

BONES of the IMPERIUM

Rules: Warhammer 40,000 Matched Play (see pages 212-215 of the Warhammer 40,000 rulebook) Chapter Approved 2017 Edition, Current GW FAQ's (<https://www.warhammer-community.com/faqs/>) and Beta test rules (<https://www.warhammer-community.com/2017/12/15/the-future-of-faqs-and-chapter-approved-dec-15gw-homepage-post-2/>)

Army Size: 2,000 points

Missions: Maelstrom of War (Missions for each game will be clearly shown score sheets)

Standard Tactical objectives will be used NO faction specific objectives !

Number of games: Five

Army Selection: Battle-forged with a maximum of three Detachments

Publications in use: All current and in-print Warhammer 40,000 Index books and Codexes from Games Workshop and Forge World, unless their release falls on the weekend of the event. We expect you to use the most current datasheets for your models – e.g. those found in a Codex rather than an Index if a Codex is available for your army. This means that you may use Faction-appropriate Index datasheets that might not appear in your Codex (such as Chaplain on Bike).

Chapter approved point and rules will also be in effect as well as all Beta test and current FAQ's.

Gaming Scores At the end of each game, you and your opponent will need to record your results on your event sheet, and then hand in your results to the event staff at the same time. We need you to do this as promptly as possible so that the next game can be organised straight away. Each game lasts two hours and thirty minutes, and once the game ends, you will have five minutes to record your result with the events team. To determine the winner of each game, use the victory conditions as laid out in the mission. Once you know the result, you will record it on your event sheet using the following system:

- **Win the game – 3 points**
- **Draw the game – 1 points**
- **Lose the game – 0 points**

Please also note the total VP's scored by each player (Note if you table your opponent you will score 10VP's regardless of actual VP's scored by that point of the game your tabled opponent should record all VP's scored until tabled)

Painting and modelling: All models must be painted with a minimum of 3 colours and based. Conversions and Alternate models are welcome as long as they clearly represent the data sheet (If in doubt please ask one of the organisers on the day).

Models should be WYSIWYG put simply if a model is armed with a bolter it should be carrying a bolter (no guys with flamers counting as Las Cannons).

SATURDAY

- 9.00am-10.00am Registration
- 10.00am Event brief
- 10.30am-1.00pm Game 1
- 1.00pm-2.00pm Lunch
- 2.00pm-4.30pm Game 2
- 4.30pm-5.00pm Break
- 5.00pm-7.30pm Game 3

Sunday

- 10.00am-12.30pm Game 4
- 12.30pm-1.30pm Lunch
- 1.30pm-4.00pm Game 5
- 4.30pm Award ceremony