

# 40k Rules at Invasion 2023

Version 1,1

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## **0) Judges and conduct**

Judges and T.O's hold the final say on all tournament issues. They can instruct players to begin a new round despite time, force a loss on someone caught cheating etc. Players will not be permitted to "abuse" tournament rules to gain unfair advantages. Individual rules are NEVER binding precedent. Should a judge get a rule wrong, that does not bind the event to continue getting it wrong. Please respect all the judges and T-O's, they are volunteers

At Invasion we expect every player to behave their best. You are attending the largest tabletop tournaments in Norway, we run these for you and your fellow players.

Players are expected to 'play by intent.' What this means, within the context of the Battle of the Coast, is that players should actively talk through everything they are doing and what they intend to accomplish by doing it (*i.e. I am going to move these guardsmen 6", but I want to try to remain outside of heroic intervention of your Shield-Captain - Do you agree that it is possible and I have done so?*). But, this also expects that both players must ensure that it is a two-way conversation where information is not being purposefully withheld that could affect your opponent's intention (*i.e. before you move those Guardsmen, don't forget that my Shield-Captain can heroically intervene 6"*).

For clarification this does not mean that you need to reveal your game-plan, but it does mean that the game should be played openly to avoid any 'gotcha-moments' by way of obscure rules

If you have any questions about the way a rule interaction works for your opponent - you *\*must\** ask them to see how the rule is written, and the opponent has to be able to present this to you. If you still believe there are discrepancies with how this is being interpreted by the opponent (*ie: This seems Too Good to be True*) - immediately notify a TO or Judge. This should not be seen as a detrimental thing, and we actively encourage asking TO's for clarifications as much as possible. The worst thing to happen is that the TO discovers in retrospect that a player has been using rules wrong the entire tournament - because then corrections become increasingly difficult to do.

## **1) Army Building Guidelines**

Use the following guidelines when you are creating your army

- At Invasion each player will be using a Strike Force
- Maximum allowed points per army is 2000 points (as per Strike Force)
- All the current Indexes and Imperial Armour Datasheets material/units may be used at Invasion as long as they can be used in a game of 40k.
- The following units/models/datasheets/ranges may not be used
  - Warhammer Legend units
  - Combat Patrol Datasheets

- Titan Models from Imperial Armour

### **1a) Army roster Guidelines**

- All army lists at Invasion 2023 have to be submitted to the Best Coast Pairing (BCP) app before the 17th of September (this date may change if there are reports of any updates around the time Invasion is being hosted)
- When you are creating your army list, you can use Battlescribe, handwritten army lists, the GW app and so on. However, all lists have to be easy to read and understand. But the way we recommend, is that your army list is uploaded using the “Facebook text” or “Chat” from Battlescribe. This makes it easier for the T.O’s to see lists that are correct in the BCP app.

### **1b) Army painting and basing guidelines**

- All models at invasion has 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](mailto:Christopher@invasion.no) with your question.
- Units should be 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](mailto: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](mailto:Christopher@invasion.no) to get a ruling if rebasing is required, but in general all models should be updated with their correct bases.
- The army should be coherent in regards to the army colors. Using ultramarine units, blood angel units and dark angel units in the same army should be avoided

### **1c) Converted, count-as and 3D prints**

- 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](mailto:Christopher@invasion.no) for approval. Models that have not been approved beforehand may not be used.
- We allowed 3d printed models, but they all have to be approved before Invasion. Use the mail above to get your model approved.

### **1d) Game rule sources**

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

## **2) Dice and dice apps**

Dice shall be numbered 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 and other similar apps 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 1,30 h on their timer at the start of the game.

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.

When you are alternating placing units during the deployment, 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.

During deployment, you **\*MUST\*** alternate placing down units. No shortcuts will be allowed. You will have the time on you for the duration of placing down your entire unit, and you will **\*ONLY\*** pass the time to your opponent once your entire unit is down.

Likewise, your opponent is not allowed to place down units on your time - and can only begin taking out units and placing them upon the battlefield on his own time

We do, however, expect every game to be played to full - and while it is not required to do so, we encourage people giving some of their remaining time to ensure that the game is played to its natural conclusion

### Runs out of time

If someone runs out of time then that player can only do defensive actions and score points, these include

- Rolling saves
- Get a command phase where you gain a CP, roll for battleshock, check scoring, but you do NOT draw secondary Card(s)
- Moving model(s) out of a destroyed vehicle and rolling for casualties
- 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 cannot move, cast psychic powers, shoot, or fight since they do not have any turns left.

They can still score objectives and cards if possible. You will score primary points for objectives that you own when you run out of time unless your units loses control of the objective(s) like in a normal game.

#### **4) Core Rules, FAQ and Cut of Dates**

- All the latest FAQ's and Army Books are in effect at Invasion. We don't have a cut of date, but if something comes out very close to the event we will make an announcement if the rules are to be used or not?
- We will be using the general WTC FAQ as well as the GW faqs at Invasion. A link to the WTC faq has been added to the Invasion rulepack page.

#### **5) Core Rules Clarifications**

At Invasion we will be using all the rules and guidelines from Warhammer 40,000 10th Edition, but the following modifications apply.

- Units that come back to life do not get any used "One use weapons" back, they are spent. (This may change if GW comes out with a clear ruling on the matter)
- Trajan Valoris Captain General ability works as written, he and his unit ignore any negative modifiers like -1 to hit, -1 to wound, half damage, Ap reduction on his target and so on. They can still be easier to hit if your opponent has +1 to hit, and they can be slowed down with abilities that are not modifiers (like making a unit not being able to advance)
- Range and Charges are measured to and from bases. On models like skimmers and tanks where the model is overhanging the base, measure to the base in all instances, but when moving charges to engage a skimmer, tank, move the models to the base if possible, if not move to the hull. This does not make a skimmer unchargable, you just have to think a little bit abstract. This means a footprint of a skimmer is much smaller than in 9ed, since all measurements are from the base. This is per 10ed rules, but need to be said out loud.
- The "battleforged" CP is given at the very start of the command phase before anything else has happened, and so abilities like "The Lord Solar" from Leontis will still give you the 1 CP that you are eligible to earn that battle round.

#### **6) Tokens and Objective markers**

- We recommend that you bring your own objective markers that are 40mm in the center with a 3 inch diameter on each side so that there are never any questions about who is holding or what models are on an objective.
- Every player is required to bring at least two 40mm objective markers for summoned objectives in the mission rituals
- We also recommend that you bring tokens/card or other markers that you can use to mark units that have been given a buff, spell, command abilities and so on so that it is easier for you and your opponent to know which units are under what effect(s).

## 7) The tournament

- The 40k tournament at invasion consist of 6 rounds using swiss pairing through the BCP app. One game is played on Friday. 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 and Pre Game Process

### 8a) Mission explained

At Invasion, we will be using the missions from Leviathan Tournament Companion. All information about the missions can be found below and in the Leviathan Tournament Companion.

### 8b) Tabling, Concession Scoring, Forfeiting and Talking the game out

At the game's conclusion, the player with the **higher total score** is the winner, if they win the game by 6+ points. 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), they retain the score they had up until that point. 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 17-3 victory.

**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!**

### Forfeiting

If a player gets to the point like they feel they want to concede a round at Invasion, due to an issue, or a complement of issues arises, the referees and Invasion's TO's should be advised immediately.

If it is a gaming issue between two players the referee team can try to defuse a situation and come to some sort of fair resolution for both parties. Referees and players are the only involved parties here. There will be no onlookers or other players involved unless the referees deem it necessary.

If there is a need for it, the referees or one of the players can ask for Invasions TO's to intervene on an issue. This may occur when the referee team feels they are not comfortable taking a decision, or if one of the players feels like the situation is still not treated fairly enough to continue playing the round, or if the referees feel like the situation supersedes their

authority or mandate. In this instance the Invasions TO's will take an informed decision after listening to the three parties: referees and both players.

If a player still feels that the outcome of the above is not sufficient to continue playing, that player forfeits the round. There should be no gaming situation that warrants people coming from far, paying money, and then not playing a round, and there should be some consequence to players that force that kind of situation, for whatever reason.

### Talking the game out

We strongly recommend to play as much of the game and not talk the game out to early. If you do you might talk yourself into points you should not have, and talk yourself out of points you should have had. We expect as many games as possible to play to its normal conclusion.

## 8c) Scoring Parameters, Scoring and generating cards with apps

### Scoring Parameters

We will be using the WTC scoring matrix of 20-0. This will be preprogrammed into the BCP app, so you only have to type in your points like normal, and the app will change it to the 20-0 system using the following table

ROUND SCORING		
VP DIFFERENCE	PLAYER GAME POINTS	OPPONENT GAME POINTS
0 - 5	10	10
6 - 10	11	9
11 - 15	12	8
16 - 20	13	7
21 - 25	14	6
26 - 30	15	5
31 - 35	16	4
36 - 40	17	3
41 - 45	18	2
46 - 50	19	1
>50	20	0

At Invasions we will be using the following method for determining the final ranking of players:

First: Win – Draw – Loss

Second: Path to Victory

Third: Battle points

### Scoring

In every game you play one player **MUST** write on the scoresheet that each table get before each round. You are allowed to use apps and such as well, but if something goes wrong you have the scores written down, so one player **MUST** write on the scoresheet during the game

## **Generating cards with apps**

Not all players might have been able to buy the mission cards and instead want to use a random generating app, this is ok, **BUT**, if you do, you should let your opponent click on the button when you generate the card and see what comes out. This is to prevent any cheating and be sure that everything is up to par. We don't expect any problems in this regard, but we want the rules to be clear.

