40k Rules at Invasion 2026

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.

During a rule dispute that requires a judge, please have ALL required information available such as Rulebook, Codex/Index, Datasheets, Mission cards, FAQs ready so that the judge will have the full information to make a proper decision.

The event will have both playing and non-playing judges. A judge is NOT allowed to make a ruling in their own game, unless they can present the rules. Judges are allowed to pause their own game to go judge a different table.

Calling a judge:

When either player wants to call a judge, they do so by yelling "JUDGE!" or locating the nearest judge. If no judge is present on the floor, the player is allowed to pause their clock and go to a different floor and locate a judge.

Penalties:

Penalties are given on a case by case basis. Minor infractions are VP penalties, while more severe infractions are VP penalties and Yellow/Red card. 2x Yellow cards results in a Red card, and thus the player is Disqualified, and barred from upcoming events. Cards last for 12 months. Cards given at other

events (such as DSF, Warhamar, Wartrond or 2d6) are counted at Invasion. If after a red card has been given the player in question continues to be a problem the ban from upcomings events may be longer than 12 months.

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 2026 have to be submitted to the Best Coast Pairing (BCP) app before the 7th 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. 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.

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. <u>BUT</u> 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

5) Core Rules Clarifications

At Invasion we will be using all the rules and guidelines from Warhammer 40,000 11th Edition, but the following modifications apply.

- None so far

6) Tokens

- We 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: Wins => Winpath => 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 and terrain setup from the Warhammer Event Companion. All information about the missions can be found below and in the Chapter Warhammer Event 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 45 points for primary and up to 45 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: Wins
Second: OGW%
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 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 **DETERMINE MISSION**

Each player finds their opponent's Force Disposition symbol on their Force Disposition card. The Primary Mission that is listed below that symbol is that player's Primary Mission, which describes how to score VP.

3 DETERMINE A LAYOUT

Each combination of Primary Missions has three recommended layouts, labelled A, B and C. These can be found in the Warhammer 40,000 app and at the end of this companion. As directed by the Warhammer Event organiser, the players either use the layout specified or randomly determine which of these layouts to use. 4 - Create The Battlefield

In round 1 you play Map A, in round 2 you play Map B, in round 3 you play map C, in round 4 you play Map A, in round 5 you play Map B and in round 6 you play Map C

4 CREATE THE BATTLEFIELD (NB, the mats at Invasion are 1 cm short on all sides)

Missions are played on rectangular battlefields 44" by 60" in size. Players set up the **terrain areas** as shown in the selected layout, then set up **terrain features** on those **terrain areas** as shown in the selected layout.

5 DETERMINE ATTACKER AND DEFENDER

Players look at the selected layout and agree which edges of the battlefield the players have set up correspond with the Attacker's and Defender's battlefield edges labelled on the card. Roll off: the winner decides who will be the Attacker and who will be the Defender.

6 SELECT SECONDARY MISSIONS

Secondary Mission cards detail additional ways to score VP. Players now secretly note down whether they will use Tactical or Fixed Secondary Missions. If using Fixed Missions, they also note down which two Fixed Missions they will use (see below). Players then reveal these decisions.

Fixes Missions

Fixed Missions are those marked with the symbol shown on the left. If you are using Fixed Missions, display your selected Fixed Mission cards face-up. Fixed Missions cannot be discarded and are active for you throughout the battle. 6 - Select Secondary Missions

TACTICAL MISSIONS

If you are using Tactical Missions, shuffle your Secondary Mission deck face-down.

At the start of your Command phase, draw two Secondary Missions face-up from your Secondary Missions deck; these Secondary Missions are active for you.

(Once per battle) At the end of your Command phase, you can spend 1CP to discard one of your active Secondary Mission cards and draw one new Secondary Mission card.

ACHIEVING SECONDARY MISSIONS

At the end of each player's turn, each player does the following, starting with the player whose turn it is:

First, if you met the conditions on one or more Secondary Missions, you can gain the VP specified on that card. If you do, and if you are using Tactical Secondary Missions, discard that Secondary Mission – it is achieved.

Then, if it is your turn and you are using Tactical Secondary Missions, you can discard one or more of your active Secondary Missions. If you do, you gain 1CP.

