

# 40k Rules at Invasion 2024

Version 1,3

## Index

0. Conduct and Judges
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. Dice
3. Chess clocks and Slow Play
4. Core rules, FAQ and Cut of Dates
5. Core rule clarifications
6. Tokens and Objective Markers
7. The tournament
8. Missions and pregame process
  - a. Mission explained.
  - b. Tabling, Concession Scoring, Forfeiting and Talking the game out
  - c. Scoring parameters, scoring and generating cards with app
  - d. Pre-Game Process
9. Terrain
  - a. Terrain placing guidelines
  - b. Terrain explanations
  - c. Scenarios
10. Timetable for the event
11. Updates and changes to this document

## 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 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 2024 have to be submitted to the Best Coast Pairing (BCP) app before the 12th of September at 23.59 (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 GW army building 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. All armies will be checked during the first round to see if they meet the events painting requirements. 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**

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.

### 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. **EXAMPLE, if the round is going to start at 12 oh clock and you and your opponent show up earlier than this, you can of course start the game. Start by telling each other about your lists, set up the table with the terrain and so on and so on. BUT when you are going to start to deploy your armies, check what time it is. If the clock is now 12.10, then you remove 5 minutes from each players time (you go from 1.30 to 1.25). If the clock is 12.15, then start to deploy, but when you get to 12.20 (our clocks can only do 5 minutes intervals), remove 10 minutes from each players clock, then you start your clock and the game. If in doubt call a T.O. og judge**

**The head T.O. and Judge will go around adjusting clocks, if necessary, each round to be Shure that all clocks are tuned correctly.**

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, 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 rule pack page.
- The WTC faq does not have GW's newest Pivot Rule in them, but they are in effect at Invasion
- The order of what take precedent at Invasion is as follows
  - Judge rulings/modifications > WTC > GW > Codex > Core rules

#### **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.

- The new Blood Angel codex will not be allowed at this years Invasion due to the points not being updated until general release of the book
- Not a modification, just a reminder that bending the tape-measure when moving is not the correct way of moving your models

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

- You are required to bring at least 3 objective markers for use in the ritual mission
- 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.
- 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

In addition, the top two players will receive a Golden Ticket to The World Championship of Warhammer in November. Invasion will sponsor with money that are left over after all our expenses are covered, so this will NOT be a fully financed ticket, but we will support with as much as we can. If the top two players can't travel, the tickets will go down the scoreboard until we find someone who can.

## 8) Missions and Pre Game Process

### 8a) Mission explained

At Invasion, we will be using the missions from the Pariah Nexus Tournament Companion. All information about the missions can be found below and in the Pariah Nexus 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 1+ 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 100 victory 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!**

### 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 too 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 Games Workshop 0-100 scoring matrix at this year's invasion. 10 Points for painting (remember to add this to your total score when type in your score in the BCP app), up to 50 points for primary and up to 40 points on secondary missions.

If a player scores more points than their opponent they win the game. If both players score the same amount of points, the game ends in a draw.

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

First: Swiss points (3-0-1)

Second: Path to Victory

Third: Opponent game win %

Fourth: Battle points

### **Scoring**

In every game you play one player **MUST** write on the scoresheet that each table gets 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.

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

### **1 – Say Hi**

Once at your table, say hi to your 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 Secret missions, 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"

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 your first command phase, draw two cards from your Secondary Mission deck, those two Secondary mission cards are active for you until you achieve them. At the start of each of your subsequent command phases, if you have fewer than two active secondary mission cards, draw from your secondary mission deck until you have two active secondary mission cards.

At the end of your command phase, you can spend CP to use the New Orders Strategem

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 - Redeploy Armies

Some rules allow players to redeploy certain units after both armies are deployed. Unless otherwise stated, such rules are resolved in this step. Players alternate resolving any such rules, starting with the attacker.

## 10 - Determine First Turn

Players roll off and the winner takes the first turn.

## 11- 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.

## 12 - 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 Secret missions can be chosen

## 13 - 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.

#### **14- Determine Victor**

Each player can score a maximum of 50VP from Primary Missions and/or Secret missions (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 have all the terrain that you need. You just follow the map with the measurements and pictures bellow for setting up the terrain.
- 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.

