40k Rules at Invasion 2025

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 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.

Any Rule question you and your opponent can't agree on shall be directed to a judge. You are NOT to ask any other players if they can answer the question for you. If a player does this the person answering the question will get a penalty.

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 2025 have to be submitted to the Best Coast Pairing (BCP) app before the 14th of September at 20.00 (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 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 with your question.
- Models must be played on the bases that GW say each model is supposed to be placed on. Use GW's Base Size Guide found in the Chapter Approved Tournament Companian if in doubt. If you are fielding older models now provided on different bases, email 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 regard 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 deviates a lot from the original model has to be approved by the organizer. Send an email to Christopher@invasion.no for approval. Models that have not been approved beforehand may not be used.

- We allowed 3d printed models, but they all must 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 your dices.

3) Chess Clocks

In the 40k tournament at invasion all games will be played with Chess Clocks and we have enough clocks for each table. 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 opponent's 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 order of what take precedent at Invasion is as follows
    - Judge rulings/modifications > GW Faq* > WTC Faq > Codex > Core rules

* WTC rules for combat thru ruins with a 2 inch engagement range is in effect all the time at Invasion

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.

- 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

- 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 random pairings (Metrics: Swiss Points – Path to Victory – Random) 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
    - 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.

8) Missions and Pre Game Process

8a) Mission explained

At Invasion, we will be using the missions from the Chapter Approved Tournament Companion. All information about the missions can be found below and in the Chapter Approved 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 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 Games Workshop 0-100 scoring matrix at this years invasion. 10 Points for painting (remember to add this to your total score when type inn 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 Invaison we will be using the following method for determining the final ranking of players:

First: Swiss Points
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 get before each round. You are allowed to use apps and such as well, but if somethings go 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 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 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 (NB, the mats at Invasion are 1 cm short on all sides)

The table should have been set up by the previous players that played on the table, if not, 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 Atrtacker 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 Challenger cards, 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, dwar form you 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.

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.

15- Set up the table for the next game. (NB, the mats at Invasion are 1 cm short on all sides)

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 2 floor and 3 floor terrain pieces are considered to be ruins (Page 48)
- The small grey terrain pieces (MDF) are considered to be under 2 inch terrain pieces for movement, meaning everyone can go over and thru, but cant end in the wall.
- Each Area Terrain is for all intents and purposes considered to be a ruin.
- We are following the GW Chapter Approved tournament pack in regard to terrain, so if in doubt on the pictures bellow, check the Chapter Approved 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 Chapter Approved 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
- All the 3 story ruins are considered to have their windows blocked (just in case we forget to add the window blockers)
- All the 2 story ruins are considered to have their windows blocked in the first floor (just in case we forget to add the window blockers)
- The gap in the U shaped terrain is considered to NOT be there

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

Game 1: Mission O (Terraform) – Crucible of Battle – table 8

Game 2: Mission A (Take and Hold) – Tipping Point – table 2

Game 3: Mission M (Purge the Foe) - Crucible of Battle – table 1

Game 4: Mission N (Hidden Supplies) – Crucible of Battle – table 1

Game 5: Mission D (Scorched Earth) – Tipping Point – table 6

Game 6: Mission J (Linchpin) – Search and Destroy – Table 6

Explanaition for the «Eye» on the maps bellow.

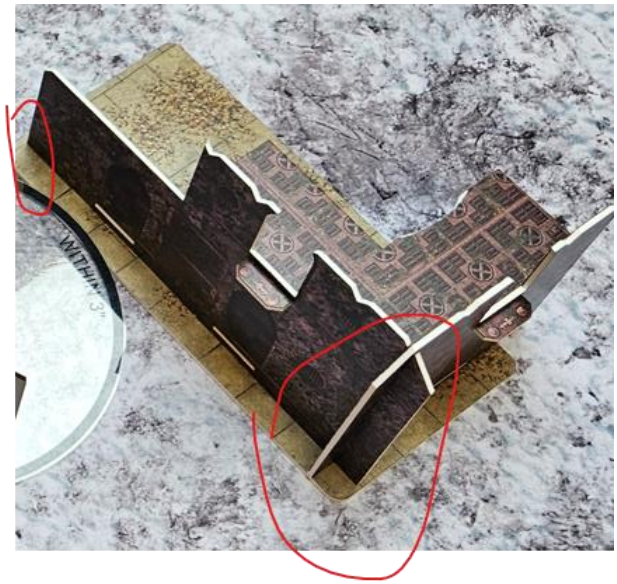
NB; On some of the missions you have to change the turning of the terrain that are being used, like with the big L's, they have to be disassembled and assembled again in the correct facing according to the pictures with the maps on them.