In case you do not have any cards, here is a link you can use for information about cards

[https://docs.google.com/document/d/15c25GsIEzaa4FjiS9oWJIDnuAAAqjYpcAVFlkIX-tEQ/edit?fbclid=IwAR1vVgxpLdtmfjN7TFwNPbc4dIiKuMYwvtJ8\\_p1C-nFM-BglZ8w-NGC28f4#heading=h.seswb7yrauz4](https://docs.google.com/document/d/15c25GsIEzaa4FjiS9oWJIDnuAAAqjYpcAVFlkIX-tEQ/edit?fbclid=IwAR1vVgxpLdtmfjN7TFwNPbc4dIiKuMYwvtJ8_p1C-nFM-BglZ8w-NGC28f4#heading=h.seswb7yrauz4)

## **8d) Pre-Game Process**

### **1 – Say Hi**

Once at your table, say hi to you opponent and check your opponent's list in the BCP app in case you have any questions and to study what you are up against.

### **2 - Read Mission**

Next players read the Primary Mission and Mission Rule cards for this round.

The Primary Mission card details how and when players score Victory Points (VP). Players will also score VP by achieving Secondary Missions and Gambits, which are detailed later. Some Primary Mission cards also include additional rules that will apply to the battle.

The Mission Rule card details any special rules that apply for the duration of the battle. Players should read and familiarise themselves with these before proceeding.

### **3 - Place Objective Markers**

Players now set up objective markers on the battlefield. Each Deployment card's deployment map will show players how many objective markers to set up and where each should be placed.

### **4 - Create The Battlefield**

Players now create the battlefield and set up terrain features.

Missions are played on rectangular battlefields whose dimensions are approximately 44" by 60". This can be achieved by placing four Battlezone boards flat on a surface next to each other.



Unless otherwise stated, when setting up terrain features, use the guidelines detailed in the Cores Rules. Players must use the rules for terrain features detailed in the Core Rules. Terrain features should not be set up with any impassable sections (such as the walls of a ruin) within 1" of any objective markers.

## 5 - Determine Attacker and Defender

Players consult the Deployment card drawn for the mission and agree which battlefield edge is the Attacker's and which is the Defender's. The players then roll off and the winner decides who will be the Attacker and who will be the Defender - this will determine which player uses which deployment zone in the coming battle.

Players take their respective Secondary Mission and Gambit decks, shuffle them and place them nearby for later.

## 6 - Select Secondary Missions

There are two Secondary Mission decks (one for the Attacker, one for the Defender), meaning players can draw the same Secondary Missions. These describe goals that players can achieve to score VP. Each Secondary Mission card will detail when and how it is achieved, as well as how many VP that player scores for achieving it.

Each player must now choose whether to use Fixed or Tactical Missions during the battle. To do so, each player first takes their respective Secondary Mission deck. If a player wishes to use Fixed Missions, that player secretly selects two Fixed Mission cards (denoted by the Fixed Mission symbol - see below) from their Secondary Mission deck and places them face down on the battlefield. If a player wishes to use Tactical Missions, they should instead select any two Secondary Mission cards from their deck that do not have the Fixed Mission symbol and place them face down on the battlefield. Once both players have done so, players reveal their selections.

If a player selects two Fixed Mission cards, those Secondary Mission cards are active in every battle round during the battle, and can be achieved and scored in every battle round. The remainder of their Secondary Mission deck will not be used in the coming battle and can be placed to one side.

Players' selected Fixed Mission cards cannot be discarded for any reason.

If a player did not select two Fixed Mission cards, then they will use Tactical Missions in the coming battle and they should now reshuffle their Secondary Mission deck. At the start of each of that player's Command phases, that player must determine which Secondary Mission cards are active for them by drawing cards from their Secondary Mission deck, if they have fewer than two active Secondary Mission cards. That player has access to the New Orders Stratagem (see below), and can spend CP to use it after drawing their Secondary Mission cards if they wish. If a player's Secondary Mission deck runs out, they cannot generate any additional Secondary Missions during the battle. Each time that player achieves a Secondary Mission, after scoring the VP described on that card, that Secondary Mission is then discarded.

## 7 - Declare Battle Formations

In the order below, both players secretly note:

- Which of their Leader units will start the battle attached ( they must specify which Leader unit is attached to which Bodyguard unit).
- Which of their units will start the battle embarked within **Transport** models (they must specify which units are embarked within which models).
- Which of their units will start the battle in Reserves (including Strategic Reserves). No more than half the number of units in a player's army can start the battle in Reserves, and the combined points total of those units cannot be more than half the total of their army. Units embarked within a **Transport** that are set up in Reserves also count as being set up in Reserves for these limits.

When both players have done so, then they reveal their selections to their opponent.

Reserves units cannot arrive during the first battle round and any Strategic Reserves or Reserves that have not arrived on the battlefield by the end of the third battle round count as having been destroyed, as are any units embarked within them (this does not apply to units that are placed into Strategic Reserves after the first battle round has started).

## 8 - Deploy Armies

Players alternate setting up their remaining units one at a time, starting with the Defender. A player's models must be set up wholly within their deployment zone. If one player finishes deploying all their units, their opponent then deploys the remainder of their units.

## 9 - Determine First Turn

Players roll off and the winner takes the first turn.

## 10 - Resolve Pre-battle Rules

Players alternate resolving any pre-battle rules units from their armies have, starting with the player who will take the first turn.

## 11 - Begin the Battle

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

At the end of each player's turn, if that player is using Tactical Missions, they can discard one or more of their active Secondary Mission cards. If they do, and if it is not the fifth battle round, that player gains 1CP. This represents high command diverting strategic resources that had been allocated to now-obsolete objectives to instead engage new targets of opportunity.

At the end of the third battle round, players generate Gambits

## 12 - End the Battle

The battle ends after five battle rounds have been completed. If one player has no models remaining in their army at the start of their turn, the other player can continue to play out their turns until the battle ends.

## 13- Determine Victor

Each player can score a maximum of 50VP from Primary Missions and/or Gambits (any excess VP awarded are lost) and a maximum of 40VP from Secondary Missions (any excess VP awarded are lost), for a possible total of 90VP. If a player is using Fixed Missions, that player can score a maximum of 20VP from each of the Fixed Mission cards they selected before the battle (any excess VP awarded are lost). If every model in a player's army is painted to a Battle Ready standard, that player is awarded a bonus 10VP. This gives each player a maximum total score of 100VP.

## 9) Terrain

- The terrain at Invasion will follow the "Terrain features" found in the rulebook (page 44 in the core rules in the large rulebook) Each terrain piece will have been assigned a role and features found explained in section 9.b)

### 9.a) Terrain placing guidelines

- All the tables at invasion will be pre-set with regards to terrain for the first match at the event. However, for the second game and going forward the terrain is supposed to be moved around to make a new battlefield each game using the maps in this tournament pack as a reference
- All objective markers should be placed on the bottom floor/ground.
- Each table at Invasion will have an equal amount of close to identical pieces of terrain as shown on the map. All the terrain pieces might not be in use for each mission. If this is the case, just place the terrain that is not in use to the side or under the table. When the game is finished, please put all the terrain back on the table again.
- Both players should be happy with the board before they roll for who is attacker and defender. There are no exact measurement for where all the terrain is supposed to go, so if each player feel that some terrain should be nudged than that is ok
- Even thou there are no exact measurement for the terrain and where it is supposed to go, the terrain shall still be placed so that a knight/land raider/other really big models is able to go and interact. Knights (as an example) should not be boxed in due to terrain, they should be able to move somewhere, maybe not everywhere, but they are not supposed to be stuck due to the terrain. If in doubt, contact a Judge.

## **9.b) Terrain Explanation**

- The 2 floor and 3 floor terrain pieces are considered to be ruins (Page 48)
- The containers are considered to be armoured containers (Page 46)
- Each container is just over 2 inch tall, so models moving over them have to measure up, over and down.
- We are following the GW leviathan tournament pack in regards to terrain, so if in doubt on the pictures below, check the leviathan tournament pack
- Each area terrain piece is considered to be its own terrain piece. If two are connected they are still considered to be two terrain pieces.
- You are not able to see over the area terrain pieces if you are not standing in the terrain or are towering, then use true line of sight
- The floor of the small grey ruins are a little thick, but they are considered to be 3 inches from the floor below
- You are not allowed to stand on the “wall” on the second floor of the small grey ruins
- In case we forget to add the blocking part in the ruins with windows, windows and holes on the bottom floor of a ruin is considered to be closed.
- The walls on the small grey ruins are just over 1 inch thick, but we have decided follow the WTC rules for charging and engaging units behind walls, so you are allowed to charge models and engage them through this wall if you roll high enough and are allowed to charge through (Infantry and beast). Units that are not allowed to go through walls can not engage models behind these walls even if they are standing just behind since the walls are actually over 1 inch thick.
- The small grey ruins are considered to be 4 inches high so knights can go over them.
- All the 3 story ruins are considered to have their windows blocked (just in case we forget to add the windows).

