

2017 Michigan GT

Burn Baby Burn! – Shadow Wars: Armageddon

Welcome! These the Event Rules for Burn Baby Burn Shadow Wars events at the 2017 Michigan GT! The Burn Baby Burn events are an opportunity for players to celebrate all aspects of our hobby and get some quick fun casual games. These rules explain the event, missions, awards, and army construction.

Basic Rules:

- 1) Each player must bring a rulebook, the current rules for all units in their army and all materials needed, including dice, measuring devices, and a pen.
- 2) The models used in your army **MUST** be WYSIWYG and have a minimum of 3-colors.
- 3) The Michigan GT is a “Full Disclosure” tournament. Players must answer all questions and provide relevant rulebooks/information at their opponent's request. Players should review the opposing Army Roster and Log prior to each game.
- 4) Tournament judge rulings are final and poor conduct by players will not be tolerated. Michigan GT reserves the right to remove players from the event or the Michigan GT itself with no refunds allowed.

Army Rules:

- 1) Each player will begin each event with a fresh 1000 point army created from the Army rosters found on the Warhammer community website. One man armies will not be allowed.
- 2) Following each game players will advance their force using the normal rules, however all injury rolls will receive a +2 modifier for the first games of the night.
- 3) During open play, players will select missions using the normal method outlined in the rulebook. However prior to mission selection, players should compare current roster strength. The player with the higher roster value (Favorite) may place as many models into reserve as they see fit. These models will not participate and cannot earn skills. They can however be given new equipment. Once the Favorite has done this, the players again compare army strength. If the Favorite still has a 100 or more point advantage, the other player may add a Special Operative to their force for every full 100 point difference.

Games/Missions:

- 1) The event will be run in two stages. The first stage will consist of 3 1 hour swiss format rounds. The second stage will consist of untimed open play for as long as players are interested.
- 2) Following each game, in the presence of your opponent you must record in your army log all relevant advances, purchases and injuries and update your roster accordingly. Once the army log has been updated and verified by your opponent it is locked in. If it is later determined that an illegal (accidental) upgrade or purchase was made. The TO will whack (both) players with a stick or other implement until he is satisfied and then adjust the roster as deemed appropriate.

Prizes:

Players must turn in their Army Log by 8:30 Sunday morning at 8:30 Sunday morning a very quick raffle will be held allowing players to select prizes from the prize pool. Players will earn 1 raffle ticket per cache they collected over the course of the weekend.