Nice to know when setting up the terrain

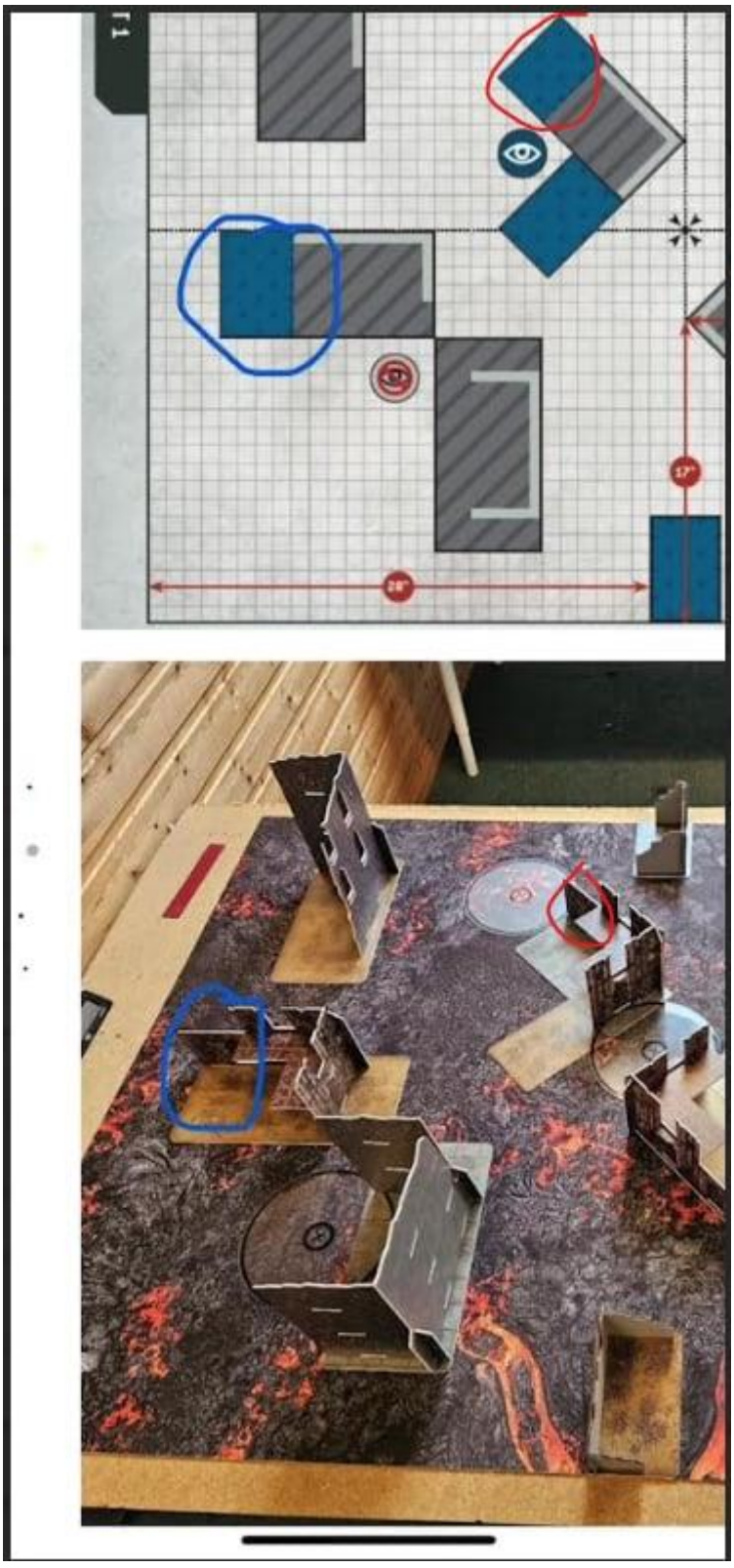
All the Mats being used in the 40k tournament are 1 cm short on each side, remember to take this into account when setting up terrain and measuring deployment zones

When placing small 2 floor ruins on the “smaller” rectangular area terrain (Not the biggest, but the one just bellow in size) the terrain should look like this

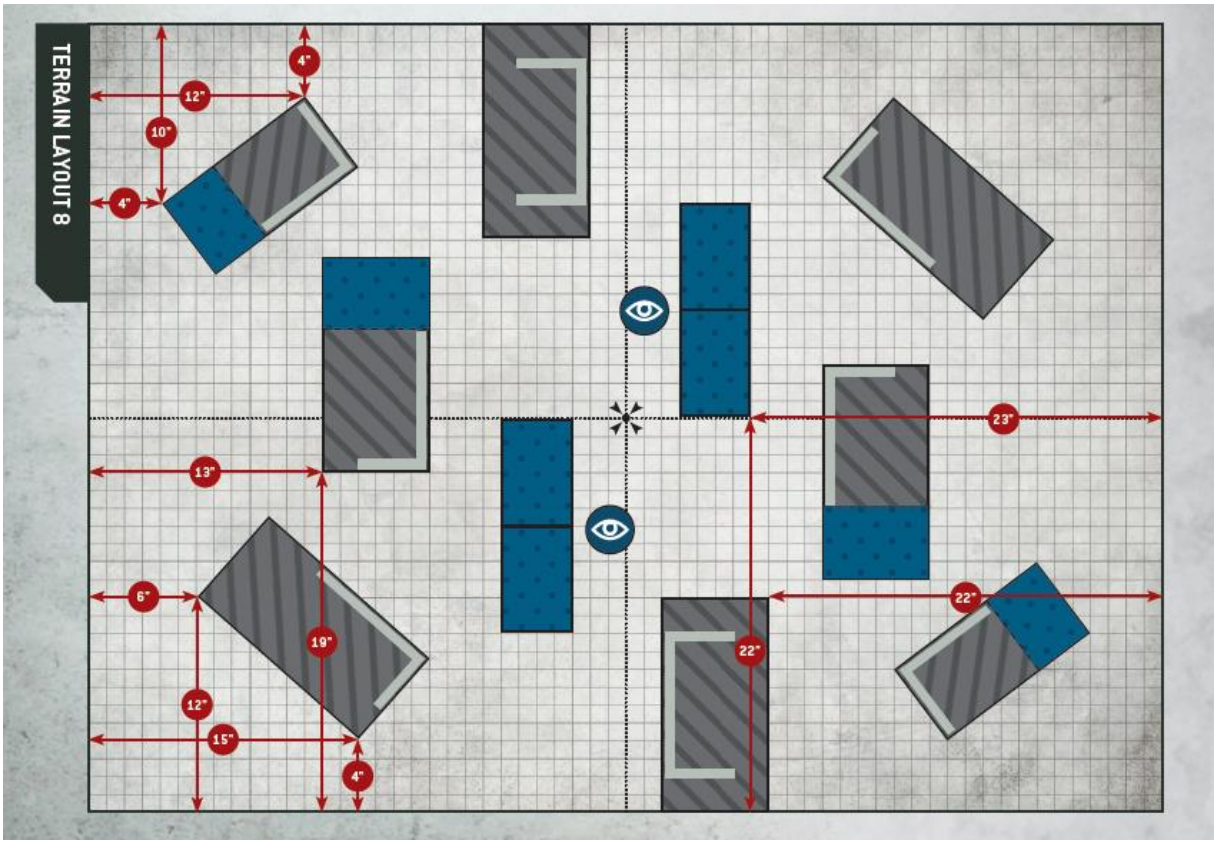
Terrain placed on area terrain shall be placed like this