## **9c) Scenarios: (All the missions can be found in the Leviathan Tournament Companion)**

**Game 1: Mission A (Take and Hold) – Chilling Rain – Search And Destroy – table 1**

**Game 2: Mission L (Scorched Earth) – Chilling Rain – Dawn of War – table 2**

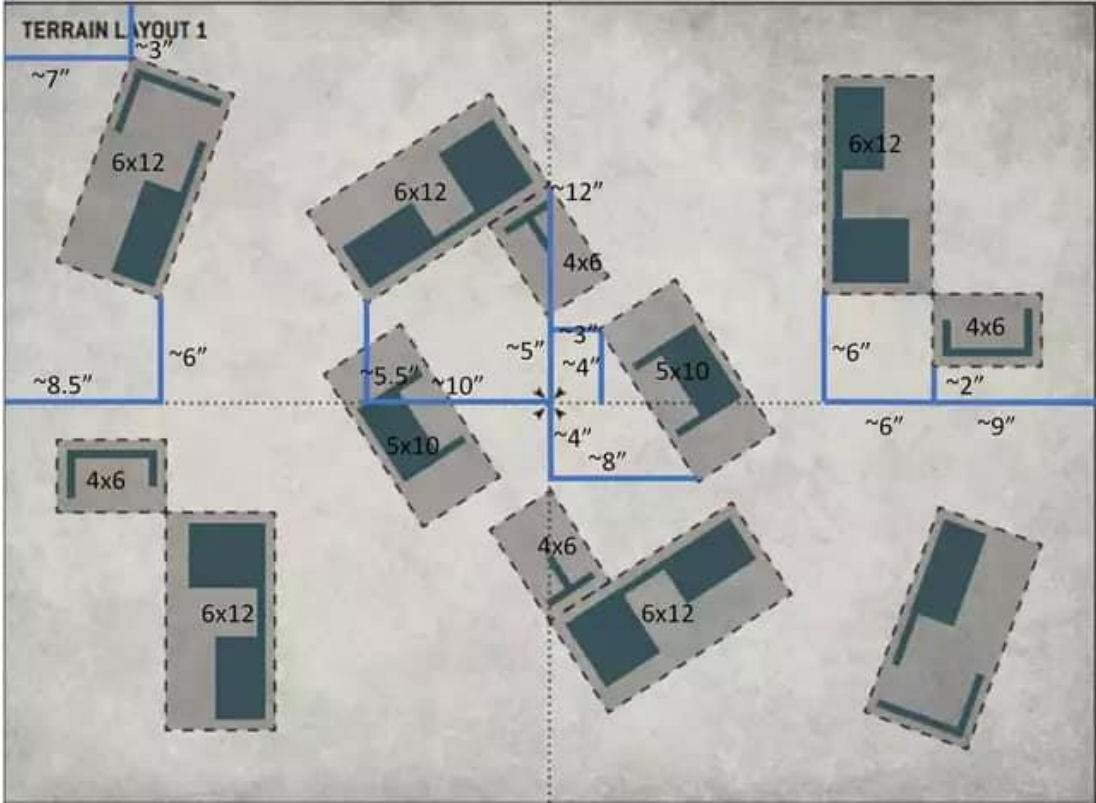
**Game 3: Mission O (Vital Ground) – Chilling Rain – Crucible of Battle – table 3**

**Game 4: Mission H (The Ritual) – Chilling Rain – Hammer and Anvil – table 4**

**Game 5: Mission M (Purge the Foe) – Chilling Rain – Crucible of Battle – table 4**

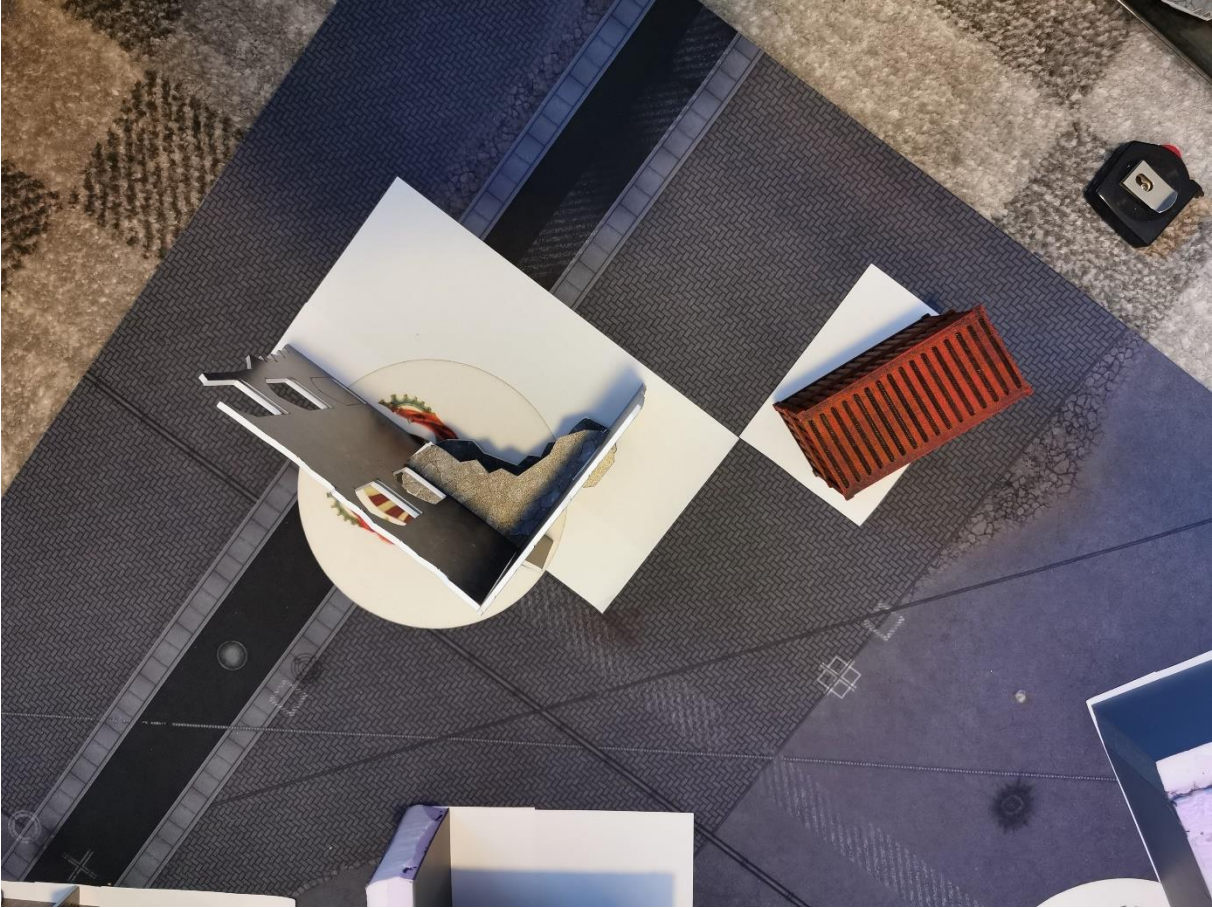
**Game 6: Mission B (Priority Target) – Hidden Supplies – Search and Destroy – Table 3**

