

Slice & Dice Game Café's

MIEOWHAMMER WARHAMMER 40K TOURNAMENT PACKET



Slice  Dice
Gaming Cafe

This packet contains all the information you will need to participate in the Warhammer 40k portion of Meowhammer 2024. The event begins on December 7th, 2024.

This event will use the latest balance updates including FAQs, points updates, and rules commentaries excluding those after the date of November 30th, 2024. FAQs, Rules commentaries, and points updates can all be found at <https://www.warhammer-community.com/en-gb/downloads/warhammer-40000/>.

Any updates to this packet post release will be included in a [Post Release Updates](#) section at the end of the document and marked in **Red** in their specific sections.

Questions/Concerns

If you have any questions or concerns regarding information in this packet, please reach out to Josh (warmasterjosh) or Nick (mrgasmoney) via discord. The discord invite is here:

<https://discord.gg/Rr6jxn8Pj8>

Why are we here?



Fluff Monster is a 501(c)(3) foster-based nonprofit animal rescue. Their mission is to make sure that each and every animal knows love during their lives. They are here to help connect animals to their forever homes. Your contributions of pet food, litter, toys, medicine, and cash can help them in this noble goal. More information can be found on their website:

<https://www.fluffmonsterrescue.org/>.

In addition, donating these items gains you important boons for the event: Stars! For every \$10 of donations given, you will receive a “star” that can be spent during each scenario to gain powerful abilities. More information regarding these stars is found below in the [Miracle Stars](#) section.

Food and Drink

Slice and Dice Gaming Café is a full-service restaurant. Food and drink can be ordered during the event which will be brought to you wherever you are in the store. Because of this, no outside food or drink are permitted inside.

Format

This is a doubles event for charity! Our goal is to make sure everyone has a fun and unique experience. The Warhammer 40k event of Meowhammer will consist of teams made up of two individuals. Each player must register individually but should put the same team/club name when registering.

Each individual will make a list consisting of units worth no more than 1,000 points. Combined as a team, each army should be no more than 2,000 points. You may mix and match any detachments from any armies you like. For example, one individual could bring 1,000 points of Hypercrypt Necrons and the

other could bring 1,000 points of Renegade Raiders Chaos Space Marines. More details on specific rules and FAQ for this event will be found below in the [Rules and FAQ](#) section

Teams will play three rounds of custom scenarios themed for the event. Each of these rounds will have rules that affect how the game is played starting at the top of battle round 2. These will be a surprise each round and players will have to adapt.

The tournament will use the 10th edition Pariah nexus rule set and GW style terrain layouts.

Registration

You and your partner can sign up and pay for the event on Slice and Dice's website found here: <https://www.sliceanddicegamecafe.com/home>. The tournament should appear under the events tab found at the top of the page. This is how you will pay for the event.

In that event registration there will be a link to Best Coast Pairings. You will also need to register for the event here. This is where you will submit your army lists and where players will see pairings during the tournament.

Awards and Prizes

The purpose of this event is to grow our community, play some fun Warhammer, and helping local charities in need. There will be a raffle drawing for prizes based on charitable contributions. These prizes are not attached to how well you perform in the event.

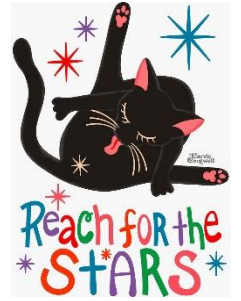
Rules and FAQ

- We are all here to have fun! Your primary goal should be to make sure your opponent is also having a great game. The Event Organizers reserve the right to penalize poor sportsmanship or cheating, including removing problematic players from the event.
- 3D prints or kitbashes are allowed, but please make sure the silhouette is as close as possible to the original model and you haven't modeled for advantage. If you have questions about whether your unit is okay, reach out to Josh or Nick (contact info at the top of the packet).
- All models must have their base attached to them if supplied/used on the official model.
- Terrain will be laid out according to GW Pariah Nexus terrain layouts and all of the terrain will be ruins. Confirm with opponents how you will play certain structures such as LOS blocking first floors.
- All armies must have a 3 paint colors minimum.
- If you would like to use a stratagem from your army rules, you may only target units from that army with that stratagem. For example, you cannot use a necron stratagem on a non-necron unit.
- Each team of two will gain 1 command point at the beginning of each turn like usual. The teams will share the command point pool.
- All secondary missions will be forced tactical. No fixed secondaries.
- Rankings are determined by the companion.