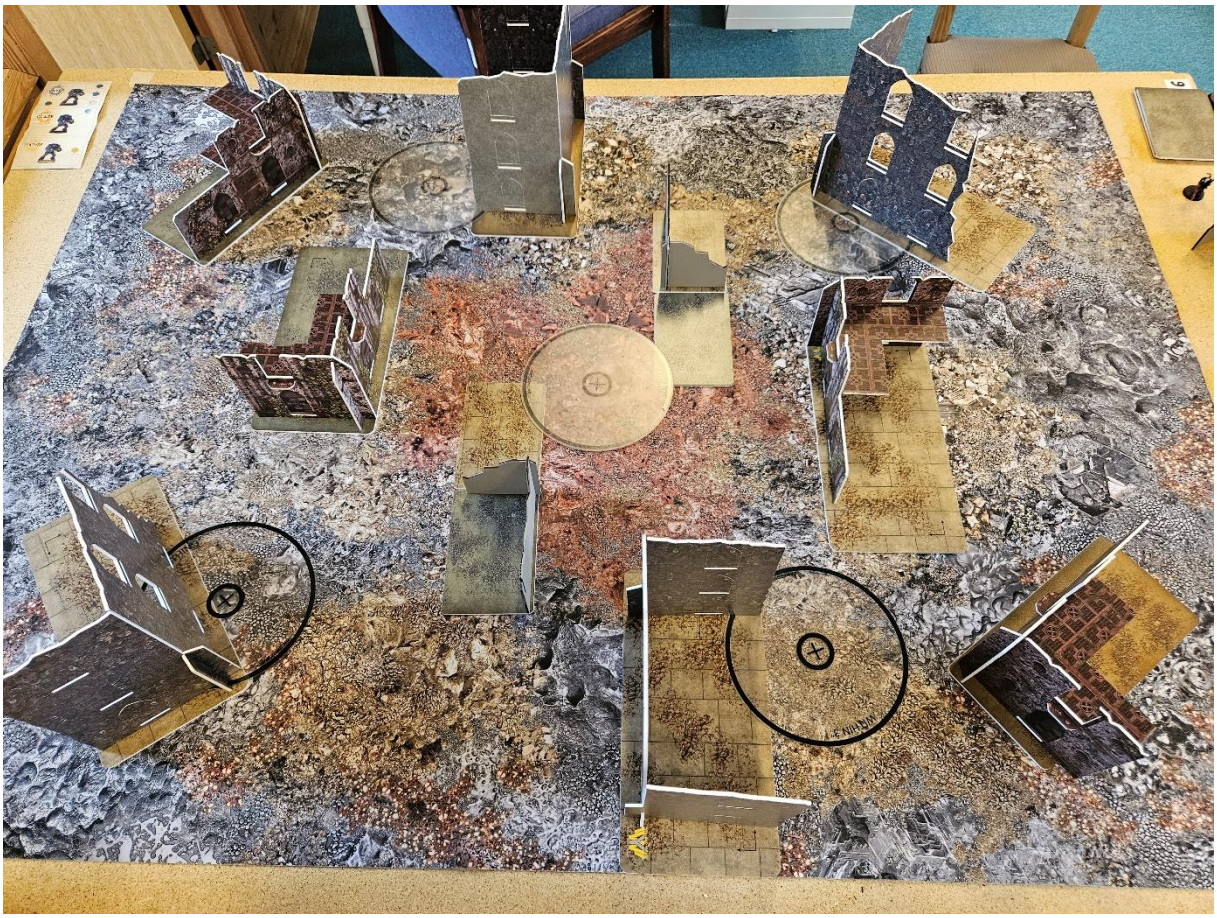


Even if the terrain setup from GW say that there should be a small 2 inch terrain piece like the example bellow, the lower part of the small L ruins are NOT consideres to be bellow 2 inches for movement purposes