**Mission 1 terrain and objective setup**

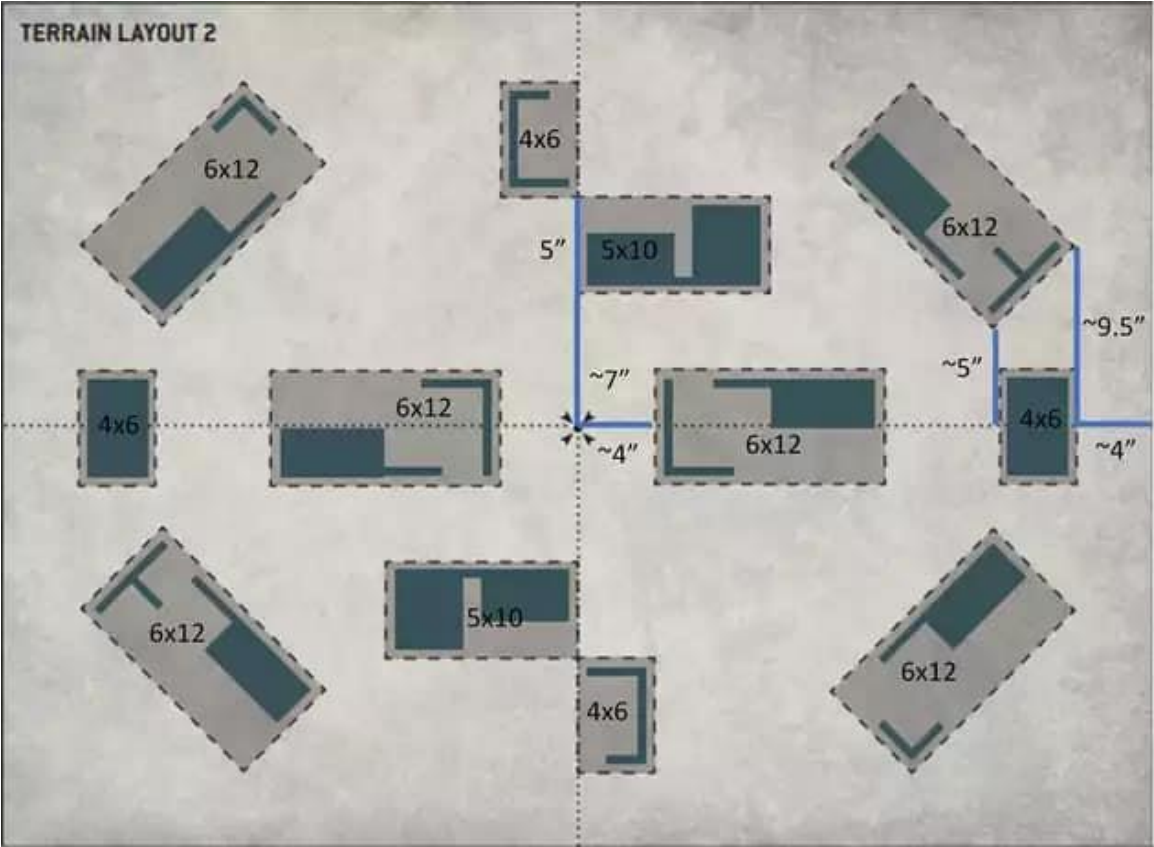


The 2 blue and 2 red containers in each players deployment zone should be only 1 container so that knights can go over.

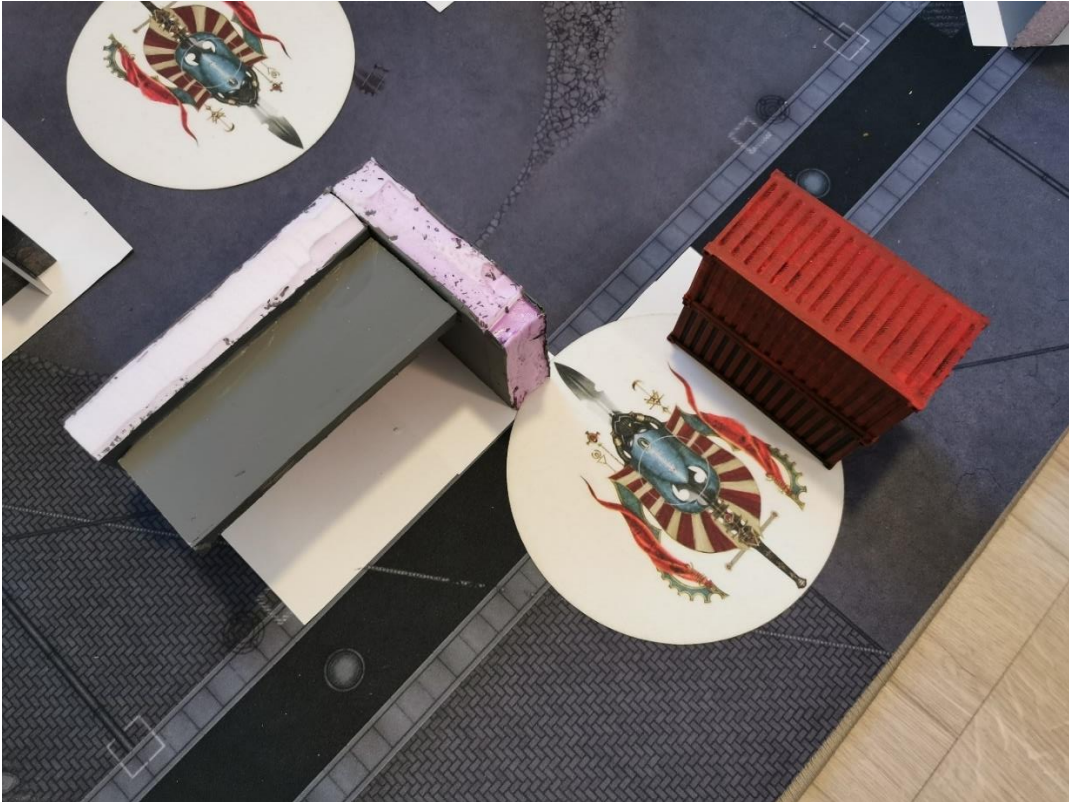
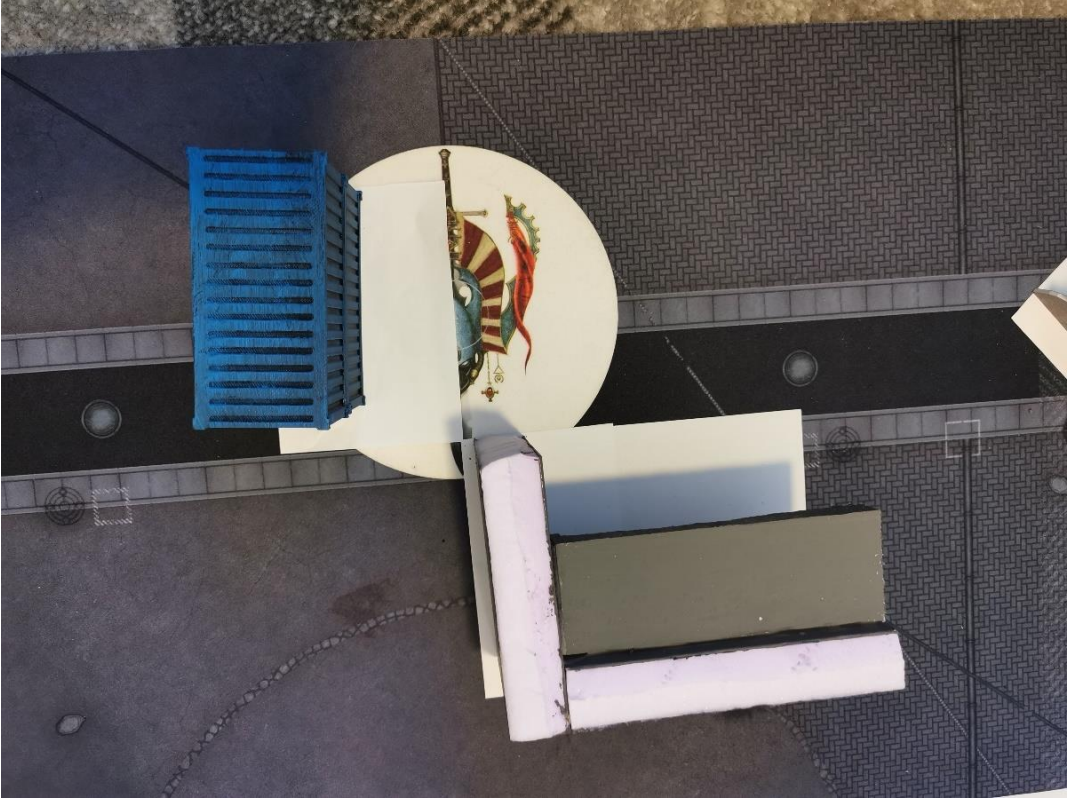