- First by overall W/L/D record
- Second by Opponents' W/L/D Records – wins against better opponents place higher
- Third by Total Victory Points (VP)

Miracle Stars

Each player will receive 1 Miracle Star for every \$10 they donate to Fluff Monster. These stars can be used to reroll ANY die roll, including those of your opponents. Be careful though, these stars are the only way to affect the special mission rules as well. Stars will reset at the beginning of every round.



Missions

Round 1:

Mission A Terrain Layout 4

- Primary Mission: Take and Hold
- Secondary Missions: Tactical
- Mission Rule: Raise Banners
- Deployment: Tipping Point

Round 2:

Mission L Terrain Layout 4

- Primary Mission: Take and Hold
- Secondary Missions: Tactical
- Mission Rule: Hidden Supplies
- Deployment: Search and Destroy

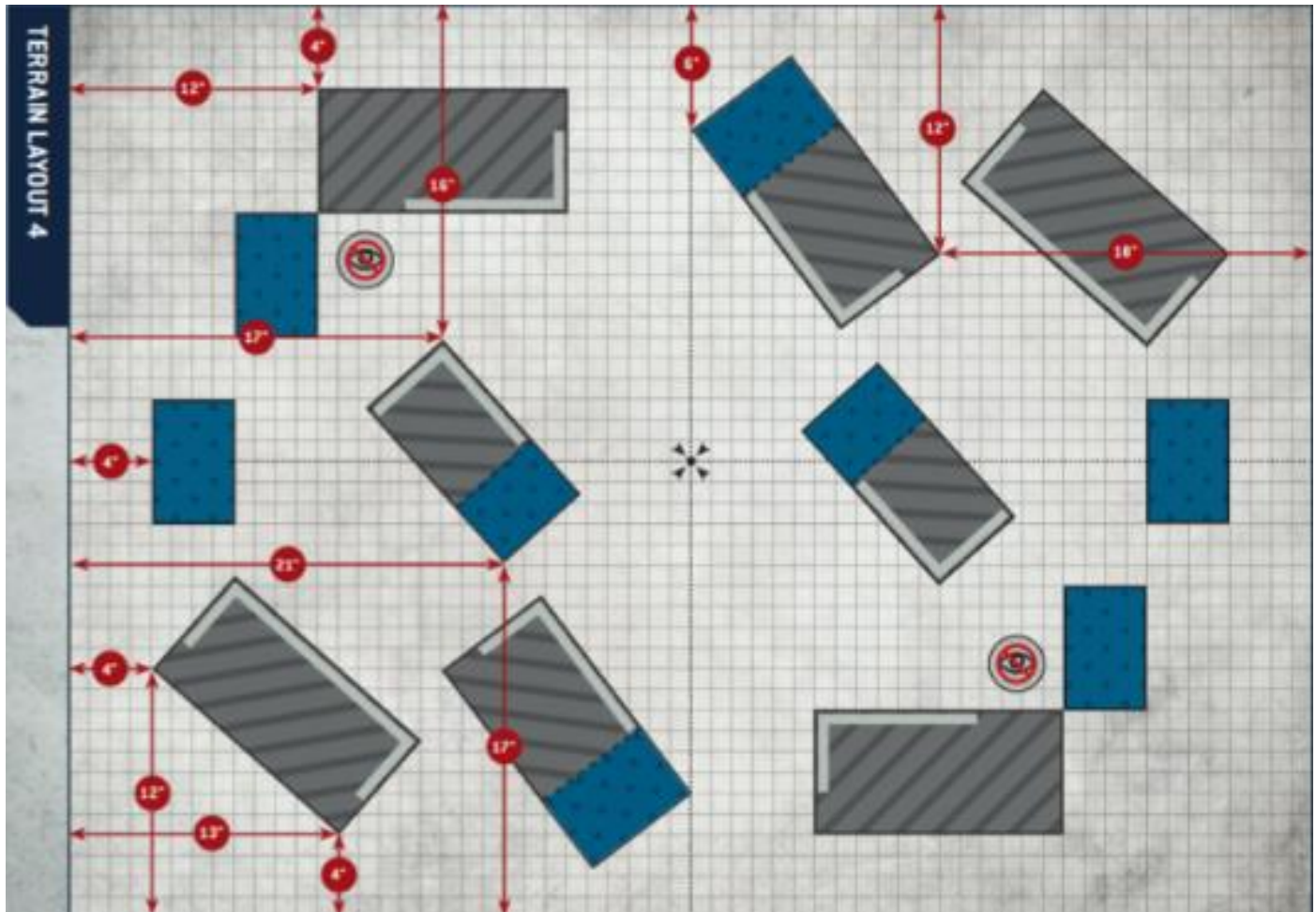
Round 3:

Mission D Terrain Layout 4

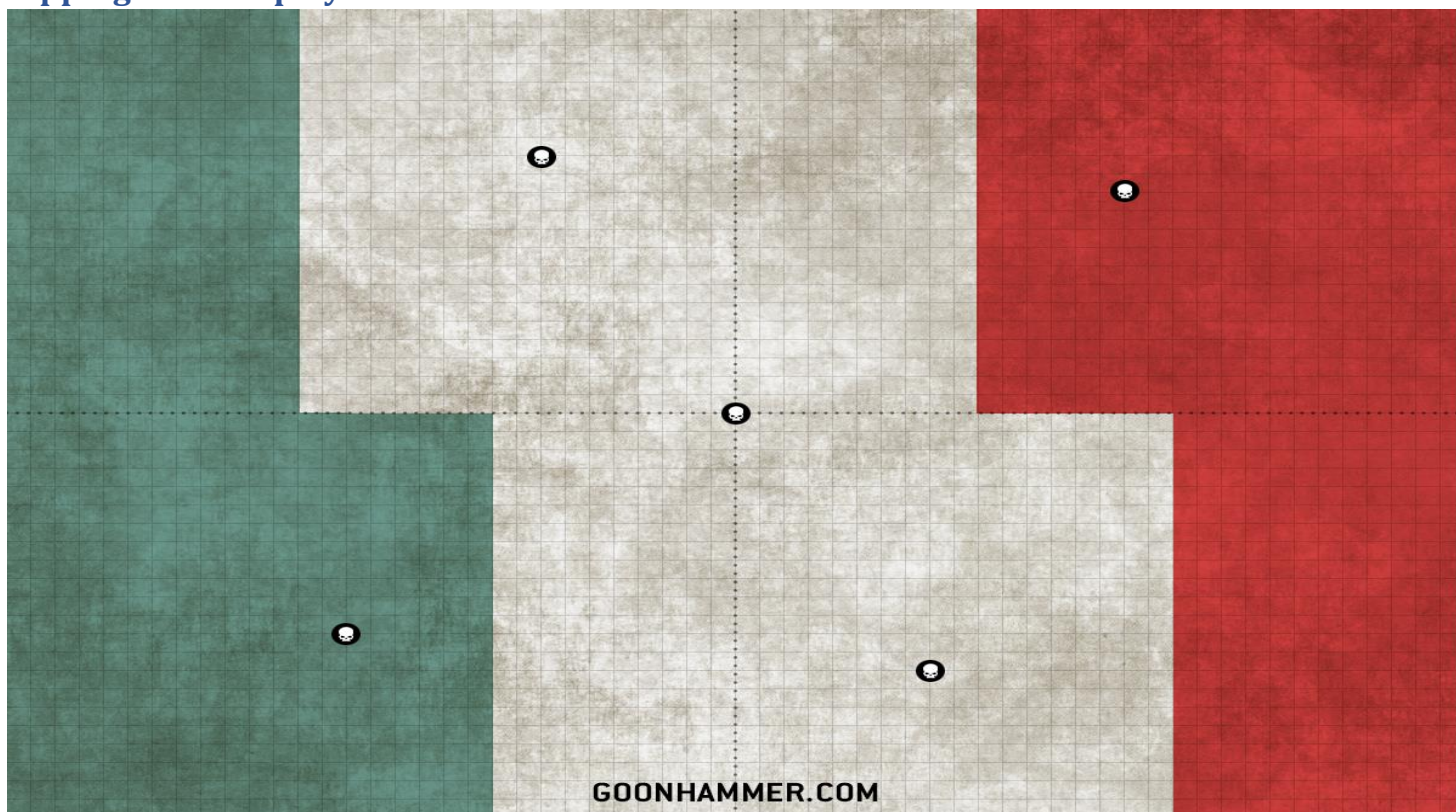
- Primary Mission: Scored Earth
- Secondary Missions: Tactical
- Mission Rule: Swift Action
- Deployment: Tipping Point

