**Summary of army selection**

* 500pts starting point.
* Must fill out mandatory slots in your CAD/Detachment (ie HQ, 2 Troops). Codex Detachments are okay, no Formations, allies or unbound
* Only one OF EACH unit from each slot bar troops. (ie 2 HQ, 3 Elites, 3 Fast attack, 3 Heavy support) but no repeats. So no triple riptide, only one allowed, then crisis suits then stealth suits etc.
* 2 of each Dedicated transport allowed max. For Eldar, falcons can be taken as dedicated transports
* 2 Flyer/FMC max. No swooping/flying until 1250Pts for both.
* No Forgeworld until 1250 Pts
* Whatever unit you choose must stay in you army, the only thing that can be changed is upgrades at month end when you gain your 250 points.
* Low Allowed, no Super Heavies
* Losing 3 games in a row increase your point allowance to 300 for next month.
* No AV14 till 1250 Pts has been reached
* 4' x 4' till 1000 Pts, 6' x 4' for 1250Pts plus
* game a month to be played minimum

**House rules in effect-**

**Invisibility** - the target unit is hit at BS1 in shooting and on 5’s in assault. What this does is double the amount of close combat attacks that will hit an invisible unit, and it allows templates and blasts to hit them, too. We do not say hit at WS1 in assault as it means the target unit would actually get an offensive buff to hit enemy units always on 3’s.

2**+invulnerable save Rerolls** – Reroll is reduced to a 4+

**Summoning -** Only Chaos can summon, limited to 1 summoned unit a turn

**Have fun –** This is the main house rule, lets avoid any drama, play it for laughs and not take it super serious please. I’m happy to answer any rules queries but if something is unclear and you can’t come to sensible compromise I will rule it in the way that makes most sense fluff wise.

No rules lawyers here! :P

Any results submitted are final! If a decision is made on the night, please respect it.

**Teams**

**Team Emo Space monks and pals**
Thom - Dark Angels
Tom - Dark Angels
Terry - Dark Angels
Matt - Imperial Guard

**Team Twilight**
Kev - Space Wolves
Vince - Blood Angels
Baal Dave - Blood Angels
Dave - Sisters of battle

**Team Evil**
Dan E - Tyranids
Will - Tyranids
Dann B - Necrons
Alan - Chaos

**Team Taudar revival**
Arif - Tau
Chris - Dark Eldar
JJ - Eldar
Dan - Eldar

**Campaign turns summary**

**First Turn**

On the first night, I will bring the campaign map down. It will consist of a large planet and small moon.

Team captains will place 5 flags, going in a clockwise direction from whoever wins the roll off.

Then games will be decided as per crusade of fire.