Mission 2 terrain and objective setup

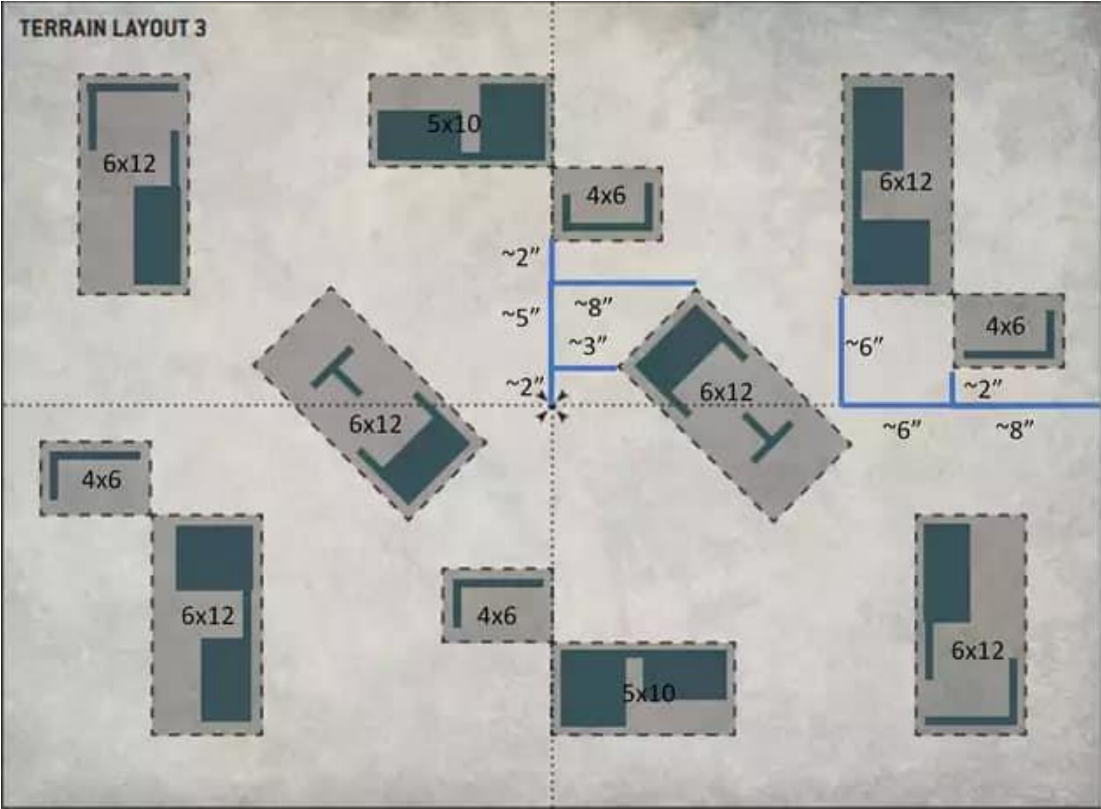




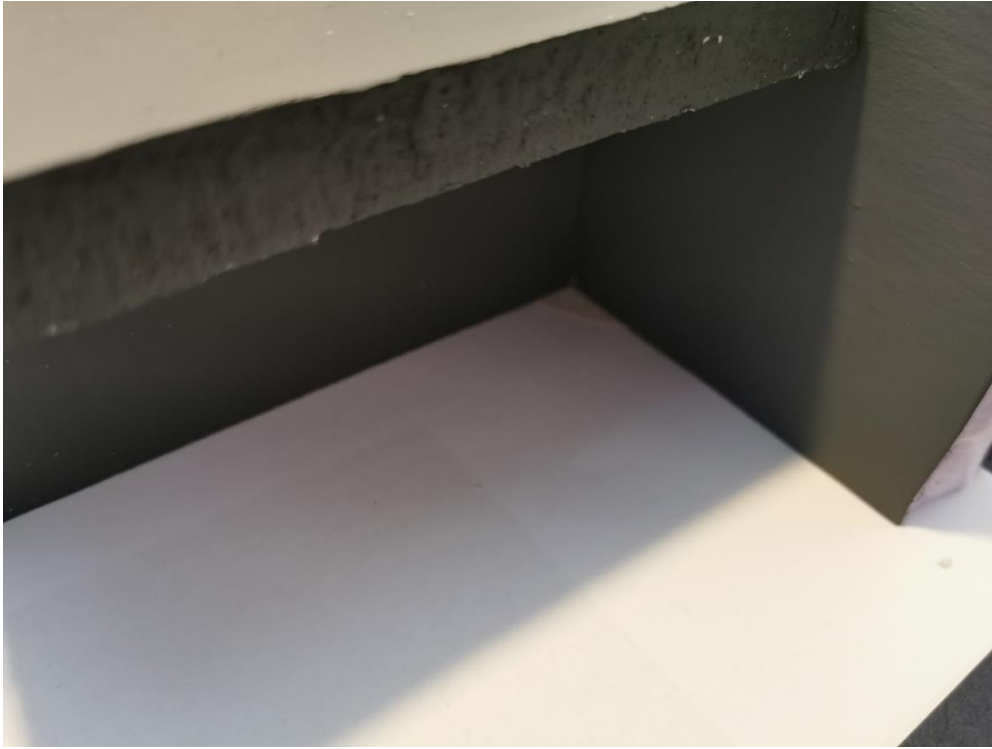


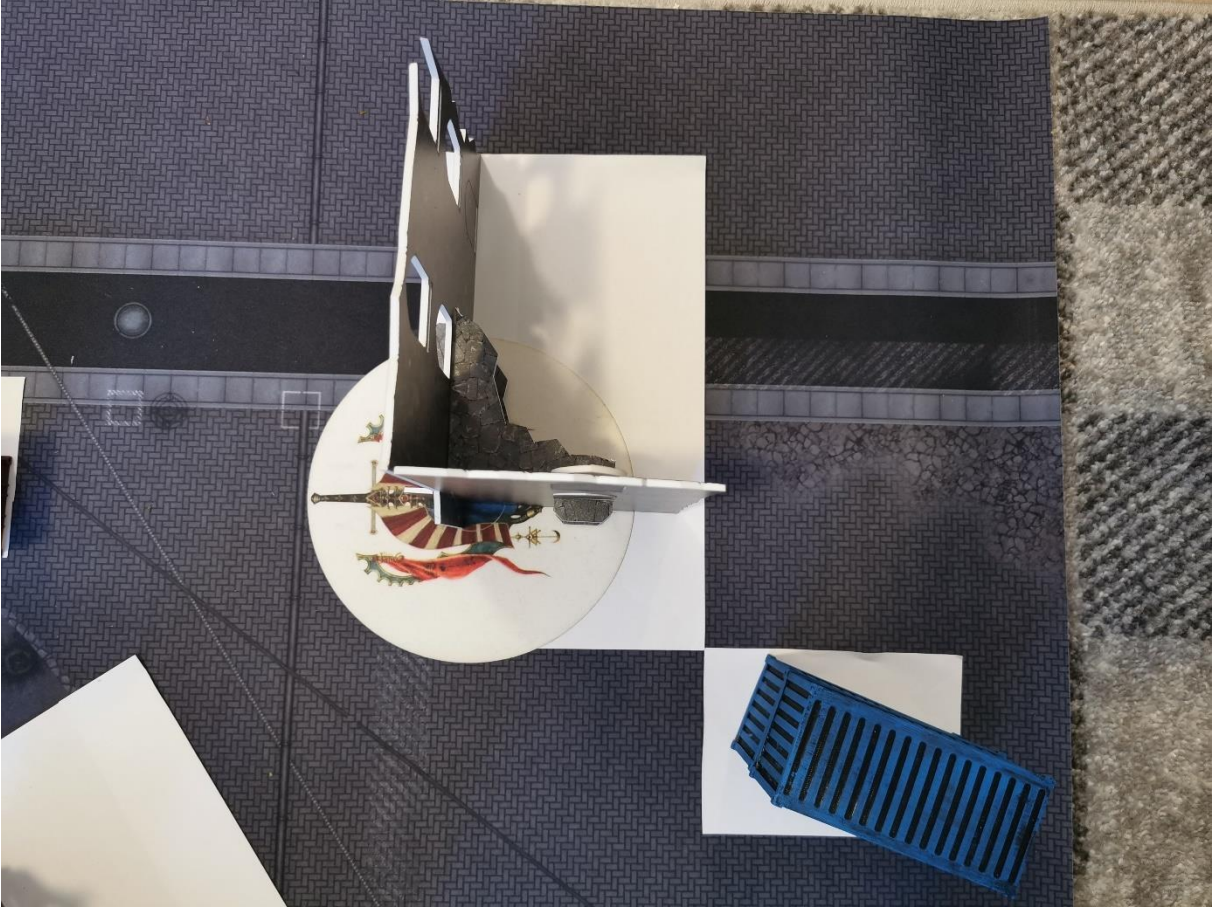


**Mission 3 terrain and objective setup**

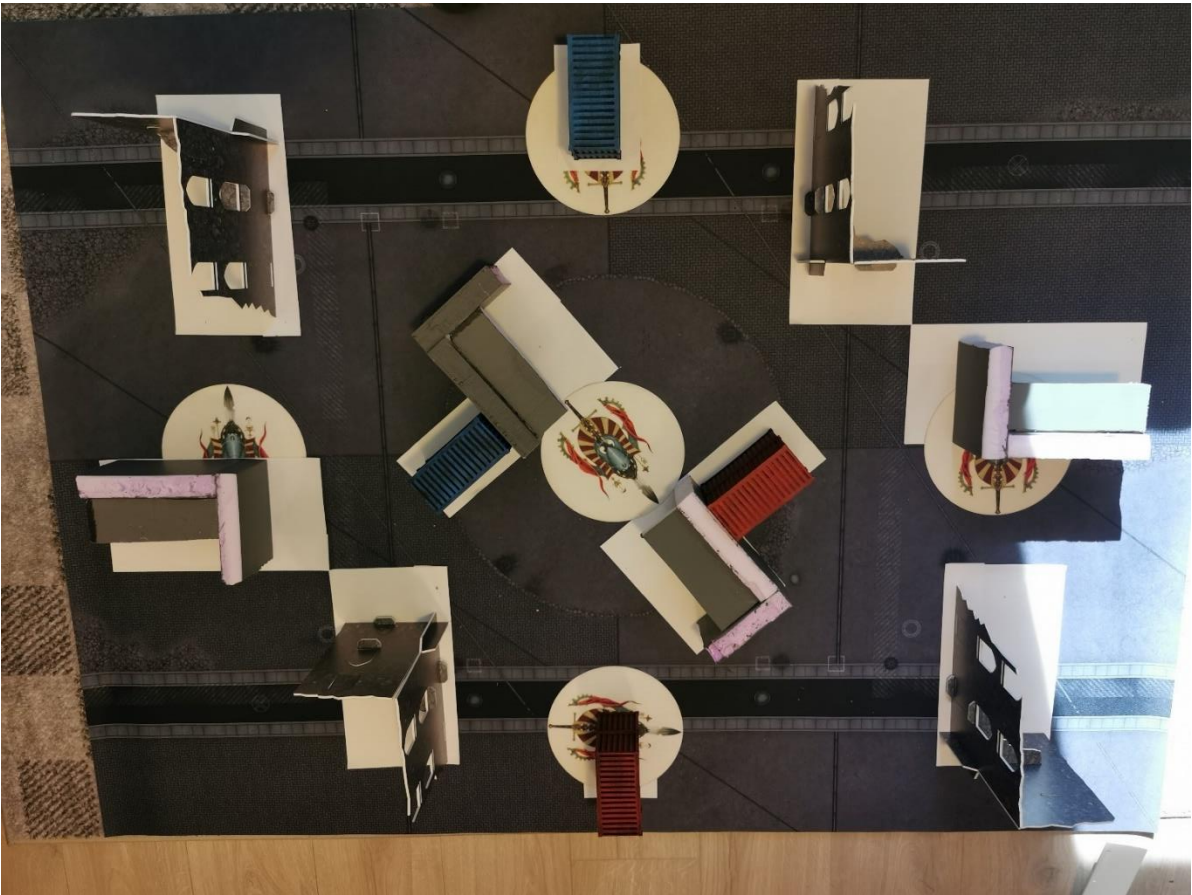