Appendix

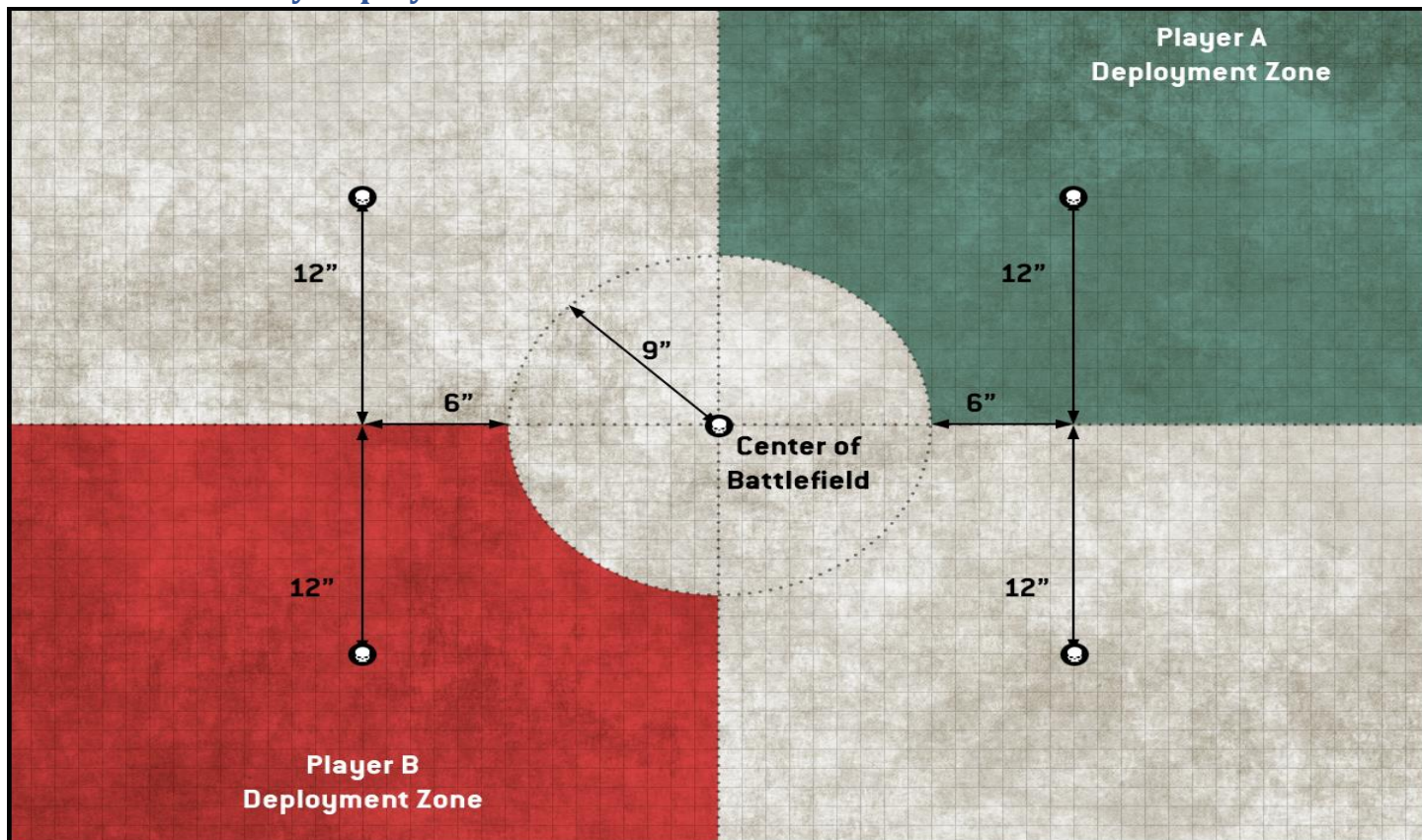
Terrain:



Tipping Point Deployment:



Search and Destroy Deployment:



Primary Missions:

PRIMARY MISSION TAKE AND HOLD

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, secure them and hold them at any cost.

WHEN: End of the **Command phase** (or the end of your turn if it is the fifth battle round and you are going second).

The player whose turn it is scores **5VP** for each objective marker they control (up to **15VP** per turn).

PRIMARY MISSION SCORCHED EARTH

What cannot be secured must be burned to ash.

BURN OBJECTIVE (ACTION)



STARTS: Your **Shooting phase**, from the second **battle round** onwards.

UNITS: One unit from your army within range of an objective marker that is not within your deployment zone.

COMPLETES: End of your opponent's next turn or the end of the battle (whichever comes first), if your unit is still within range of the same objective marker and you control that objective marker.

IF COMPLETED: That objective marker is **burned** and removed from the battlefield.

SECOND BATTLE ROUND ONWARDS

WHEN: Any time.

Each time a player **burns** an objective marker, that player scores **5VP** if that objective marker was in No Man's Land, or **10VP** instead if that objective marker was in their opponent's deployment zone.

SECOND BATTLE ROUND ONWARDS

WHEN: End of the **Command phase** (or the end of your turn if it is the fifth battle round and you are going second).

The player whose turn it is scores **5VP** for each objective marker they control (up to **10VP** per turn).

Mission Rules:

MISSION RULE RAISE BANNERS

It is not enough this day simply to defeat the foe. Instead you must raise your banners high, announcing your conquests to all who witness them.

At the end of each player's turn, if a **BATTLELINE** unit from their army is within range of an objective marker that player controls, that unit raises a banner on that objective marker: that player scores 1VP (which is counted towards their Secondary Mission score), and that player's units can no longer raise a banner on that objective marker.

MISSION RULE HIDDEN SUPPLIES

Reconnaissance units have uncovered a hidden cache of ammunition, fuel and rations in this war zone.

When Drawn: If you also drew The Ritual Primary Mission card, discard this Mission Rule card and draw a new Mission Rule card.

In the Place Objective Markers step, players must set up one additional objective marker in No Man's Land.

Before setting up this new objective marker, players must first move the objective marker in the centre of the battlefield 6" directly towards one of the corners of the battlefield (if No Man's Land touches any of the corners of the battlefield, you must move the objective marker towards one of those corners). Otherwise, the players roll-off, and the winner selects which corner the objective marker is moved towards. Players then set up the new objective marker 6" from the centre of the battlefield towards the diagonally opposite corner of the battlefield to the previously moved objective marker.

MISSION RULE SWIFT ACTION

Time is running out. Cataclysm approaches on an unimaginable scale. In the face of such terrors, every warrior fights with the speed and fury of desperation.

BATTLELINE units that Advance or Fall Back are still eligible to perform an Action in that turn.

Post Release Updates