

Scrimmage in Slaanesh's Realm

Meowhammer 40k 2025



The Realm of Chaos opens and Slaanesh greets those who would walk in excess. Fight your way to the Palace of Pleasure, while raising your champions ever higher.

Meowhammer is a charity event put on by Slice and Dice Game Cafe that is supporting the Fluff Monster Rescue this year. This year, the Warhammer 40k event will take you deep into the Realm of Chaos to Slaanesh's realm. The event will differ from normal games in several ways, so ensure to read the following carefully. Meowhammer 40k will be a doubles event, with each team consisting of two players playing against another team of two players, on one table. Each player will have limitations which can be found below.

There will be three games, each game will consist of 5 rounds with each round having one turn per team. Every game has a Primary Modifier which you can find below, offering a benefit or special ability that can be used from the first turn of the game until the end of that game. Each game will also have a special modifier that will be in an envelope, and is not to be opened until the beginning of the second round.

During the event, you will be able to purchase or donate items in exchange for "Stars". Stars are powerful tools that will allow you to force you or your opponent to re-roll any one dice roll, during any phase. Each star can only be used once per game, but reset and can be used again for the next game. Stars will be awarded for donations of the appropriate items, or can be purchased at any time.

Army Building:

1. Each player on each team cannot go above 1,000 points, each player when both lists are combined should have a 2,000 point army. The army must follow the Chapter Approved 2025 building rules and limitations.
2. You may use any detachment available to your army, and only your 1,000 point list can benefit from the army rules, detachment rules, and stratagems.
3. Each team is referred to as “player” in the Warhammer 40,000 rules. For example, a team can only use the Fire Overwatch stratagem once and their partner may not use it during that phase either.
4. If you are both using the same army, each team may only run one of each Epic Hero.
5. Each team only gains 1 command point per command phase as if they were a singular player. Each team shares command points from a pool that either player may use. Any units, rules, or stratagems that would gain you additional command points may be used, but are still subject to the 1 bonus command point per round rule. For example, if one player possesses a Lord Solar Leontus rule, they gain the additional Command Point in their Command Phase. If their partner also has a character on the board that generates command points, this character cannot generate an additional Command Point.
6. All team’s actions must happen at the same time, meaning both players must complete all of their moves before either player can move to the shooting phase, and so on.
7. For score, only 50% of your army needs to be painted. 3 color minimum, and bases are not required to be painted.
8. All teams must use tactical secondary missions. These are drawn per team and not per player.
9. Meowhammer Special Rules trump all other game rules or limitations. If you have questions, call a judge.
10. All FAQ and Balance Changes are in effect until Nov 4th.

Game 1: Set the Stage

Mission: Mission M: Purge the Foe, Crucible of Battle.

All battleline units gain the following ability: [Set the Stage]: Whenever this unit is within range of an objective marker, it may use this ability as an action in the shooting phase. When it does so, that objective is said to be Set and remains under your control even if you have no models within range of it, until your opponent controls it at the start or end of any turn. While a character is within range of the objective marker, all weapons equipped by the character have the [Sustained Hits 1] and [Lethal Hits] keywords.

Game 2: The Silence Offends!

Missions: Mission K: Scorched Earth, Search and Destroy

Each Character unit gains the ability [Cull]: At the start of your command phase, this unit may select any battleline unit it is attached to or it is within 6 inches of. This unit destroys d3 models in the battleline unit. This character gains a 5+ Feel no Pain and [Sustained Hits 1] on all weapons for the round. The battleline unit gains a 5+ invulnerable save for the round and must take a battleshock test; this cannot be rerolled (except through the use of stars), or be targeted by the insane bravery stratagem. .

Game 3: The Grand Chrescendo.

Missions: Mission E: Take and Hold, Hammer and Anvil.

(Spoiled Rule)

All units lose any invulnerable saves, or rules that would give invulnerable saves they may have had. Any stratagem that would give an invulnerable save may still be used to its full effect. All units lose any Feel No Pain rules they may have had, any stratagems that would give a feel no pain may still be used. You gain access to the following stratagem:

Blessings of the Dark Prince (1 Command Point): May be used any time a Character unit would be allocated a wound or mortal wound. This unit gains a 5+ invulnerable and a 5+Feel No Pain.