

## **WELCOME TO THE Mega Tournament!**

This rules packet contains all the information needed to participate in the rough and tumble world of Denver 113th Irregulars Tournaments. The Denver 113th irregulars gaming club is hosting their first multi-week mega tournament. You do not have to be a member to participate in this tournament but we would like to invite you to become a member.

**The who:** open to all 40k gamers.

**The what:** a multi-week tournament designed to find the best 40 K. general.

**The how much:** a \$20 dollar entry fee which goes to prizes. (Prizes are awarded in the form of gift certificates) participation is limited so please sign up as early as possible. Registration closes July 5, 2013.

**The when:** July 5, 2013. Gathering begins at 4 p.m.

**Where:**

### **Note about Judges, Rulz and being a Git**

There are no independent judges in this tournament. Rule disputes to be handled by a neutral party or by simply "dicing off". You impartial party is unavailable you may contact a club officer for a ruling.

'Denver 113th Irregulars tournaments are all about commanding large armies and doing your best to blast your opponent to bits. At its heart though, the 'Denver 113th Irregulars is about having fun. So don't be a git! In other words do your best to win, but win nicely.

Anyone not adhering to these principles may be asked to leave the tournament.

### **How the Mega Tournament Works**

This is a pennant style tournament; where every player plays every other player. The actual number of games played will be based on the number of participants.

Time limits: there are no time limits for the actual games each game is played until completion. You will be required to play at least one game a week. Any more than that is entirely up to you and your opponents.

Before the game begins, players should determine the nature and game impact of each piece of terrain.

The 'Denver 113th Irregulars Mega Tournament is an open list tournament. You will be required to provide a copy of your army list to judges before the tournament and to each opponent before each game begins. Army lists are to be submitted before the tournament and will be posted on the club's website. Lists will be checked throughout the tournament and if you are found to have an illegal list you will be disqualified. Check that math Boyz! Players will receive result sheets at the end of each round. Each player must record the results of the round and turn in their signed sheet to the judges. Note: there are no painting, composition scores at mega tournament.

### **WHAT YOU SHOULD BRING**

- Your Army
- A copy and of you army list
- Rulebooks and any other books you need
- Pen and paper
- Dice and templates and objective markers.
- Tape measures

### **APPROVED ARMY LISTS**

#### **Chaos Daemons**

- Codex Chaos Daemons 2013

#### **Chaos Marines**

- Codex Chaos Space Marines 2013

#### **Dark Eldar**

- Codex Dark Eldar 2012

#### **Eldar**

- Codex Eldar 2013

#### **Forces of the Inquisition**

- Codex Gray Knights

- Codex Sisters of Battle (*White Dwarf*)

#### **Imperial Guard**

- Codex Imperial Guard - 2009

#### **Necrons**

- Codex Necrons

#### **Orks**

- Codex Orks 2007

#### **Space Marines**

- Codex Space Marines 2008
- Codex Dark Angels 20013

- Codex Space Wolves 2009
- Codex Black Templars
- Blood Angels 2008

### **Tau**

- Codex Tau Empire 2013
- Tyrannids**
- Codex Tyrannids

### **ARMY SELECTION**

No more than 2,500 points may be used in selection of an army.

Only the main army lists may be used for the army in question. No appendix lists are permitted.

Special Characters are permitted, subject to the normal restrictions for that character in the Codex.

Warlord traits will be selected not randomly generated at the beginning of the tournament and will remain fixed throughout the tournament.

Only armies listed in the Approved Army Lists section may be taken.

You still need to use the Force Organization Chart (FOC) (no more than 2 FOC!), and need to make a legal army.

Fortifications may be purchased.

Forge World models with the 40K stamp will be permitted.

Only one Allied detachment will be permitted. Allies can only be chosen from a single army.

### **GENERAL:**

- Table size is standard 4' x6'
- Psychic powers will be to turn them randomly at the beginning of each game.
- Standard 40 K. rules will be used no expansion sets. i.e. Apocalypse, Cities of Death, Planetstrike, will not be used.
- Game length will be listed in the scenario
- Denver 113th Irregulars Tournaments is an open list tournament. Meaning that you should bring a copies of your list, and hand one over to each opponent if he wants one. Your opponent and you are both allowed to review each other's' lists, and ask questions, both before and during the game. Army list will be posted on the Denver 113 irregulars' website. Your list will need to include stats as well as point cost. Army builder or equivalent is recommended.
- Only one army list may be used during the tournament. Players may not adjust lists between games.
- Scenarios: the standard missions and deployments found in the 40 K. Will be randomly selected from the scenario list.
- Any armor, weapons and upgrades must be modeled on the miniatures (WYSIWYG).(Note; basic wargear items such as grenades, pistols etc.) Extra wargear need not be removed.
- Models should start the tournaments fully assembled. Models breaking are a part of the game, but models that are not fully assembled (decorative pieces are not required) at the beginning of the tournament should not be used.