart

Deployment: Random

Number of turns: 6 turns

3 objectives: Starting with the attacker, each player places 1 objective in their opponent's deployment zone the center of which must be exactly 9" from at least one table edge. 1 objective is placed in the middle of the table.



Cut to the Heart Bonus Point: If a player controls the center objective and the objective they placed at the end of their player turn, they gain 1 point.

Scenario 3: Nexus Control

Deployment: Random

Number of turns: 6 turns

4 objectives. Starting with the Defender, players alternate placing objectives. The first two are placed more than 6" outside of either deployment zone and more than 6" from a table edge and 12" from another objective. Starting with the Attacker, each player then places one of the remaining objectives in their deployment zone more than 6" from a table edge and 12" from another objective.



Nexus Control Bonus Point: If a player holds both objectives outside of either player's deployment zone at the end of their turn, earn 1pt.

Scenario 4: What is yours is mine

Deployment: Random

Number of turns: 6 turns

5 objectives: 1 objective is placed in the middle of the table. Next, starting with the Defender, each player places 1 objective anywhere on the table more than 6" from a table edge and 12" from another objective. Each player then places 1 objective in their opponent's deployment zone more than 6" from a table edge and 12" from another objective.



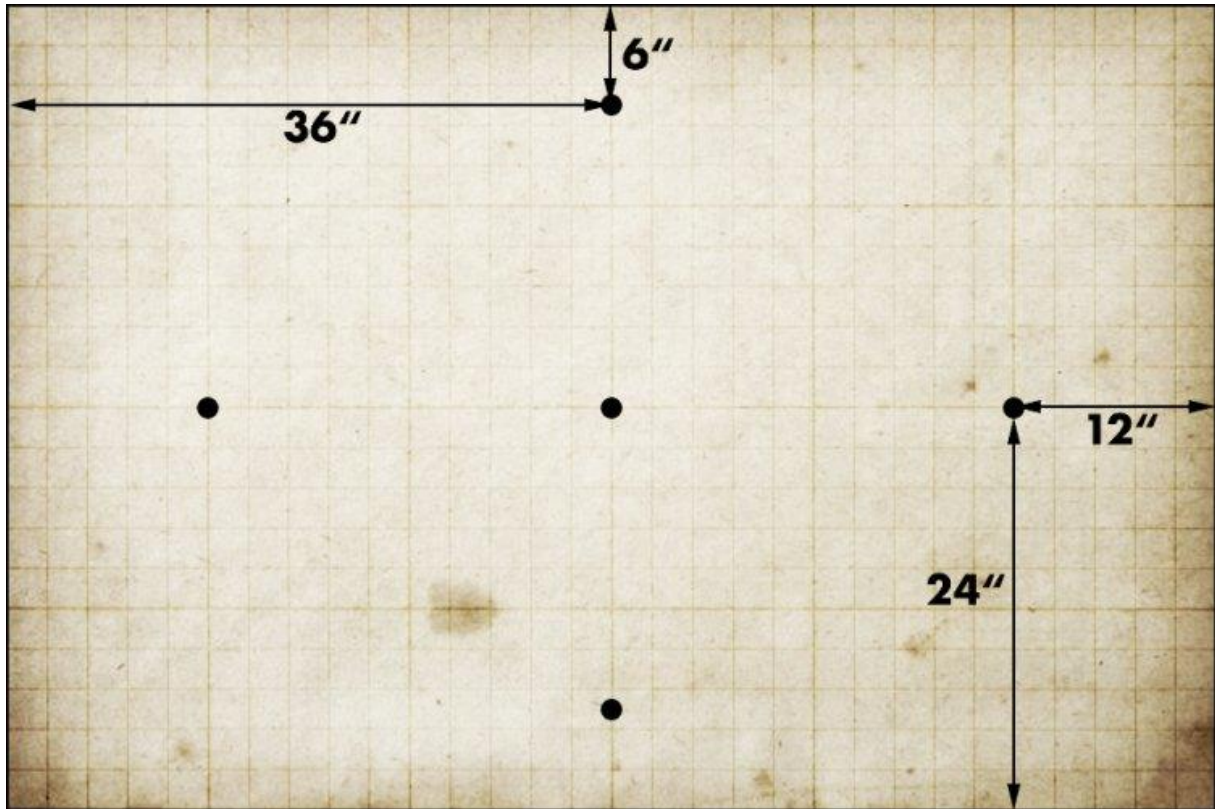
What's Yours Is Mine Bonus Point: If a player controls both of the objectives they placed on the table at the end of their turn, they earn 1 point.

Scenario 5: Crucible of Champions

Deployment: Random

Number of turns: 6 turns

5 Objectives places as shown



Crucible of Champions Bonus Point: If a player has three models with the character keyword in scoring range of three different objectives at the end of their player turn, they score 1 point.

8g) Scorecard

At Invasion each player will be given scorecards and a tournament pack at the event. You are also allowed to use the "ITC battle: a tool for competitive WH40K" app to keep the score on your phone if you don't like to write stuff down.

You:

Opponent:

Primary Battle round 1

Player turn	kill 1+	hold 1+	bonus
Battle round end	kill more	hold more	total 0-5

Player turn	kill 1+	hold 1+	bonus
Battle round end	kill more	hold more	total 0-5

Battle round 2

Player turn	kill 1+	hold 1+	bonus
Battle round end	kill more	hold more	total 0-5

Player turn	kill 1+	hold 1+	bonus
Battle round end	kill more	hold more	total 0-5

Battle round 3

Player turn	kill 1+	hold 1+	bonus
Battle round end	kill more	hold more	total 0-5

Player turn	kill 1+	hold 1+	bonus
Battle round end	kill more	hold more	total 0-5

Battle round 4

Player turn	kill 1+	hold 1+	bonus
Battle round end	kill more	hold more	total 0-5

Player turn	kill 1+	hold 1+	bonus
Battle round end	kill more	hold more	total 0-5

Battle round 5

Player turn	kill 1+	hold 1+	bonus
Battle round end	kill more	hold more	total 0-5

Player turn	kill 1+	hold 1+	bonus
Battle round end	kill more	hold more	total 0-5

Battle round 6

Player turn	kill 1+	hold 1+	bonus
Battle round end	kill more	hold more	total 0-5

Player turn	kill 1+	hold 1+	bonus
Battle round end	kill more	hold more	total 0-5

Secondaries

Your Secondaries

Opponents secondaries

1 - 2 - 3 - 4
1 - 2 - 3 - 4
1 - 2 - 3 - 4

1 - 2 - 3 - 4
1 - 2 - 3 - 4
1 - 2 - 3 - 4

8h) Timetable for the event

Friday	19:00 –	Friendly gaming
Saturday	08:30	Doors open for registration
Saturday	09:00	Generell Info
Saturday	09:30	First round start
Saturday	12:30	Lunch
Saturday	13:30	Second round starts
Saturday	16:30	Break
Saturday	17:00	Third round starts
Saturday	20:00	Day 1 ends
Saturday	21:00	Dinner at the hotell
Sunday	09:00	Fourth round starts
Sunday	12:00	Best painted armies (break)
Sunday	12:45	Fifth round starts
Sunday	15:45	Tournament ends
Sunday	16:01	Award ceremony as soon as results are in