

Warhammer 40.000

Regras:

All the rules presented on the Warhammer40k 8th edition rulebook manual.

Codex and supplements:

- all updated codex and Index (if you have both Codex and Index, use the latest and most updated rules of each unit presented on the book).
- All updated FAQ's (will be available for checking during the event)

Points Match:

- **1500 Points and up to the max of 2 detachments in the army.**
- It will be used the Matched Play mission rules at page 215 from the Rulebook
- Warlord Traits and Powers aren't rolled, each player must include which ones he wants on the printed Army build list (within each army/units allowance/restrictions). If this information it's not included on the printed document, then the player will roll off at the beginning of each game.
- **It's not allowed the following:**
 - **Supreme Command Detachment**
 - **Super heavy detachment**
 - **Air Wing Detachment**
 - **Fortification Network**

Set Up.

- 6" x 4" boards.

Rounds:

Each round will be compromised of 120 minutes (2 hours)

Missions:

Randomly chosen at the beginning of the tournament of the following:
(Retrieval Mission; The Scouring; No Mercy; Big Guns never Tire; Secure and Control; The Relic)

Models and proxies:

- Will be applied the rule of **WYSIWYG**
- In case of proxy models representing a particular kind of unit, ask the referee and/or organization tournament for it allowance, but always remembering the model must be a clear representation of what is it.
- It is allowed both **Games Workshop** and **ForgeWorld** models.

Players must bring 2 printed copies of the army list (**1 to be delivered to the referee for validation**).

Scores:**Victory = 3pts****Draw = 1pts****Defeat = 0pts****ITC Rule:**

1. After completing deployment, before rolling to Seize the Initiative, both players roll off to determine who goes first. The player who finished deploying his units first adds "1" to the result of this roll. This roll may not be re-rolled using Stratagems or via any other means. Proceed thereafter with Seizing the Initiative and beginning the game (also any abilities or special rules occurring after Seizing the Initiative but before the game begin).