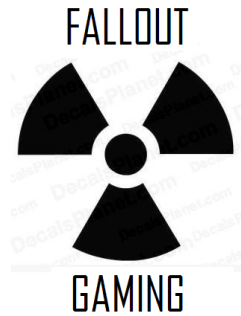


## **February 2016 Warhammer 40k Tournament Rules:**

### **General Information:**

- Entry Fee: \$15.00
- The Warhammer 40,000 7th Edition rules will be used.
- Armies will consist of 2,000pts.
- Armies may be made up of a maximum of **4** Detachments.
  - Dataslates, Formations, Special Codex Detachments, etc... are all considered as "Detachments" for this event.
- Unbound Armies will **not** be allowed in this event.
- Units with "Experimental Rules" will **not** be allowed in this event.
  
- The Games Workshop & Fallout Gaming FAQ's will be in effect for this event.
- The Fallout Gaming Code of Conduct will be in effect for this event.
- All players must have the following to participate:
  - Army List
  - Rulebook
  - Codex(s)
  - Any additional rules and/or FAQ's



### **Terrain:**

- Terrain will be preset on all tables but is not fixed.
- If you have a Fortification in your army list, you may slightly adjust terrain (up to 3") to accommodate the Fortification.
- If you cannot fit a Fortification on the table (even after slightly adjusting terrain) please let the Tournament Organizer know and they will adjust the terrain on the table for you.

### **Forgeworld & Horus Heresy:**

- Forgeworld units and/or army lists as well as Horus Heresy armies will be allowed in the tournament.
- Restrictions (the following are **not** allowed):
  - Strategic Assets, Stratagems, etc...
  - Units with "Experimental Rules"
- If you are using a Forgeworld unit(s) and/or army list, you must have all of the rules & FAQ's for them with you.
- Horus Heresy armies may only ally with other Horus Heresy armies.
- Any rules anomalies and inconsistencies that occur within the Heresy rulebook being used in standard 40k will be ruled in favor in accordance with the 40k rulebook.