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

- The small grey L's and 3 floor terrain pieces are considered to be ruins (Page 48)
- The containers are considered to be ruins that are less than 2 inches tall. You are allowed to overhang with the bases of models when standing on top of a container. For movement purposes you can consider the container to not be there
- When 2 containers are standing on top of each other (look at the pictures for the maps when this is the case), they are considered to be ruins that are taller than 4 inches and movement is as for normal ruins. You are not allowed to ignore 2 containers standing on top of each other for movement like with 1 container.
- Each Area Terrain is for all intents and purposes considered to be a ruin.
- We are following the GW Pariah Nexus tournament pack in regard to terrain, so if in doubt on the pictures bellow, check the Pariah Nexus 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 unless otherwise stated in the Pariah Nexus tournament pack.

- 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
- You are not allowed to stand on the “wall” of the small grey ruins
- The walls on the small grey ruins are just over 1 inch thick, but per WTC rules you can fight thru them (check the rule “Fighting through Walls at the WTC”, which is available as a download on Invasions home page. BUT, since the walls are just over 1 inch thick, if you are standing 1 inch of the wall, you are not able to stand on the other side of the wall and fight thru it per WTC rules with 2 inch engagement range.
- The small grey ruins are just over 4 inches high so knights cannot go over them but can go thru them per the latest balance data slate and roll to see if they are battle-shocked or not.
- All the 3 story ruins are considered to have their windows blocked (just in case we forget to add the window blockers)

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

Game 1: Mission D (Scorched Earth) – Swift Actions – Tipping Point – table 1

Game 2: Mission J (Linchpin) – Raise Banners – Search and Destroy – table 4

Game 3: Mission H (Supply Drop) – Smoke and Mirrors – Hammer and Anvil – table 7

Game 4: Mission M (Purge the Foe) – Rapid Escalation – Crucible of Battle – table 2

Game 5: Mission N (The Ritual) – Swift Action – Crucible of Battle – table 2

Game 6: Mission A (Take and Hold) – Raise Banners – Tipping Point – Table 6

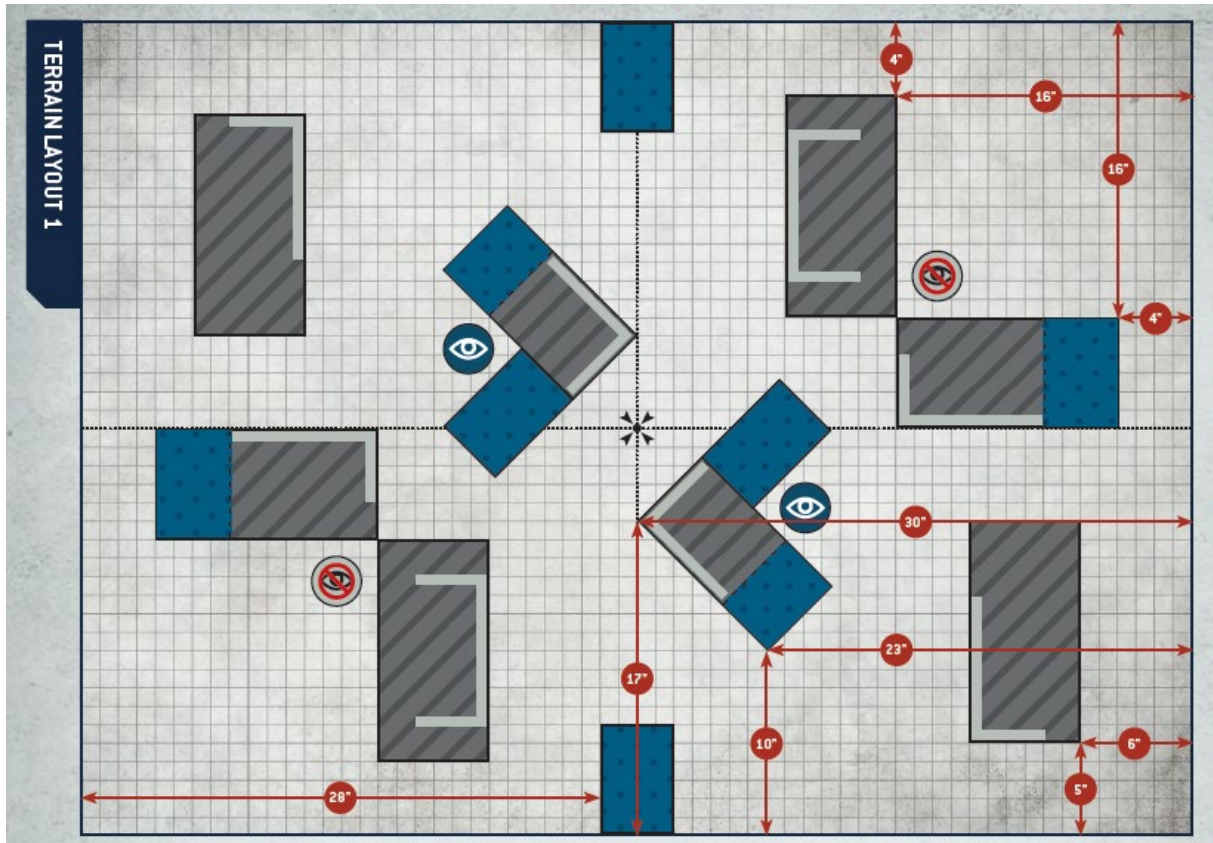
Explanation for the «Eye» on the maps below.