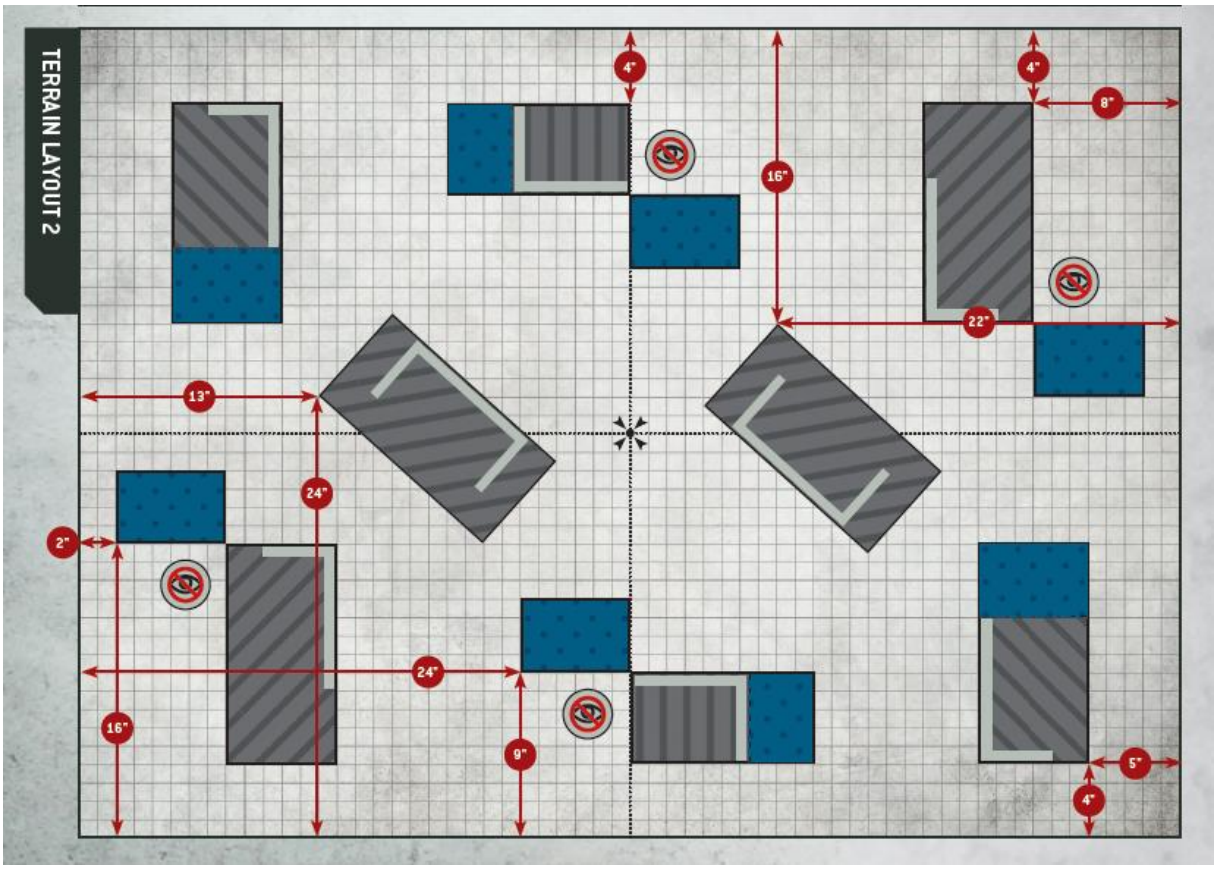


Mission 1 terrain and objective setup

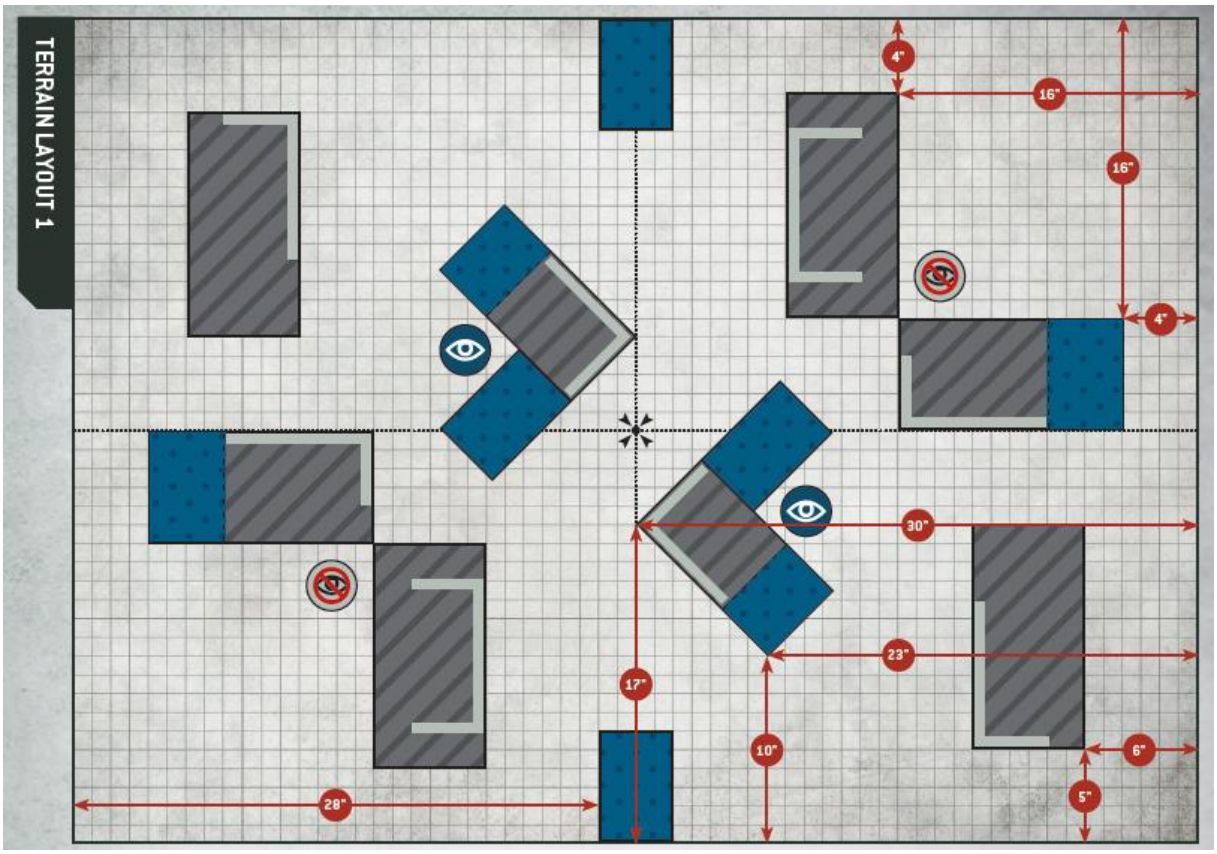