7 **DECLARE BATTLE FORMATIONS**

Players secretly note down, in order:

Which of their units will start the battle embarked within which **TRANSPORTS**.

Which of their units will start the battle in **strategic reserves**.

Players then reveal these decisions.

8 DEPLOY ARMIES

Players take it in turns to set up their units (excluding those in **strategic reserves**) one at a time, wholly within their deployment zone, starting with the Defender. If you set up a **TITANIC** unit when it is your turn to set up a unit, skip your next turn to set up a unit. Once you have finished setting up your units, if your opponent has any units that have not been set up, they set up those units.

9 REDEPLOY UNITS

Some rules let you redeploy certain units after both armies are deployed. Unless otherwise stated, you resolve those rules in this step. Players alternate resolving any such rules, starting with the Attacker. Units placed in **strategic reserves** in this step do not count towards the combined points value of your **strategic reserves** units.

10 DETERMINE FIRST TURN

Roll off: the winner takes the first turn.

11 RESOLVE PRE-BATTLE RULES

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

12 BEGIN THE BATTLE

The first battle round begins.

13 END THE BATTLE

The battle ends after five battle rounds have been completed. Even if you have no models remaining in your army at the start of your turn, players continue to play out their turns until the battle ends.

14 DETERMINE VICTOR

Each player scores 10VP if their army is painted to a Battle Ready standard. At the end of the battle, the player with the most VP is the victor. If the players are tied, the battle is a draw. The maximum VP that can be scored from each source of VP is listed below. Any VP you score in excess of these maximums are ignore

VP SOURCE	MAXIMUM VP
PRIMARY MISSION	**45VP** Up to **15VP** per battle round
SECONDARY MISSIONS	**45VP** Up to **15VP** per battle round*
BATTLE READY ARMY	**10VP**

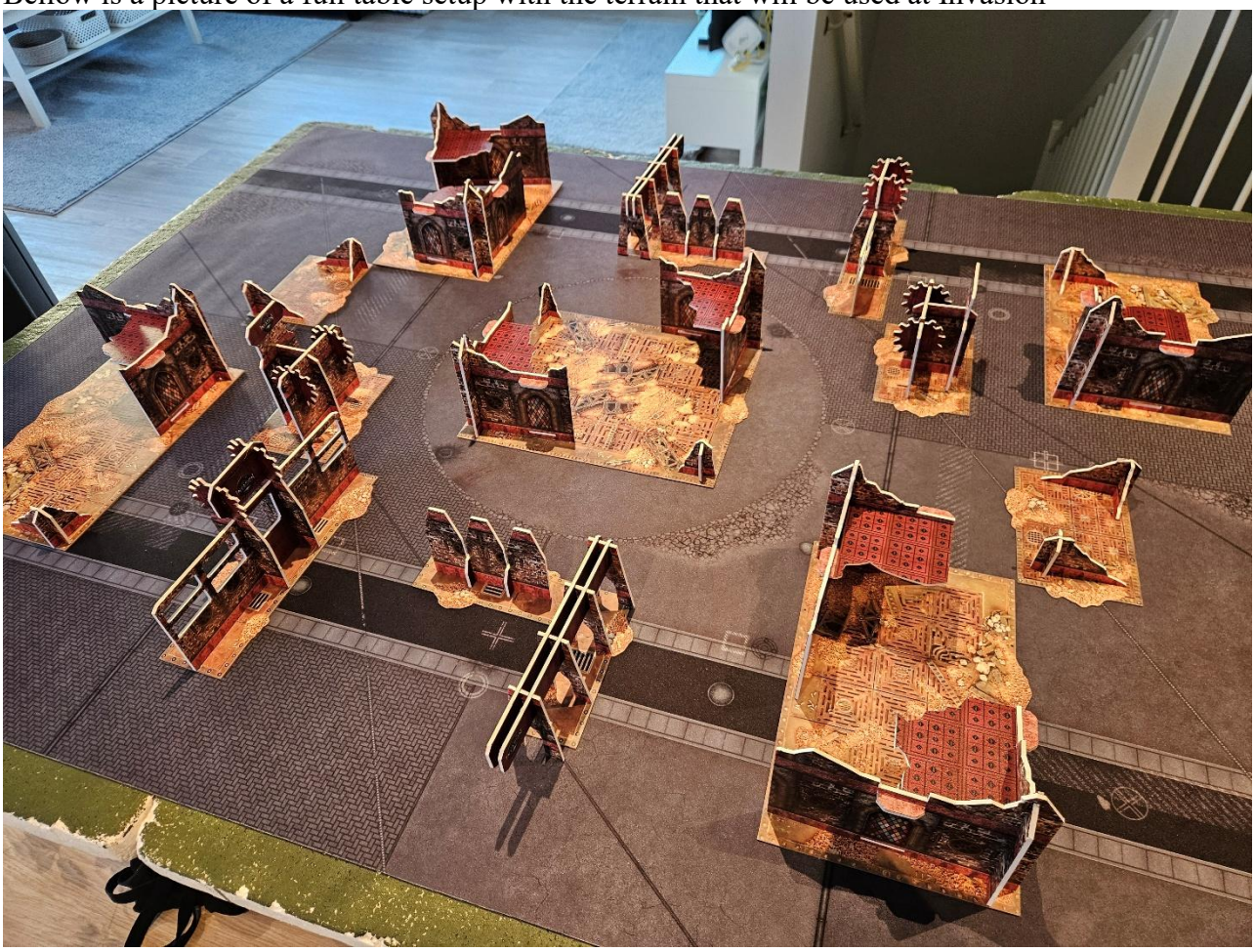
* In addition, you can gain a maximum of **20VP** per Fixed Secondary Mission card.