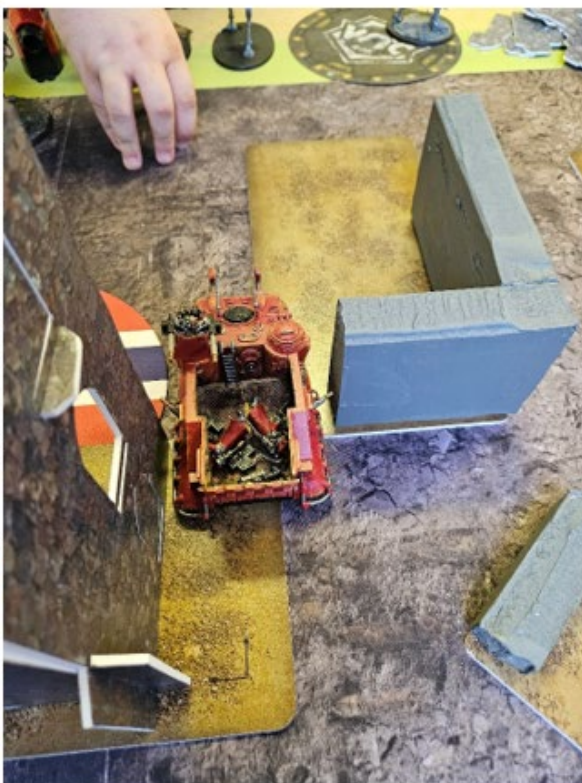
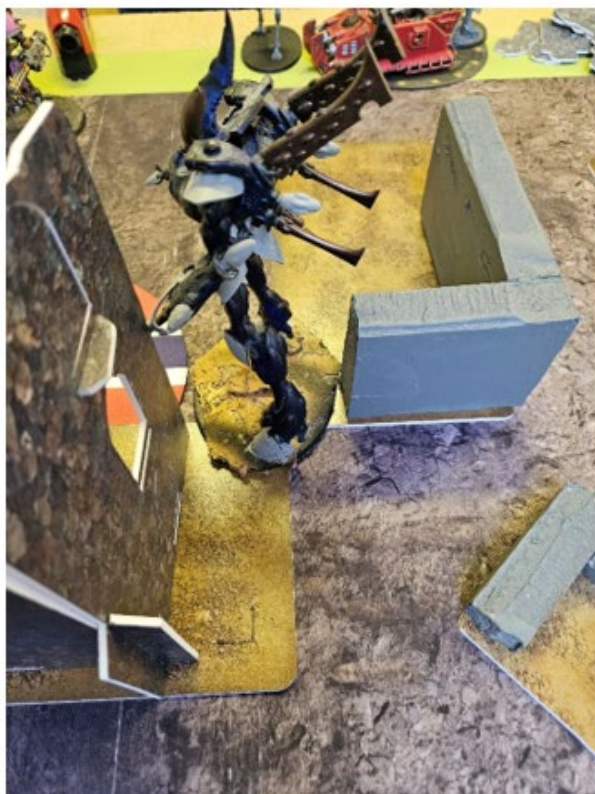
**NB; On some of the missions you have to change the turning of the terrain that are being used, like with the big L's, they have to be disassembled and assembled again in the correct facing according to the pictures with the maps on them.**