Mission 2 terrain and objective setup

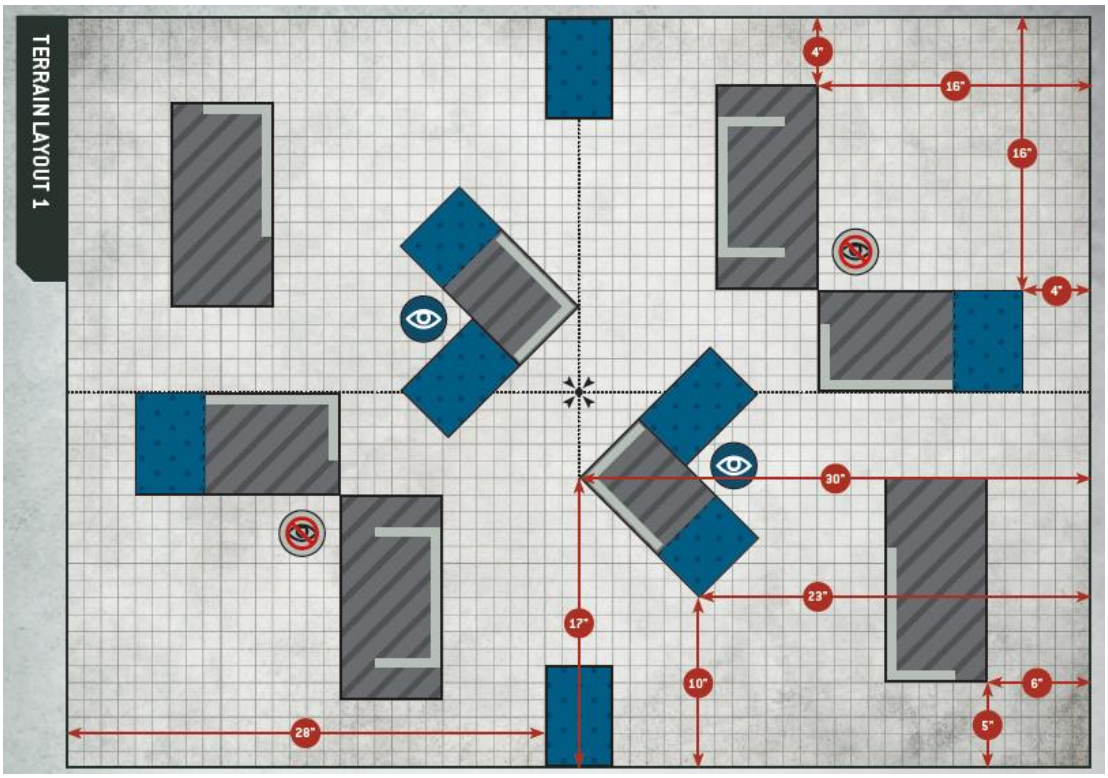


Mission 3 terrain and objective setup



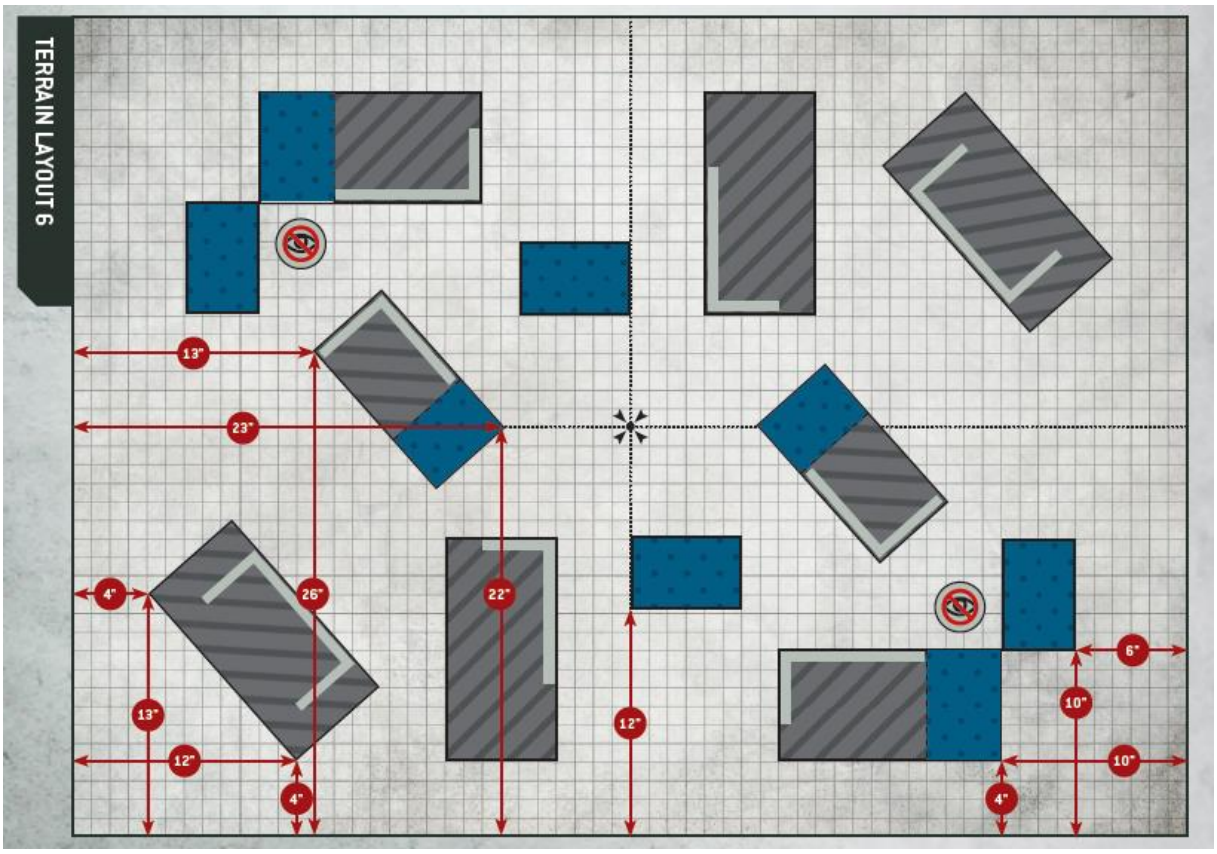
A waveserpent is also supposed to fit through here, but our U-shaped terrain is a little bit bigger then what its supposed to be

