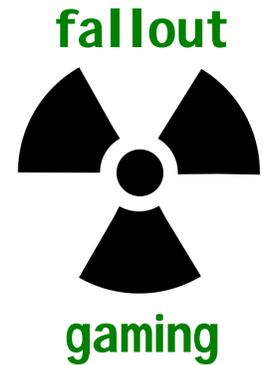


## July 2018 Warhammer 40k Team Tournament Rules:

**\*\* Early List Turn-In for Bonus Battle Points is due by Friday, July 20th! \*\***



### Army Roster Guidelines:

- The Warhammer 40,000 8th Edition rules will be used.
- Army Roster point limit is 2,000pts (1,000pts per teammate).
- Players **MUST** have a teammate to participate!
- Each player may include up to **2** Detachments in their Army Roster.
- Understrength units will **not** be allowed.
- All Army Rosters **must** be Battle Forged.
- Rule of 3 **will** be in effect for this event.
- BETA Rules will **not** be used in this event!
- Players will select their own warlord traits, psychic powers, & army specific charts.
- Warlords must remain the same throughout the tournament.
- Forgeworld units & army lists are allowed.

### Additional Information:

- The Games Workshop & Forgeworld 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**

### Teammate Rules:

- Each player will begin the game with the standard 3 Command Points for having a Battle Forged army plus any additional Command Points accrued from their selected Detachment(s).
- Command Points **may** be shared amongst teammates.
- Stratagems **may** be used on your teammate's army (pending the units share the proper Keywords).
- Warlord Traits and/or Special Rules **may** be used by your teammate (pending the units share the proper Keywords).
- If a Warlord Trait allows a player to regenerate Command Points, your teammate may benefit from this as well.

### Terrain & Fortifications:

- Terrain will be preset on all tables but is not fixed.
- Fortifications may not be placed on top of preset terrain.
- If you have a Fortification in your army list, you may slightly adjust terrain (up to 3") to accommodate the Fortification.
- If you cannot fit a Fortification on the table (even after slightly adjusting terrain) please let the Tournament Organizer know and they will adjust the terrain on the table for you.

### Army Deployment:

- Each team will roll one D6, the winner will select their deployment zone & decide which team will begin deploying units first.
- Teams will then alternate deploying units onto the table (**both teammates will deploy a unit while alternating**).
- Once deployment has been completed, teams will then roll off (the team who finished deploying first will receive a +1 bonus to this roll off).
- The winner of the roll off may choose to take the first or second turn. If they choose to take the first turn, the team going second may then attempt to seize the initiative.

### Tabling an Opponent:

- If at any point during the game, if a team has destroyed all of their opponent's units, continue to play the game to attempt to achieve the maximum amount of Battle Points for the mission.

### Tournament Scoring:

- Missions:
  - Each mission will be worth a max of **25 Battle Points**.
- Sportsmanship:
  - For this tournament, Sportsmanship scoring will be broken down into 2 parts:
  - Opponent Scoring (max of **5 Battle Points**).
  - Teammate Scoring (max or **5 Battle Points**).
- Painting:
  - Player's armies will be judged on a painting rubric with a max of **10 Battle Points**.
- Additional Points:
  - Players who submit their army lists in early for review will receive an additional **3 Battle Points**.