9) Terrain placing guidelines

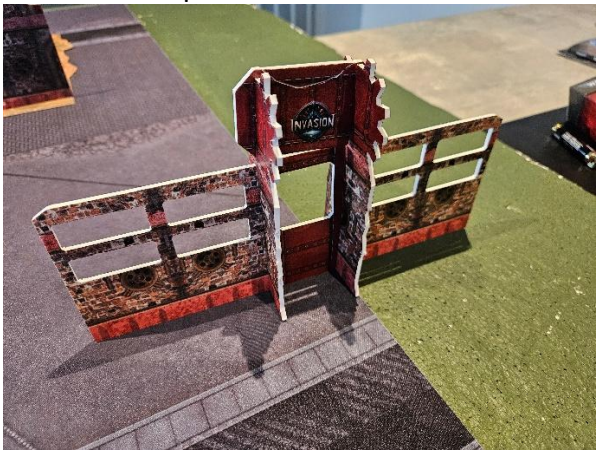
- All the tables at invasion will have all the terrain that you need. You just follow the map with the measurements and pictures in the Warhammer Event Companion together with the explanation bellow in regards to what terrain goes where.
- Both players should be happy with the board before they start to deploy their armies

9.) Terrain Explanation

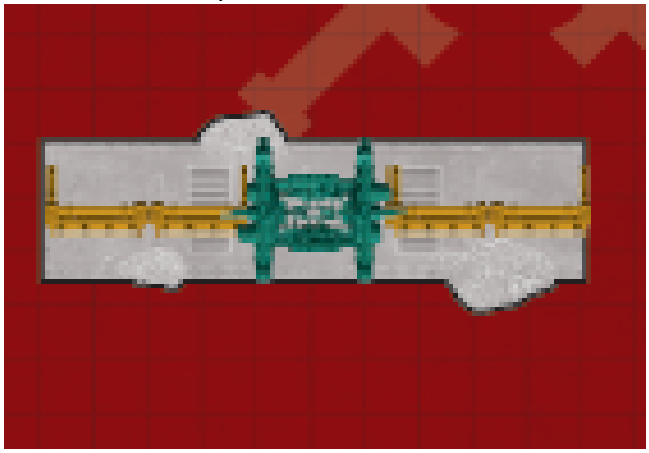
Bellow is a picture of a full table setup with the terrain that will be used at Invasion