## Mission 1 terrain and objective setup





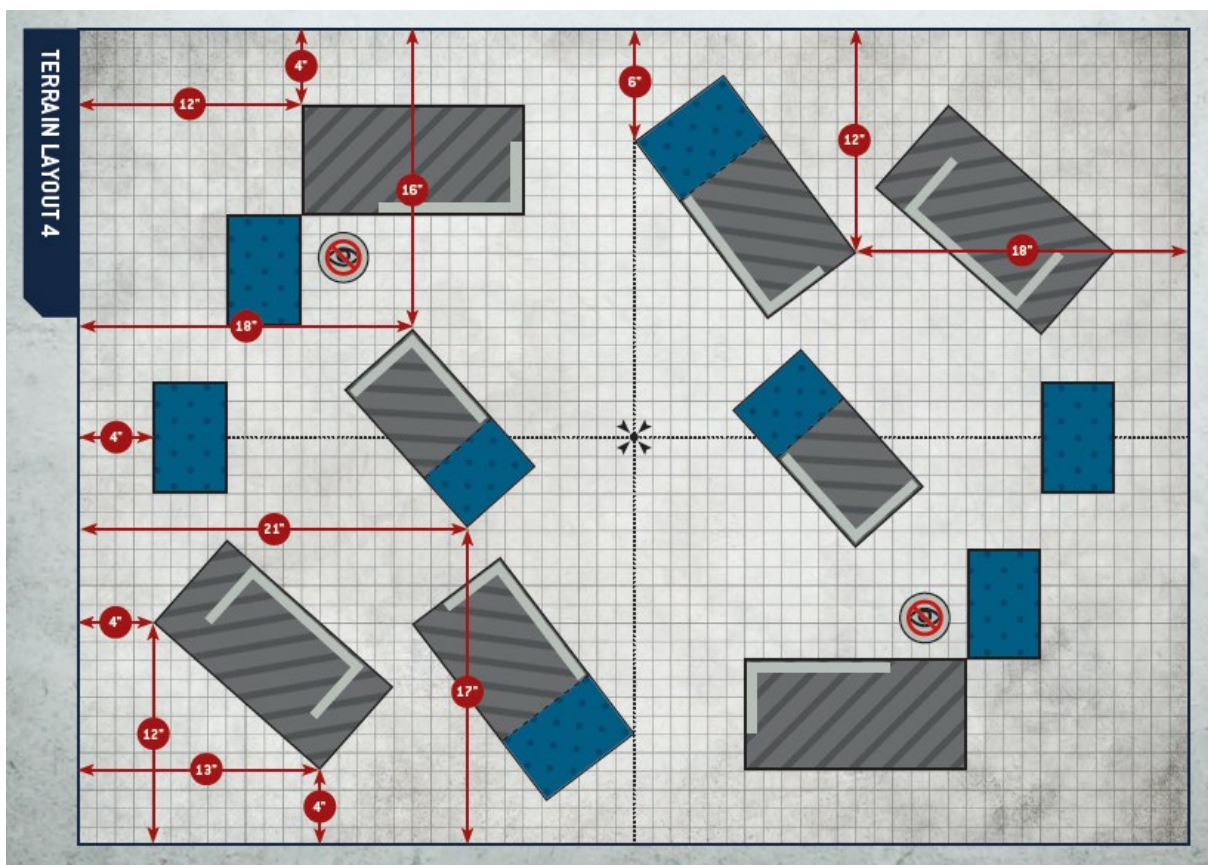






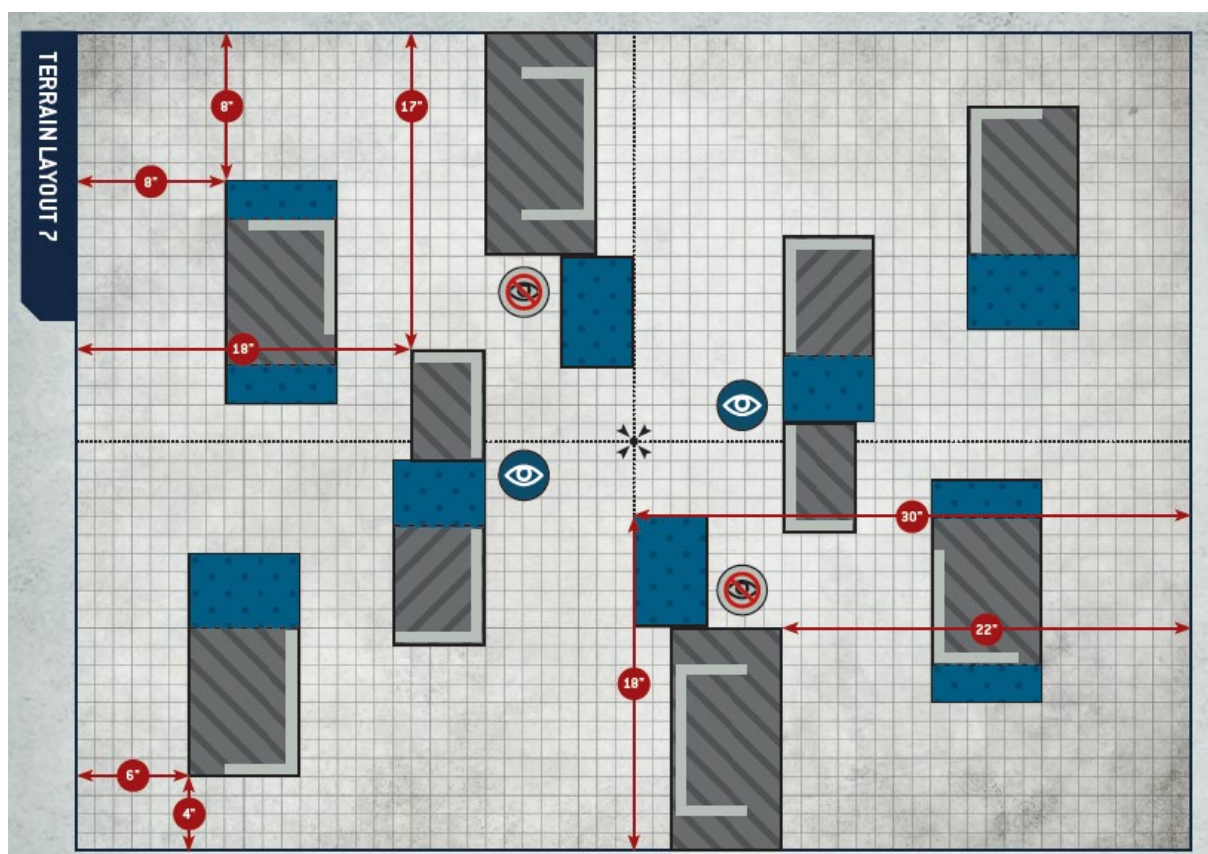


### Mission 2 terrain and objective setup





### Mission 3 terrain and objective setup

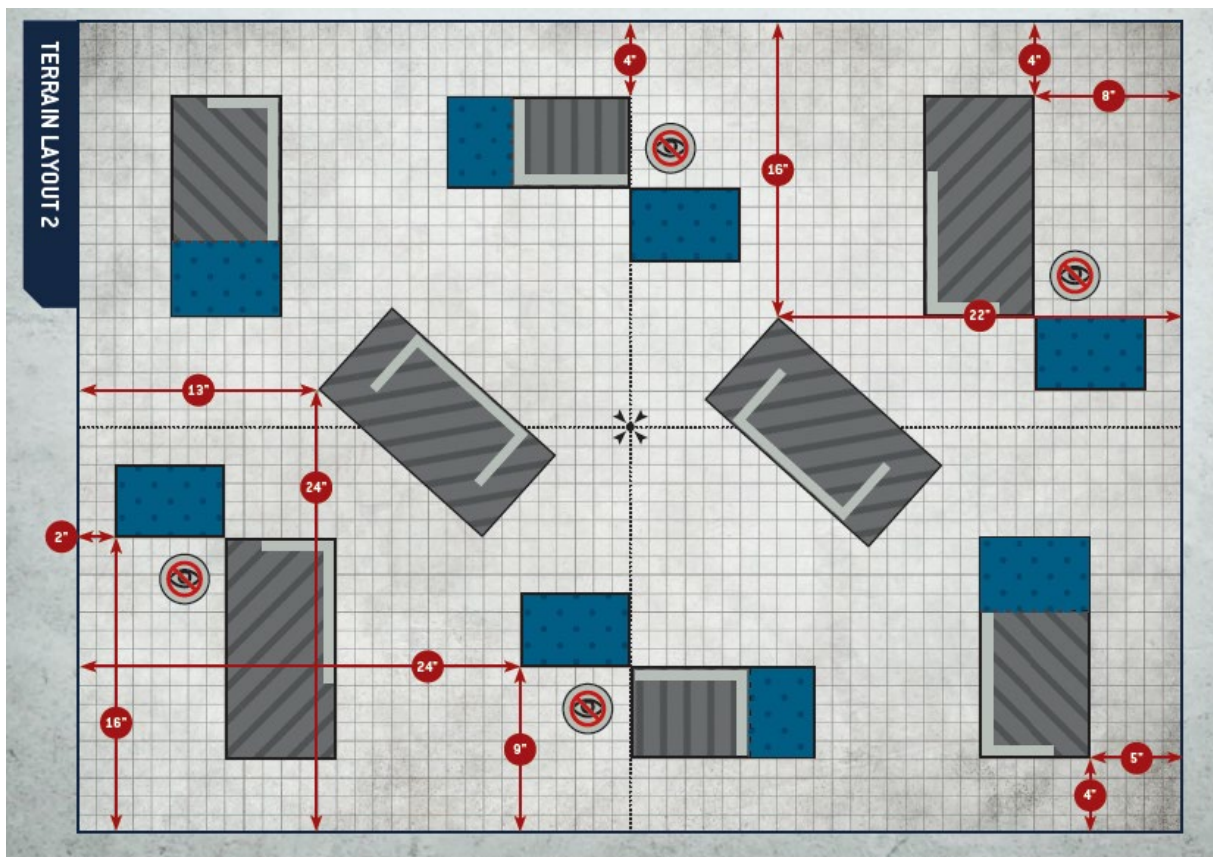






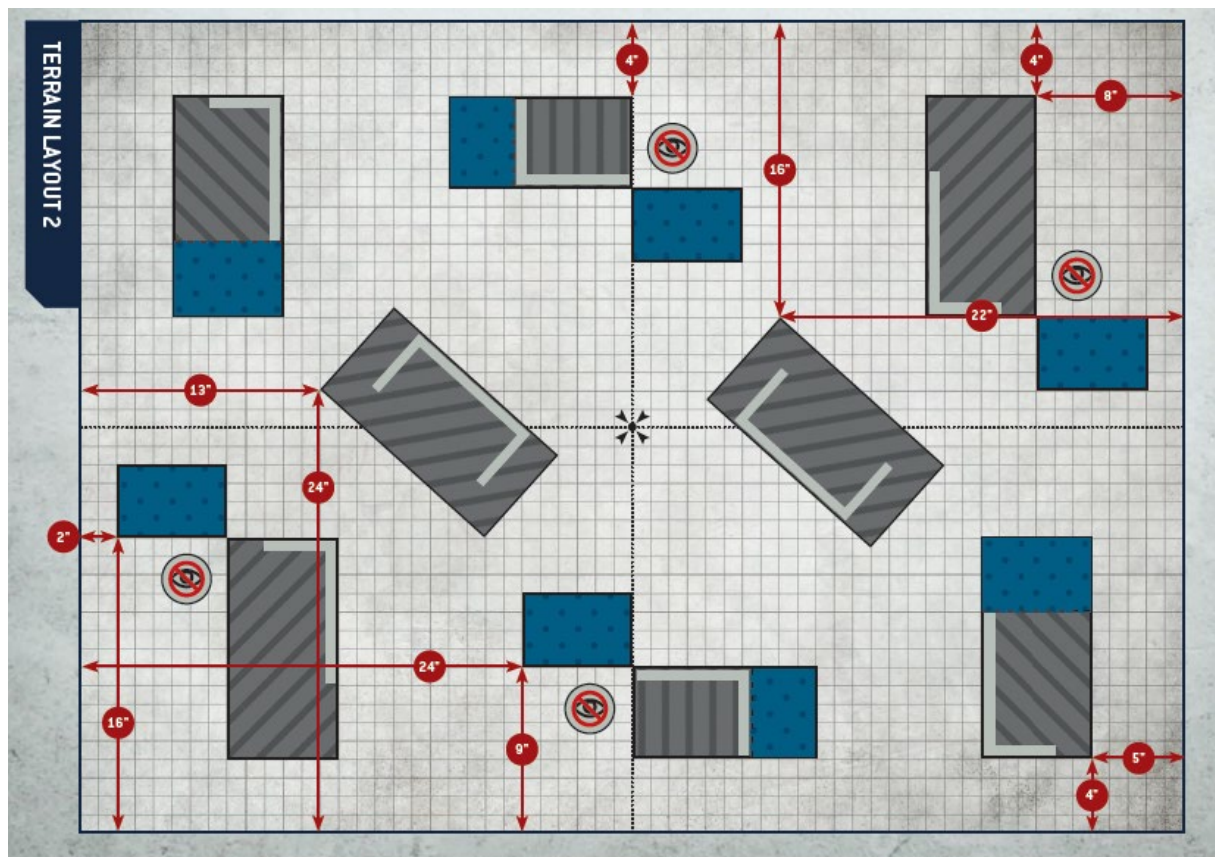


## Mission 4 terrain and objective setup



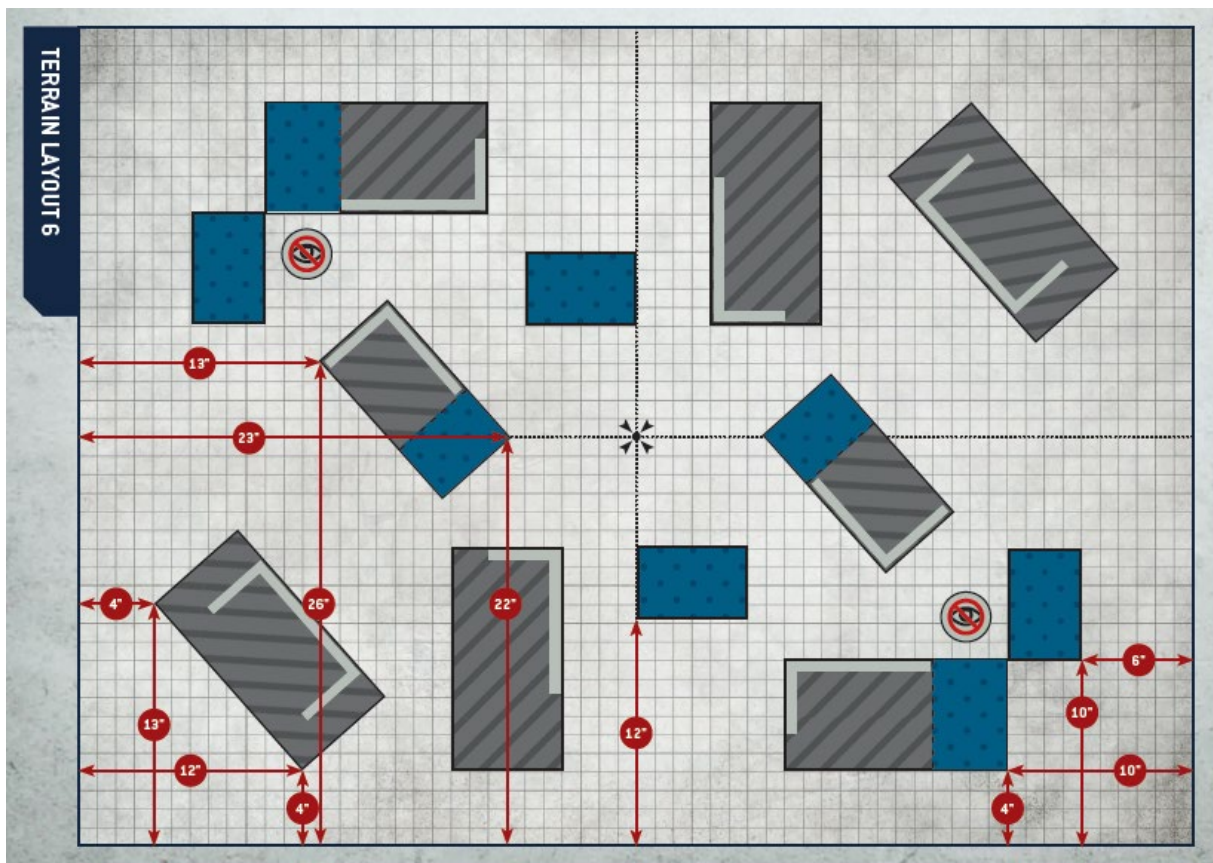


## Mission 5 terrain and objective setup





## Mission 6 terrain and objective setup







## 10) Timetable for the event

Friday	19:00 –	Round 1
Saturday	08:30	Doors open
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

Version 1,1

Under section 9 this paragraph was

- The containers are considered to be armored containers (Page 46)

Was changed to:

- The containers are considered to be ruins that are less than 2 inches tall, EXCEPT when 2 containers are standing on top of each other, then they are considered to be ruins that are taller than 4 inches.

The second sentence was deleted

- Each Area Terrain is for all intents and purposes considered to be a ruin. ~~Some Area Terrain pieces have containers on them, then the container is an armored container, but the Area Terrain piece is still considered to be a ruin.~~

This was deleted

- ~~Each container is just over 2 inches tall, so models moving over them have to measure up, over and down.~~

This was added to the bullet point.

- The small grey ruins are just over 4 inches high so knights cannot go over them.

To

- The small grey ruins are just over 4 inches high so knights cannot go over them, but can go thru them per the latest balance data slate and roll to see if they are battle-shocked or not.

## Version 1,2

Changed game 3 from F (Burden of Trust) to H (Supply Drop)

Mission 1-6 Changed the pictures to be up to date with GWs latest Pariaha Nexus companion and updated the terrain layout, and added pictures for clarifications

9b, added the following sentence to bulletpoint 2

You are allowed to overhang with the bases of models when standing on top of a container. For movement purposes you can consider the container to not be there.

Added the following sentence to bullet point 8

BUT, since the walls are just over 1 inch thick, if you are standing 1 inch of the wall, you are not able to stand on the other side of the wall and fight thru it per WTC rules with 2 inch engagement range.



Version 1,3

Under section 5 this was added