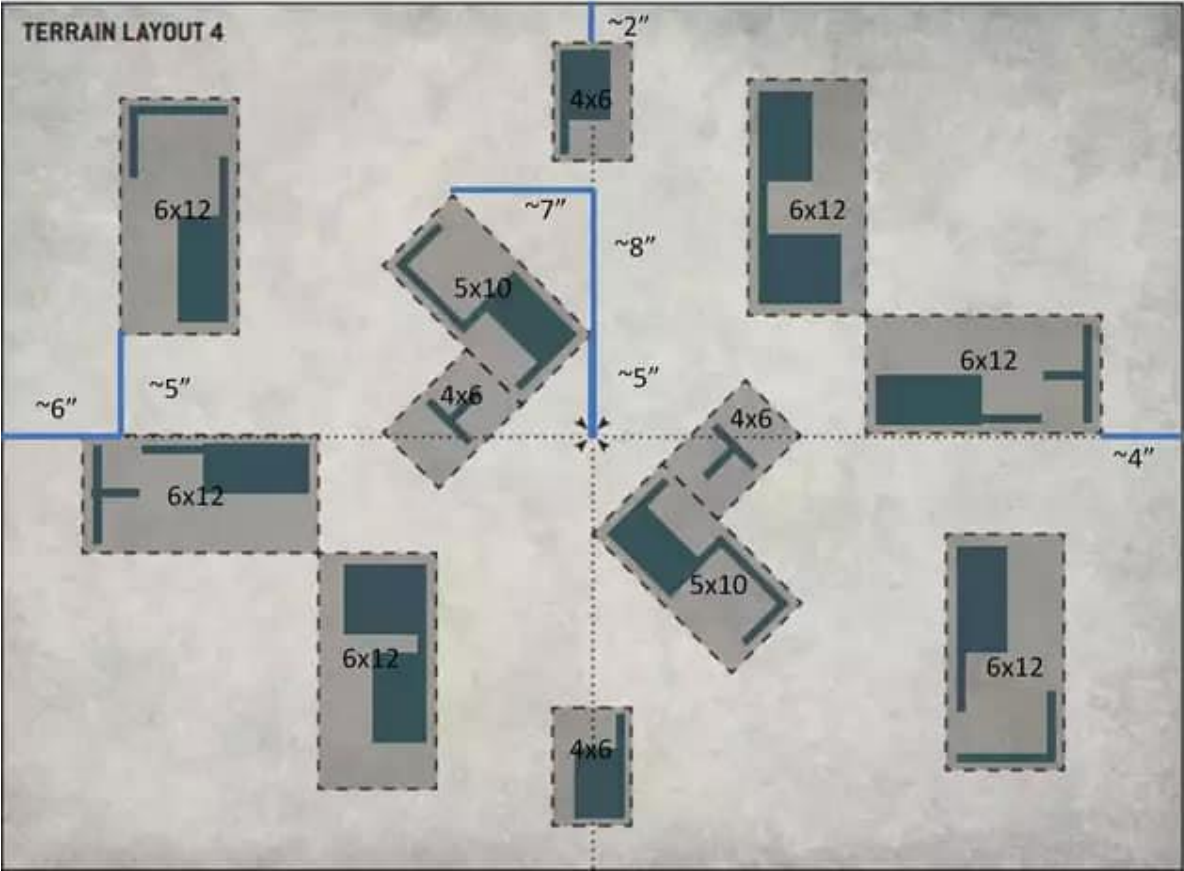


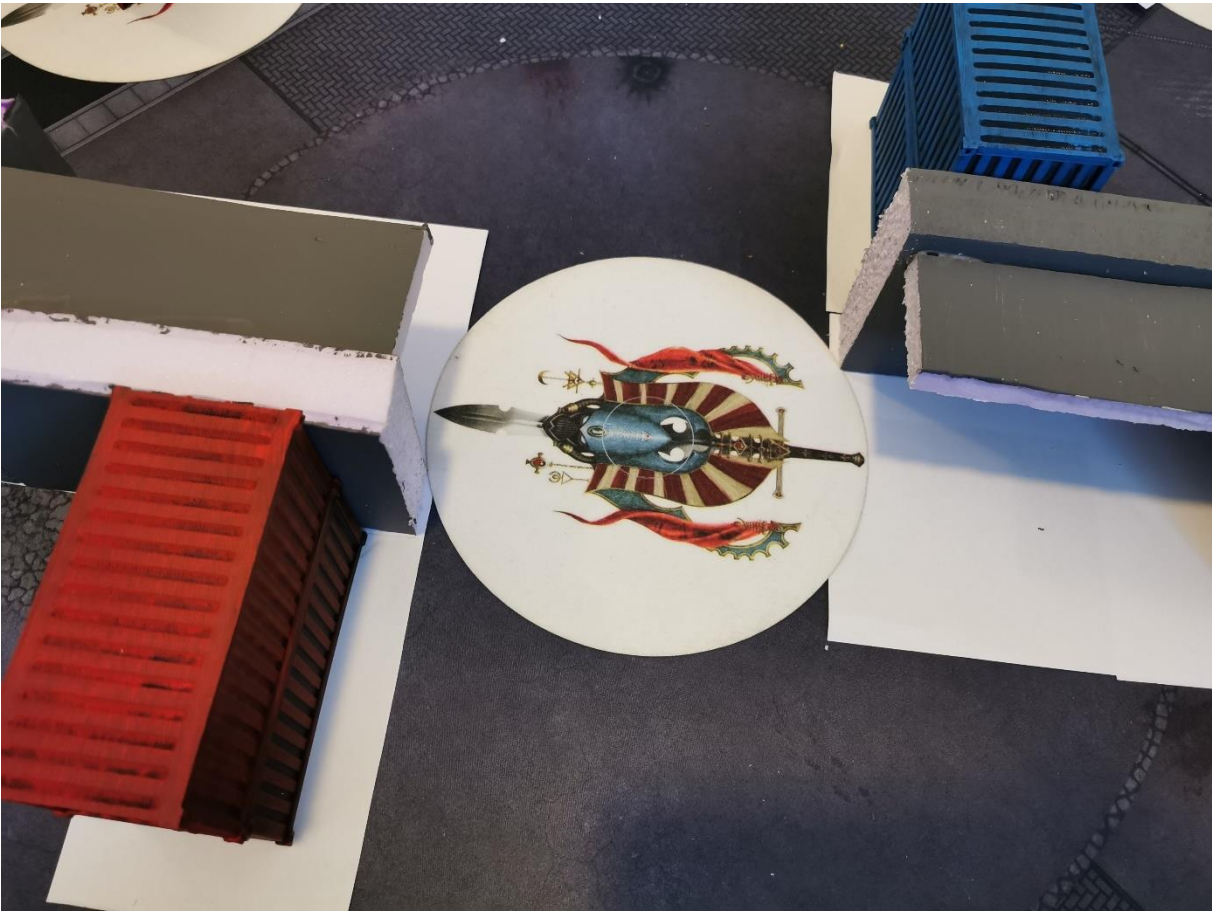
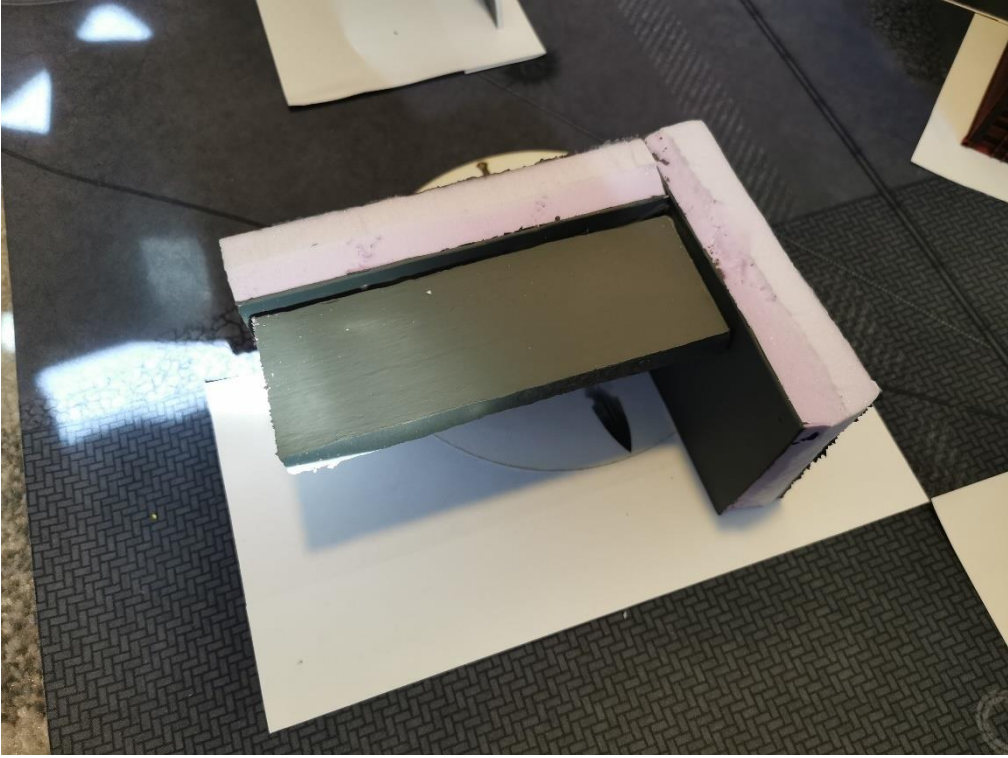
**The 2 blue and 2 red containers the longest to the left and right on the picture are to be 1 container high**





