

AFK Games will be hosting a gigantic game of 40k vehicles and monsters in support of the Holt Community Food Bank. All food and money taken in will be donated to the Holt Community Food Bank.

Entry will be \$1 or one non-perishable food item per 100 points played. It's worth noting that the food bank can do more with money as their buying power is greater and they have better knowledge of the specifics of their needs.

This will be a 40k Apocalypse-style game with some adjustments for playability and balance.

Players may bring only vehicle and monster units, but from any faction/codex.

We will be using the rules from datasheets, not detachments. There will be no detachments, warlords, or relics.

Players may bring any number of units and teams will be built to make it all as even as possible.

All units will get one free respawn.

Players will earn 1 raffle ticket per \$5 donated.

Players will start with 10 CP and gain 1 CP per turn. Players may buy 1 CP for \$1 whenever the need arises.

Players may bring reinforcements in at any time by paying the normal buy-in for them. This can be to bring in new units or return destroyed units. There will be an arsenal of units provided that players may use if they wish (like Dan's titans).

The game will be played by pushing all 4 of AFK's 4x6 tables together forming a 6x16 table.

The game will differ from the normal 40k by having the teams share a single turn. We will roll off at the beginning of the turn to determine which team has priority. The team with priority will act first in each phase. Once all members of a team have finished their actions in a phase, the other team will act.

Damage done will be tracked during the turn but not applied until the end of the turn, ensuring everyone gets to play with their stuff.

The turn will break down like this (allotted time may change)

Command Phase: 5 min per team

Movement Phase: 10 min per team

Psychic Phase: 10 min per team

Shooting Phase: 15 min per team

Charging Phase: 10 min per team

Charging Units Fight min: 10 min per team

Fight Phase: 10 min per team

Morale/Cleanup Phase 5 min per team

AFK will provide markers to track damage and unit activation as it will get hectic. The mission will be given before the start of the event.