- The new Blood Angel codex will not be allowed at this years Invasion due to the points not being updated until general release of the book
- Not a modification, just a reminder that bending the tape-measure when moving is not the correct way of moving your models

9.b

Split bullet point 2 into 2 separat bullet points

- The containers are considered to be ruins that are less than 2 inches tall. You are allowed to overhang with the bases of models when standing on top of a container. For movement purposes you can consider the container to not be there
- When 2 containers are standing on top of each other (look at the pictures for the maps when this is the case), they are considered to be ruins that are taller than 4 inches and movement is as for normal ruins. You are not allowed to ignore 2 containers standing on top of each other for movement like with 1 container.

Added 2 new bullet points under section 4

- The WTC faq does not have GW's newest Pivot Rule in them, but they are in effect at Invasion
- The order of what take precedent at Invasion is as follows.
  - Judge rulings/modifications > WTC > GW > Codex > Core rules

Under section 3 clocks the following paragraph was added

**The head T.O. and Judge will go around adjusting clocks, if necessary, each round to be Shure that all clocks are tuned correctly.**

Section 8 b, the last part of the last sentence in the first paragraph was changed to "100 victory points."

Under section 8 c, updated the final standing scoring parameter

First: Swiss points (3-0-1)

Second: Path to Victory

Third: Opponent game win %

Fourth: Battle points