Mission 4 terrain and objective setup

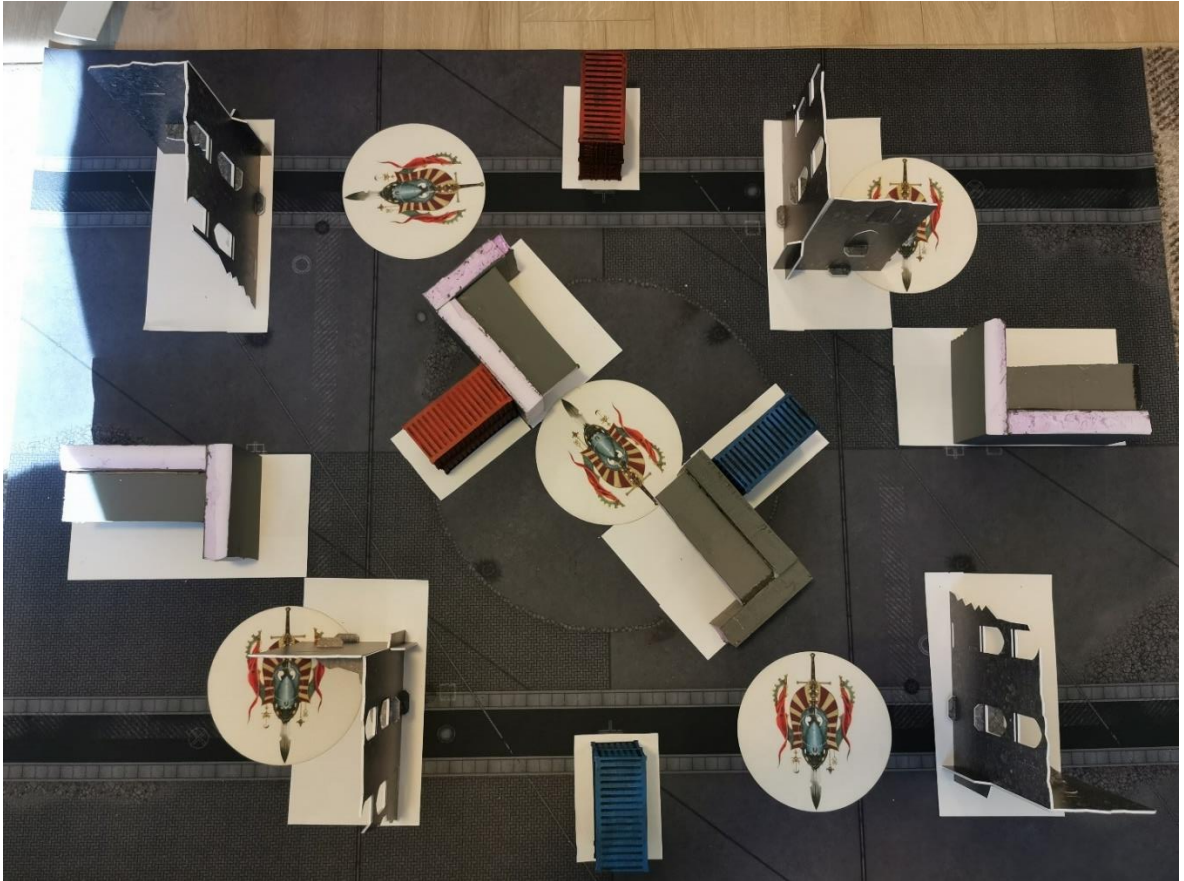
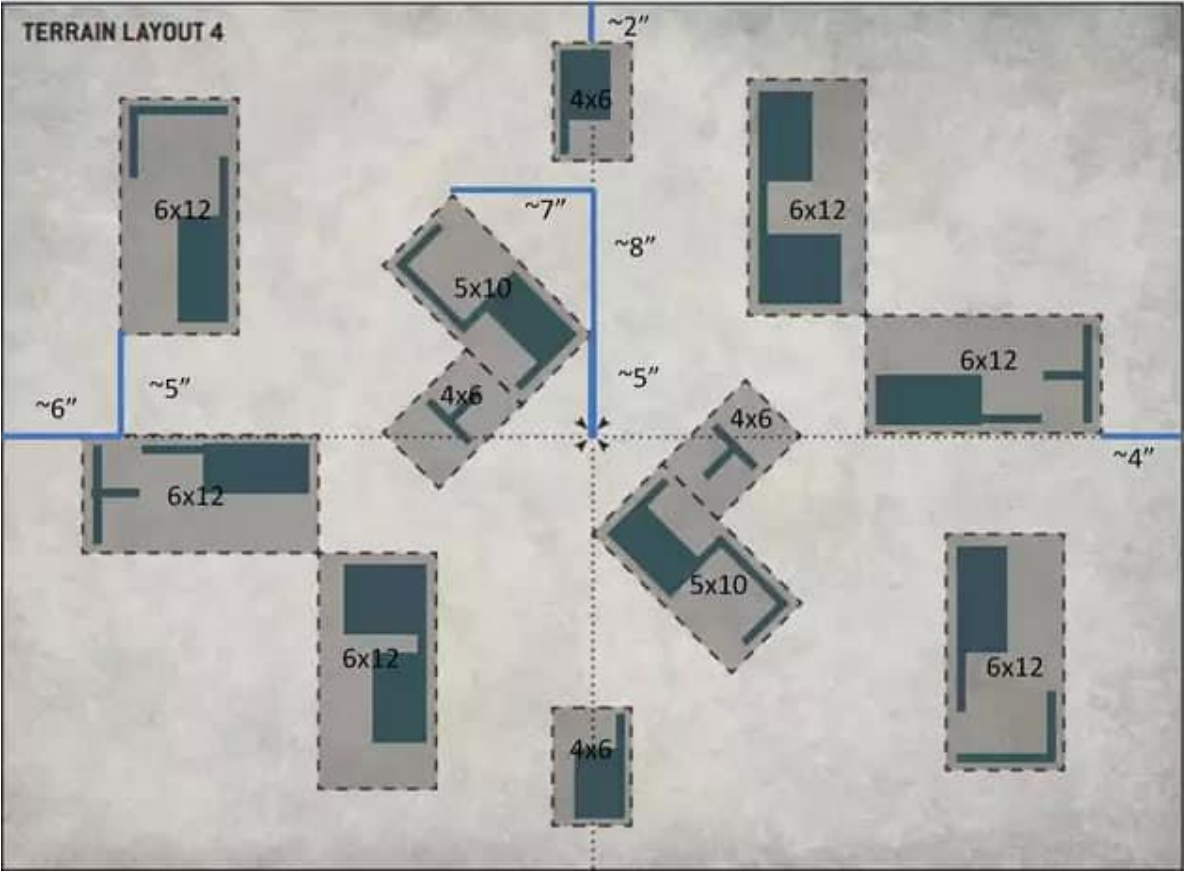


