

The 3rd Annual Hunger Wars Rules:

Overview:

Each year we gather to battle until our forces have dwindled and 1 victor remains. We also gather to help fight the war against hunger by donating canned goods to the less fortunate.

General Information:

- The Warhammer 40,000 7th Edition rules will be used.
- For this event, players may use no more than 2 detachments in their army.
 - Detachments include Dataslates & Formations.
- Detachments may not be duplicated.
- Unbound Armies armies will **not** be allowed in this event.
- Lords of War, Super Heavies, Gargantuan Creatures, and Apocalypse Only units will **not** be allowed in the event
- Players may include 1 Fortification in a combined arms detachment (Network Fortifications are **not** allowed).
- All players must have the following to participate:
 - Army List
 - Rulebook
 - Codex(s)
 - Any additional rules and/or FAQ's

General Rules:

- The Fallout Gaming Code of Conduct will be in effect for this event.
- All players must have their army list with them. All army lists will be checked by the Tournament Organizer by the end of round #1.
- Please make sure that all models in your army are easily identifiable to your opponent. Counts as models may be used, but your opponent must be made aware as to what the unit is.
- Power Weapons – In any case where a model is armed with one or more Power Weapons, you must model the weapon to the appropriate type (sword, axe, maul, lance, etc...). Also, in your army list, it must be noted what Power Weapon type the model is equipped with.

Army Lists:

- Round #1: Each player will use a 2,000pt army list.
- Round #2: Each player will reduce their 2,000pt army list by 500pts & play with 1,500pts
- Round #3: Each player will reduce their 1,500pt army list by 500pts & play with 1,000pts

Army Reducing Guidelines:

- Players may remove wargear, models, upgrades & dedicated transports from units. But once they have been removed, they cannot be brought back for a later round.
- Players may not add or change any wargear, models, or upgrades to units, only remove them.

Table Sizes:

- Round #1: 4' x 6' Table
- Round #2: 4' x 6' Table
- Round #3: 4' x 4' Table



Army Composition:

- **HQ Restrictions:** Armies may include as many HQ choices as their detachment allows, but players may only include one of each type. Special / Unique Characters are considered the same unit as indicated by their background / title.
 - Example: A Space Marine Combined Arms Detachment could include a Chapter Master & Librarian, but **not** 2 Librarians.
 - Example: A Space Wolves player could **not** include Ulrik the Slayer and a Wolf Priest because both units are Wolf Priests.
- **Troop Restrictions:** Standard Troops have no restrictions.
 - Units that are unlocked as Troops have no restrictions as long as they are taken as Troops.
- **Elites, Fast Attack, & Heavy Support Restrictions:** Armies may include as many Elites, Fast Attack, and Heavy Support choices as their detachment allows but players may not include more than 2 of the same unit regardless of options and/or upgrades.
 - Squadrons – Squadrons will be permitted in this event, but will fall under the rule of no more than 2 of a squadron.
- **Dedicated Transport Restrictions:** Armies may not include more than 3 of one single Dedicated Transport. This applies to the unit entry even if it can be taken as a non-dedicated transport entry.
 - Example: A Blood Angels army could include 3 Rhinos and 3 Razorbacks, but no more than 3 of each.
 - Example: The Grey Knights Codex allows Rhinos to be taken as Dedicated Transports or Fast Attacks. An army may include no more than 3 Rhinos regardless if they are Dedicated Transports, Fast Attack choices, or a mix of the two (but remember, no more than 2 could be Fast Attack choices).
- **Additional Restrictions:** If any detachment requires an army list to exceed more than the allotted number of units as list in the Army Composition above, that detachment will **not** be allowed during the event.

Terrain & Fortifications:

- All Fortifications listed in the Warhammer 7th Edition Rulebook & Stronghold Assault Expansion are allowed.
- Terrain will be preset on all tables but is not fixed.
- You are allowed to slightly shift terrain to accommodate a fortification.
 - If you are using a larger Fortification and cannot fit the model on the table, let the Tournament Organizer know and they will adjust the terrain for you to accommodate your Fortification.
- If you are running any Fortification in your army, you must have the actual Fortification model or an acceptable WYSIWYG conversion of the Fortification that is the same dimensions as the model it is representing. Also any conversions must be approved by the Tournament organizer prior to the event.

Forgeworld & Horus Heresy:

- Forgeworld units and/or army lists as well as Horus Heresy army lists will be allowed at the event.
- Restrictions (the following are **not** allowed):
 - Lords of War, Super Heavies, Gargantuan Creatures, and Apocalypse Only units
 - Strategic Assets, Stratagems, etc...
 - Units with "Experiment 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.

Event Scoring:

- Scoring for the event will be based off of the following 3 categories:
- Battle Points – Max of 45 Battle Points (each round will be worth a max of 15 battle points).
- Sportsmanship – Max of 15 Battle Points (each round will be worth a max of 5 battle points).
- Painting – Max of 15 Battle Points.

Sportsmanship:

- Sportsmanship will be included in this event, and will make up 20% of your overall score.
- At the end of each round, players will score their opponent based off of that game, and that game alone.
- The rules for scoring sportsmanship will be detailed out on a separate sheet and given to players at the end of each round.

Painting:

- Painting will be included in this event, and will make up 20% of your overall score.
- Painting will be judged based off of your 2,000 point army.
- Paint Scoring will be done as follows:
 - Overall Painting (one of the following scores will be given to each player):
 - Not Painted = **0 Battle Points**
 - Partially Painted = **4 Battle Points**
 - Standard 3 Color Minimum = **7 Battle Points**
 - Fully Painted = **10 Battle Points**
 - Conversions (one of the following scores will be given to each player):
 - Minor Conversions = **1 Battle Point** (basic conversions such as head swaps)
 - Major Conversions = **3 Battle Points** (army has significant modifications)
 - Additional Items:
 - Scenic Bases = **1 Battle Point**
 - Themed Army Display Board = **1 Battle Point**

And as always, may the dice be ever in your favor...