

## August 2016 Warhammer 40k Team Tournament Rules:

### General Information:

- Entry Fee: \$15.00 per player (\$30.00 per team).
- The Warhammer 40,000 7th Edition rules will be used.
- Teams must have 2 players.
- Armies will consist of 2,500 points (1,250pts per teammate).
- All levels of alliance are allowed, but teammates must follow the allied matrix guidelines.
- Battle Brothers will be treated as Allies of Convenience for this tournament.



### Army List Information:

- Players must each use **1** Combined Arms Detachment or equivalent.
  - Example: Harlequin Masque Detachment, Space Wolves Unleashed Detachment, etc...
- Teams may include up to **2** Fortifications (1 per teammate) provided their selected CAD allows for it.
  - Teammates may **not** run the same Fortification.
- Teams may include up to **2** Formations (1 per teammate).
  - Teammates may **not** run the same Formation.
  - Formations must be drawn from the same Army / Chapter Tactics as the player's Combined Arms Detachment.
- Lords of War & Primarchs will **not** be allowed in this tournament.
- Decurion style detachments will **not** be permitted in this tournament.
- Unbound Armies will **not** be allowed in this tournament.
- Units labeled as "Apocalypse Only" will **not** be permitted in this tournament.
- Units labeled with "Experimental Rules" will **not** be allowed in this event.

### Additional Information:

- The Games Workshop & Fallout Gaming FAQ's will be in effect for this event.
- The Fallout Gaming Code of Conduct will be in effect for this event.
- All players **must** have the following to participate:
  - Written Army List
  - Rulebook
  - Codex(s)
  - Any additional rules and/or FAQ's

### Psychic Phase:

- Teammates will combine their warp charge dice into 1 shared warp pool.
- A team will roll once to generate the number of additional warp charges to add to their pool for that Psychic Phase.

### Forgeworld & Horus Heresy:

- Forgeworld units and/or army & Horus Heresy army lists will be allowed at the event using the most current rules.
- Lords of War & Primarchs will **not** be allowed in this tournament.
- Units labeled as "Apocalypse Only" will **not** be allowed in this tournament.
- Units labeled with "Experimental Rules" will **not** be allowed in this tournament.
- If you are using a Forgeworld unit(s) and/or army list, you must have all of the rules & faq's for them with you.
- Any rules anomalies and inconsistencies that occur within the Heresy rulebook being used in standard 40k will be ruled in favor in accordance with the 40k rulebook.

## **Tournament Scoring:**

- Overall scoring for the tournament will be based off of a combination of Battle Points scored in Missions, Sportsmanship scores, and Paint scores.
  
- **Battle Points:**
  - Each mission will be worth up to 30 Battle Points.
  - Players can score a max of 90 Battle Points from the 3 missions.
  - 75% of total score.
  
- **Sportsmanship:**
  - Each mission will be worth up to 5 Sportsmanship Points.
  - Players can score a max of 15 Points from the 3 missions.
  - 12.5% of total score.
  
- **Painting Points:**
  - Players will be judged by the Tournament Organizers on painting.
  - Players can score a max of 15 Points for painting
  - 12.5% of total score.

## **Painting Scoring Breakdown:**

### **Painting Section: (max of 10 points)**

Each of the following is worth 2 Points.

- All models in the army are painted or primed.
- All models in the army have at least 3 colors on them.
- Models in the army have washes and/or dry brushing.
- Models in the army have fine details such as highlights, painted eyeballs, weathering, etc...
- Models in the army have free hand work, glow effects, decals, etc...

### **Basing & Display Section: (max of 3 points)**

Each of the following is worth 1 Point.

- All models in the army are based.
- All bases in the army are dioramic.
- Army has a display board.

### **Modeling Section: (max of 2 points)**

Each of the following is worth 1 Point.

- All models in the army are properly assembled & modeled with the proper wargear.
- Army includes basic conversions and/or kit bashed models.