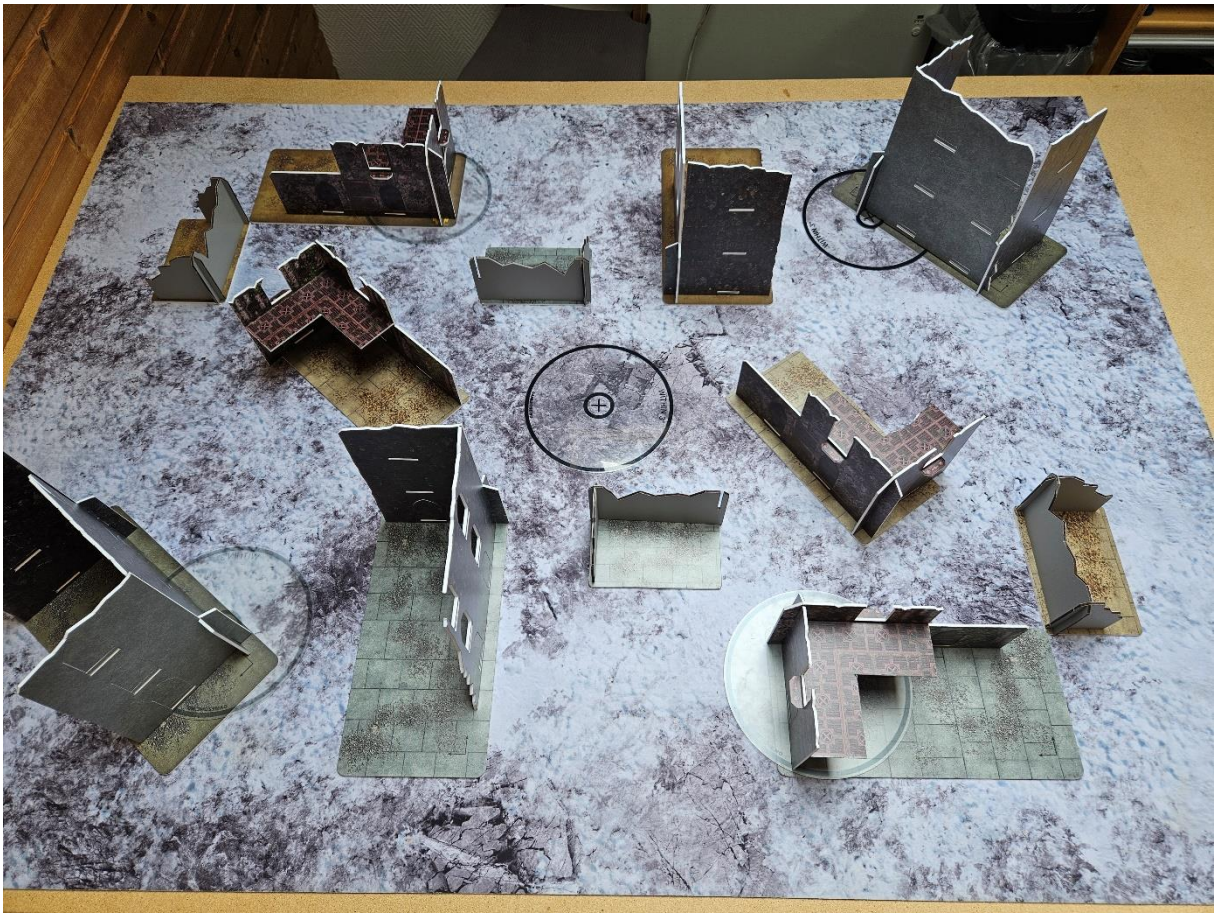
Mission 4 terrain and objective setup



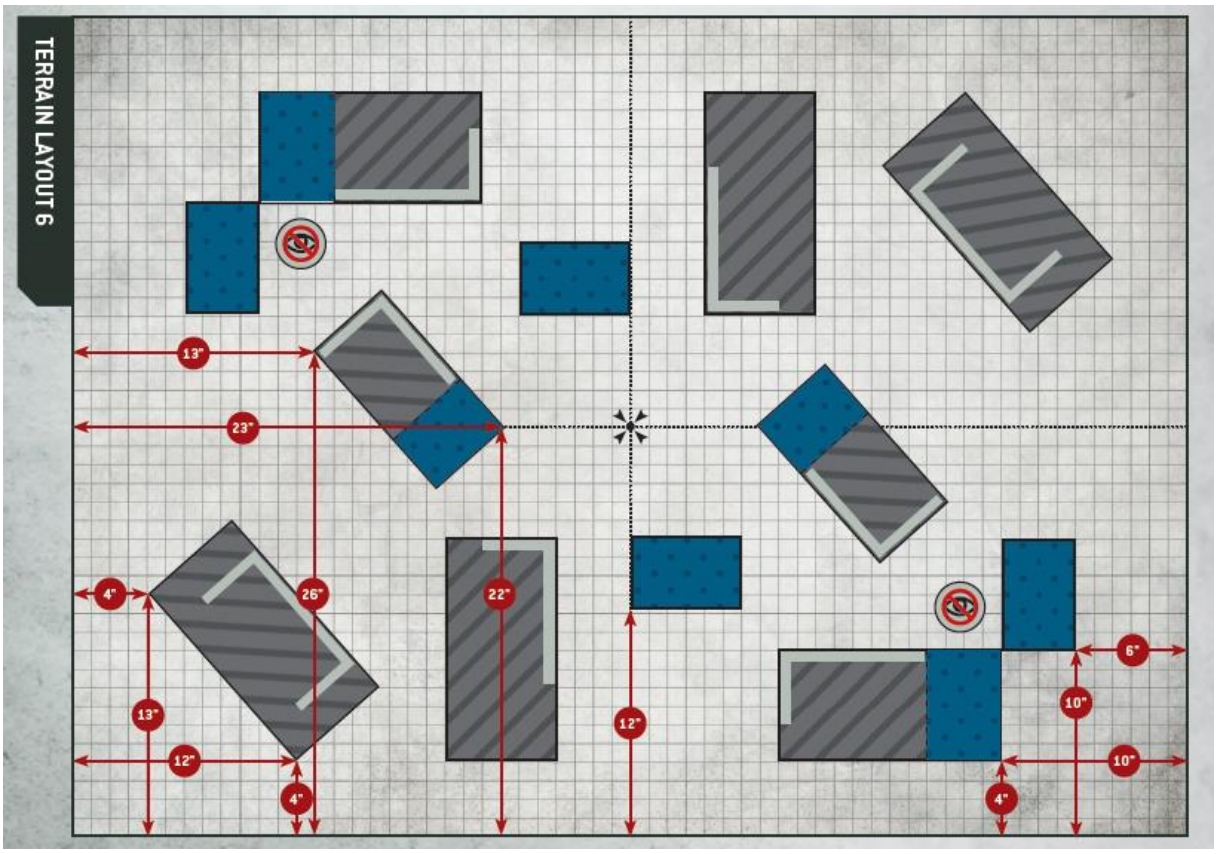
NB, the Objective markers on the picture bellow are wrong, there are suppsed to be 6 of them according to the mission Hidden Supplies that you are now going to play