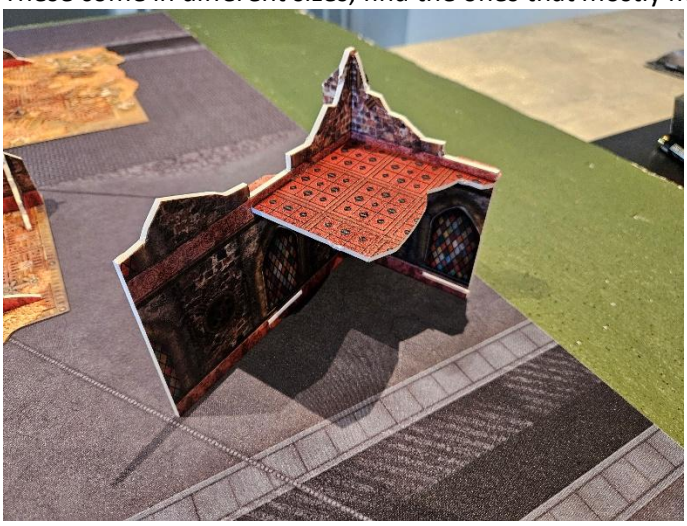
These terrain pieces are



these on the maps

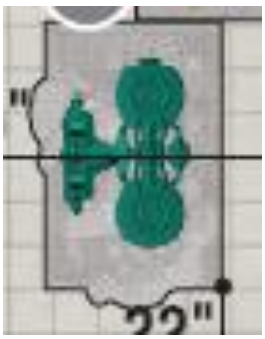


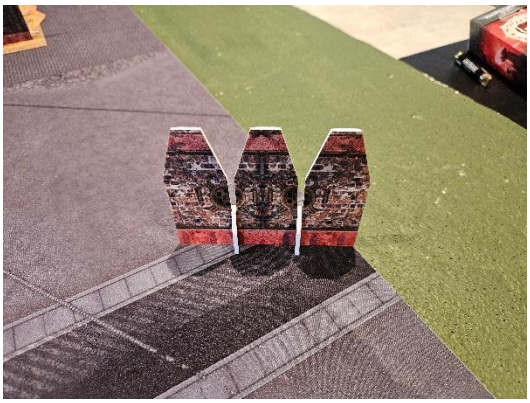
These come in different sizes, find the ones that mostly match the place they are going on the maps

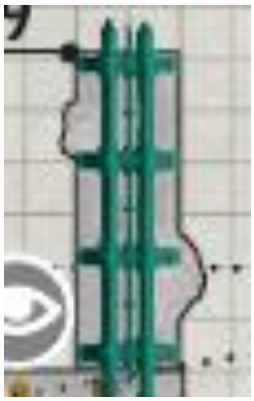


These terrain pieces are

these on the maps







9) Scenarios: **(All the missions can be found in the Warhammer Event Companion)**

In round 1 you play Layout A, in round 2 you play Layout B, in round 3 you play Layout C, in round 4 you play Layout A, in round 5 you play Layout B and in round 6 you play Layout C

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

10) Timetable for the event

Friday	19:00 –	**Round 1** We are a little bit more relaxed regarding time during round 1. You do not Start your clock during army explanation and table setup. You start you clock when you are about to start deploying. So you have a full 3 houers to play. This is only during the first round.
Saturday	08:30	Doors open
Saturday	09:00	Generell Info
Saturday	09:20	Round 2
Saturday	12:30	Lunch (served in the «Cantina”)
Saturday	13:20	Round 3
Saturday	16:30	Break
Saturday	17:20	Round 4
Saturday	20:30	Day 1 ends
Saturday	21:00	Best Painted competition and we order food to the venue
Sunday	08:50	Round 5
Sunday	12:00	Lunch (served in the «Cantina”)
Sunday	12:50	Round 6
Sunday	16:00	Tournament ends
Sunday	16:15	Award ceremony

11) Uppdates to the rulepack

Version 1,1

24.08.26

Removed the following from Detereming a Layout and Scenarios

When you are to determine a layout for the game both players roll a dice, the highest scoring player (reroll if it's a tie) gets to exclude 1 of the 3 setups found in the Warhammer Event Companion, and the other player gets to choose 1 of the remining 2 setups as this battle setup.

And replaced it with the following

In round 1 you play Layout A, in round 2 you play Layout B, in round 3 you play Layout C, in round 4 you play Layout A, in round 5 you play Layout B and in round 6 you play Layout C