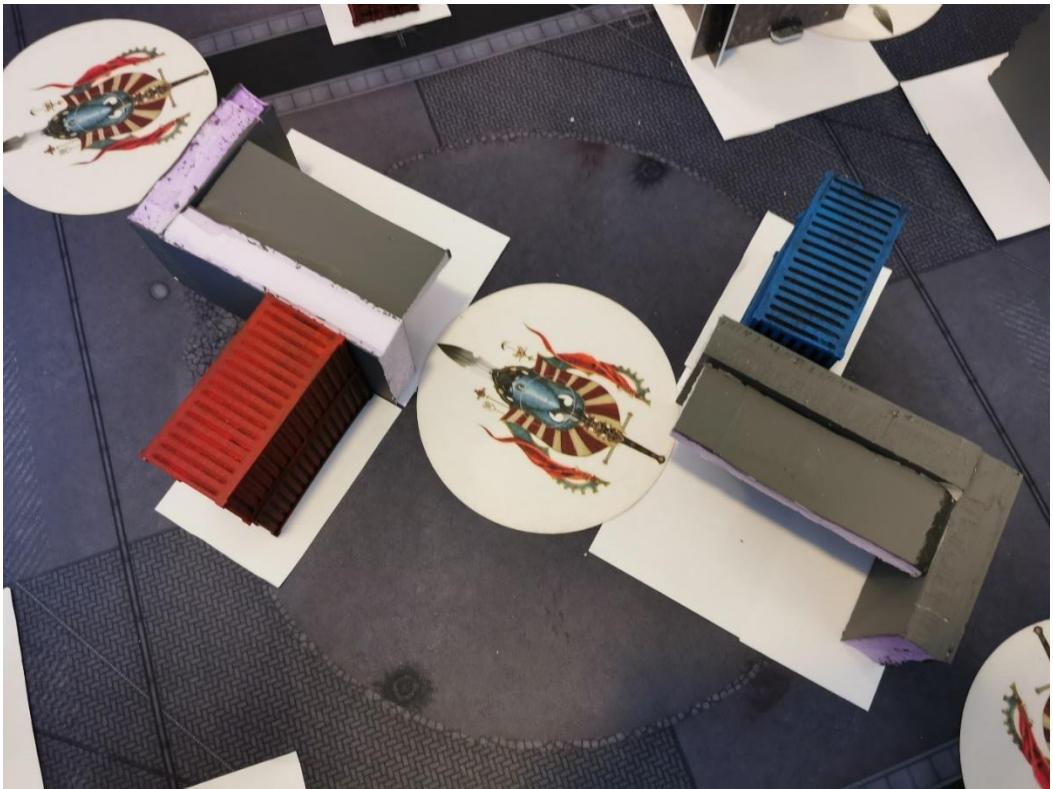




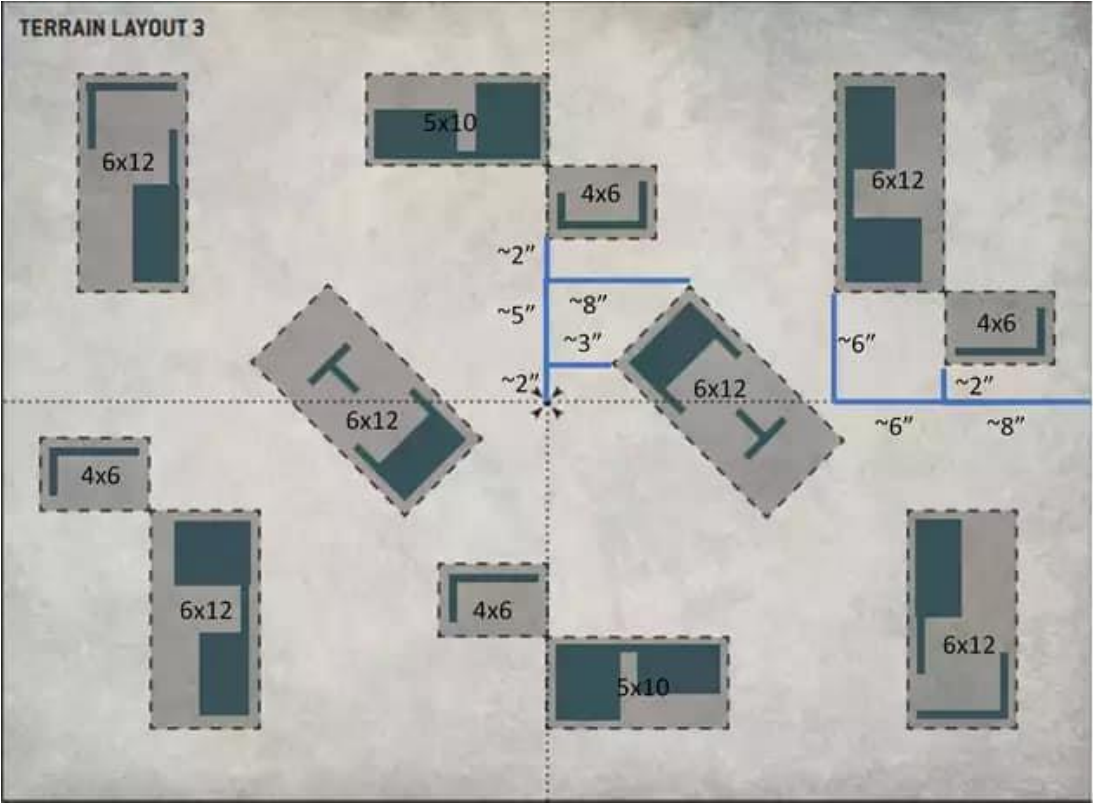


Mission 5 terrain and objective setup





Mission 6 terrain and objective setup



The 2 blue and 2 red containers the longest to the left and right on the picture are to be 1 container high



## 10) Timetable for the event

Friday	19:00 –	Round 1
Saturday	08:30	Doors open for registration
Saturday	09:00	Generell Info
Saturday	09:30	Round 2
Saturday	12:30	Lunch (Taco)
Saturday	13:30	Round 3
Saturday	16:30	Break
Saturday	17:30	Round 4
Saturday	20:30	Day 1 ends
Saturday	21:00	Best Painted competition and we order food to the venue
Sunday	09:00	Round 5
Sunday	12:00	Break (Pasta Bolognese)
Sunday	13:00	Round 6
Sunday	16:00	Tournament ends
Sunday	16:15	Award ceremony

# 11) Updates to the rulepack

1,1 Updates

Section 0 Judges and Conduct got rewritten

Section 3 chess clocks was rewritten

Removed “Warhammer 30k/Horus Heresy Forge World units” from the army building guidelines.

Added the following paragraph under section 1b: *The army should be coherent in regards to the army colors. Using ultramarine units, blood angel units and dark angel units in the same army should be avoided*

Removed the text about detachments under bulletpoint 2 under section 1b

Added the following paragraph under section 4: *We will be using the general WTC FAQ as well as the GW faqs at Invasion. A link to the WTC faq has been added to the Invasion rulepack page.*

Bulletpoint 3 under section 5 was changed from *Charges are measured to and from bases. On models like skimmers and tanks where the model is overhanging the base, measure to the hull or the base depending on what is closer.*

To: Range and Charges are measured to and from bases. On models like skimmers and tanks where the model is overhanging the base, measure to the base in all instances, but when moving charges to engage a skimmer, tank, move the models to the base if possible, if not move to the hull. This does not make a skimmer unchargeable, you just have to think a little bit abstract. This means a footprint of a skimmer is much smaller than in 9ed, since all measurements are from the base. This is per 10ed rules, but need to be said out loud.

Added the following sentence in the first paragraph under section 8 b: *if they win the game by 6+ points.*

Added the following bullet point under section 6

- We recommend each player to bring at least two 40mm objective markers for summoned objectives in the mission rituals

8b) Changed a BYE scoring from 20-0 to e 17-3 victory

8B) Removed the text about sudden death

8b) Added paragraph about talking the game out and forfeiting

Added the following paragraph under 8C:

*At Invasion we will be using the following method for determining the final ranking of players:*

*First: Win – Draw – Loss*

*Second: Path to Victory*

*Third: Battle points*

Expanded 8c to include: **Scoring and generating cards with apps** with added text under this section.

Updated 8d pre game texts

Removed the following bullet point from 9B terrain explanation. Instead use normal 10ed rules and interpretation for LOS as explained in the WTC FAQ

- A model touching a Area terrain piece is considered to be inside said terrain and can see and be seen, LOS still required of course. You don't have to be wholly within to be able to see out. Models with a base have only to touch, for models without a base, hull touching said area terrain does the same. This is applied on a model by model basis. Models not touching terrain but are behind can not see thru said terrain.

The following bulletpoint (**The walls on the small grey ruins are just over 1 inch thick, so everyone knows**) under terrain rules was rewritten to the following.

*The walls on the small grey ruins are just over 1 inch thick, but we have decided follow the WTC rules for charging and engaging units behind walls, so you are allowed to charge models and engage them through this wall if you roll high enough and are allowed to charge through (Infantry and beast). Units that are not allowed to go through walls can not engage models behind these walls even if they are standing just behind since the walls are actually over 1 inch thick.*

Added the following bullet point to section 9b: *All the 3 story ruins are considered to have their windows blocked (just in case we forget to add the windows.*

Added pictures of the measurements for GW maps under section 9C