

## **2016 Warhammer 40k Last Man Standing Rules:**

### **General Information:**

- Entry Fee: \$15
- The Warhammer 40,000 7th Edition rules will be used.
- Armies will consist of 1,250pts.
  - This army list can be made up from one of the following:
    - Standard Combined Arms Detachment
    - Unique Codex Detachment (i.e. Space Wolves Unleashed, Inquisitorial Detachment, Harlequin Masque Detachment, etc...)
    - Imperial Armour Army List
- The following will **not** be allowed for this event:
  - Allied Detachments
  - Formations
  - Fortifications
  - Units labeled as "Apocalypse Only"
  - Horus Heresy armies / units
- Flyers and/or Flying Monstrous Creatures are a 0-2 choice per army.
- Lords of War are a 0-1 choice per army (if the selected detachment allows for one to be taken).
- Players may include non-formation Dataslates in their army lists as long as the units conform into the allowed detachments (i.e. Cypher the Fallen as an HQ choice, Tyrannic War Veterans as an elites choice, etc...)
- Players may select an Imperial Knight as a Lord of War choice if their Detachment allows a Lord of War.
- Warlord Traits per the Warhammer 40k Rulebook and/or Codices.



### **General Rules:**

- Players will be divided up into 4 tables (possibly 5, depending on the number of players), and each roll 2D6 to determine the order of deployment.
- The players at each table will battle against each other until 1 player is left alive.
- The surviving player from each of the tables will then take what is ever left of their armies and deploy on the final table.
- Deployment on the final table will also be determined by each player rolling 2D6.
- The final four players will then fight until the last man standing remains.

### **Game Turns:**

- At the start of each Game Turn, each player will roll 2D6, the player with the highest value will go first for that turn.
- Also, the player going first will decide the order (clockwise or counter clockwise) that the rest of the players will go in.
- Each player will have 15 minutes to complete their player turn.

### **Speeding Up Rounds:**

- When there are only two players left at a table, in order to prevent players from avoiding each other to prevent losing, every turn each player must move at least 1 of their units towards the nearest enemy unit.
- When moving this unit, you must move its full movement distance.
- Also, if the unit chooses to run, fleet, turbo boost, move flat out, etc... it must move towards the nearest enemy unit.

### **Psychic Phase:**

- At the beginning of the Psychic Phase for the, the player whose turn it is will roll a D6. Then, each player on the table will add that number of dice equal to the D6 roll into their own Warp Charge Pool.
- Each player will then add up the Mastery Levels of all the Psyker units they currently have on the table top and add that many dice into their Warp Charge Pool.
- The player whose turn it is may begin to manifest psychic powers following the standard rules.
- The other players at the table may attempt to Deny the Witch as per normal.
  - Only one player may attempt to deny a psychic power.
  - Players on the table must decide amongst themselves who will attempt to deny each cast power.

### **Summoning / Spawning Units:**

- The following rules for Summoning / Spawning Units will be in place for this event:
  - There is no restriction on the number of units a player can attempt to Summon / Spawn per turn.
  - Any surviving Summoned / Spawned units left at the end of the Round #1 Battle may **not** be transferred onto the final table.
  - If a player who has Summoned / Spawned units is reduced to only Summoned / Spawned units left on the table, the player is eliminated from the Round.

### **Final Table Rules:**

- When the final players reach the final table, the players will only be able to bring whatever is left of their armies with the following additional rules:
  - All immobilized vehicles will no longer be immobilized.
  - Any damaged vehicles will regain 1 hull point.
  - Any "1 time use" weapons will be replenished (i.e. hunter killer missile, Manticore rockets, bloodstrike missiles, etc...)
  - Any multi-wound models will regain 1 wound.
  - Drop pods will go back into a player's reserve and deploy on the final table as normal.
  - \*\*\* Please note, if the drop pod was purchased as a dedicated transport, only the squad that the drop pod was purchased for may embark inside of it.
  - Tervigons that were stopped from spawning may spawn termigaunts as normal.
  - Players may attempt to Summon / Spawn units as detailed out in the section above, but remember any Summoned / Spawned units from the previous round will not be transferred to the Final Table.
  - Any lost invulnerable saves will be restored to as normal
  - Example #1 – units having their invulnerable save removed via Vindicare assassin "shield breaker" round.
  - Example #2 – Dark Eldar character with the 2+ invulnerable save until it is failed.