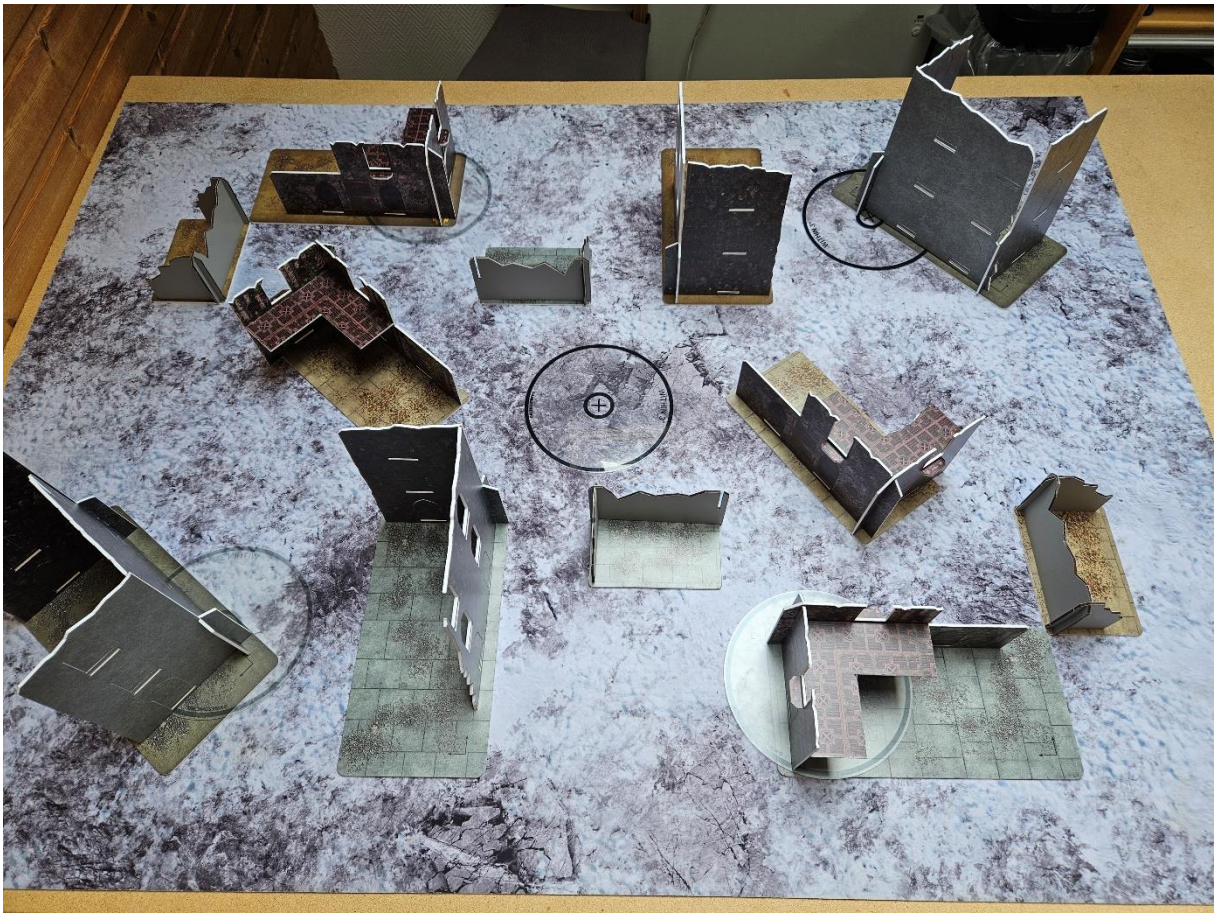
Mission 5 terrain and objective setup





Mission 6 terrain and objective setup





10) Timetable for the event

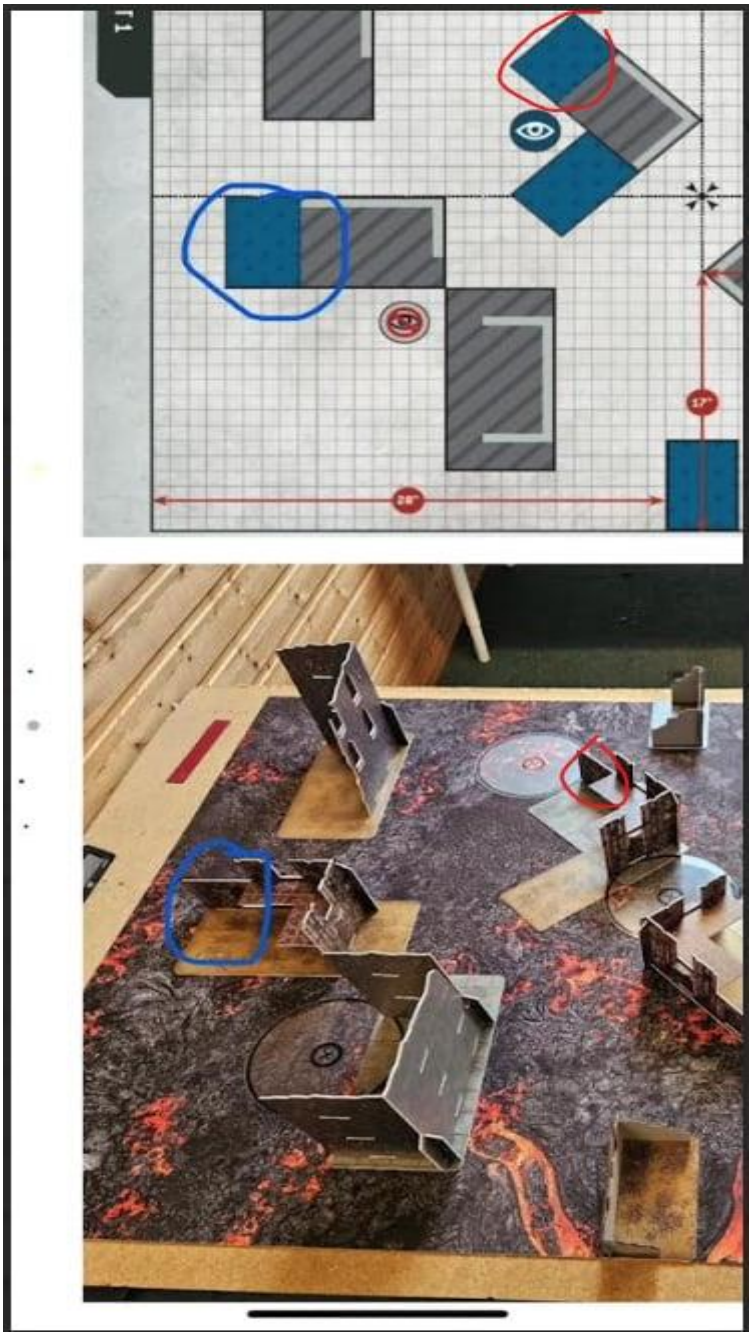
Friday	19:00 –	Round 1
Saturday	08:30	Doors open
Saturday	09:00	Generell Info
Saturday	09:30	Round 2
Saturday	12:30	Lunch (served in the «Cantina”)
Saturday	13:30	Round 3
Saturday	16:30	Break
Saturday	17:30	Round 4
Saturday	20:30	Day 1 ends
Saturday	21:00	Best Painted competition and we order food to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

11) Uppdates to the rulepack

Version 1,1

Added clarification to the terrain

Even if the terrain setup from GW say that there should be a small 2 inch terrain piece like the example bellow, the lower part of the small L ruins are NOT consideres to be bellow 2 inches for movement purposes



Added this text

A waveserpent is also supposed to fit through here, but our U-shaped terrain is a little bit bigger then what its supposed to be