

Mission:

None, Play the game and achieve the card rules.

Setup & Supplies:

- 40K Armies
- Table to play game & for drinks.
- 52 Playing card deck (jokers removed)
- Drinks of your choice
- Solo Cups & a 40Ks Cup

To setup, get a cup for each player; fill with a drink of your choice (for me usually a stout), and place them anywhere not on the gaming table. Take one solo cup and make it the 40Ks cup; this cup starts empty and should be of to the side as well. Shuffle the playing card deck with the, jokers removed, and place the deck in the center of the gaming table. The deck is impassable and blocks line of site.

Deployment:

Vangaurd Strike

Who is first:

Choos a shot or drink; the player that finishes their drink first wins. They may choose to deploy and go first or second.

Special Rules:

The 40Ks Cup - the cup you have designated the 40Ks Cup starts out empty. If you achive the mission on the card that you drew for your turn do not drink your allotted drink and instead pour a portion of your drink in the 40Ks Cup instead.

The Cards - Draw a card at the start of ouy turn; each have a mission if you achieve the mission on your turn you drew the card (see The 40Ks Cup), if you don'tcomplete the mission on the card then DRINK! (**WHIMP!** drink half of that glass!)



Waterfall: Start to drink your drink at the beginning of each of your phases. For every ten seconds you drink is another unit you may activate that phase. (Ex: If you drink 30 sec. you may activate 3 units.)



Two For You : Pick two of your opponent's units, if they use either of those units next turn they must drink twice.



Three Is Me: At the beginning of your turn, choose a unit; if that unit is not destroyed by the end of you turn, then drink.



Four Is Ladies: before your turn, if you are a lady or play a mostly female army (Tau that you, ^_^ just joking... no... but really), then start drinking.



Never Have I Ever: Name a feat or task that your army hasn't ever done before in a game. If you don't complete that task by the end of you turn, drink baby drink. (This is a broad description so get creative with it.)



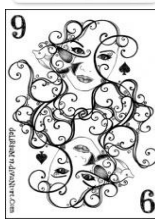
Six Is Guys: Before your turn drink if you are a guy or have a mainly male based army.



Seven Is Heaven: Destroy any flyer, flying monstrous creature, skimmer, or highest point valued unit in your opponent's army, by the end of your turn. If you fail....DRINK!



Eight Is Mate: You opponent choses a unit type (HQ, Troop, Elite, etc.), if you fail to destroy a unit of the type they have choosen you both drink. CHEERS MATE!



Nine Is Busta Ryhme: For each unit you must come up with as many rhymes as you can, based off of the unit's name (They must be 40K Based rhymes). For each rhyme you come up with (keep in mind they can't be repeats) you may active a model (Vehicle is per weapon). If you stumble before you reach the units model count you drink and and use only the number of models per number of successful rhymes.



Ten Is Eveyone: Everyone drinks one plus the number of units you destroyed that trun.



Name A Rule: This stacks with all rules made from Jacks. Before your turn choose a univaler special rule; if this rule is untiled by either player at any time, the player whos army utilised it, drinks.



Categories: Your Opponent chooses a model type (Infantry, Bike, Tank, etc.), before you start you turn. If you target anything other then that model type, drink each time, for this turn.



40Ks Cup: Pour a bit of your drink, for each unit you fail to destroy this turn, into the 40K Cup. The player to draw the last king drinks the 40Ks Cup before they start their turn.