Bugeater 40k Team Tournament
June 6th-June 8th, 2014

Tournament Rules Pack

Event Information

The Warhammer 40k Team Tournament will feature 3 round of two-man teams battling it out to claim the title of the Team Tournament champion. Each player will field a 1,000 point force (so a combined 2,000 points on each side of the battle).

Each Team in the Warhammer 40k Team Tournament will consist of two team members. Each team member is responsible for bringing their own army. Team Members must use the same army list throughout the tournament.

Army Rules:

Armies will consist of 1000 points or less, consisting of a Primary Detachment. Each Team Member may optionally take a single Fortification.

Selected units that alter a Team Member's Force Organization selections **WILL** affect the other Team Member's army if it comes from the same codex. For example, Logan Grimnar's "Great Wolf" rule would apply to both Team Member's army chosen from Codex: Space Wolves. In the case of Codex Space Marines, armies from a team that have the same Chapter Tactics share special rules as a single force, armies with different chapter tactics do not share special rules but are otherwise treated as Battle Brothers.

All instances of unique/named characters on a team must be unique. For example: a team cannot field Inquisitor Coteaz twice. This also applies to upgrades to squads (e.g. Sergian Telion).

Unique items and wargear are considered unique within each team and may only appear once on each table. For armies that purchase unique wargear during list construction, this means that each instance of unique wargear can only be purchased once per Team. For armies that that generate unique wargear before the game begins, the restrictions apply. For example, a team using codex Tau can only have one Puretide Engram Neurochip, and a team of Chaos Daemon players can only have 1 Portaglyph per team.

For the purposes of the team tournament, team members are considered Allies and must adhere to the matrix in the rulebook (you cannot have a team of Space Marines and Chaos Space Marines, for example).

Dataslates will not be used, with the exception of character dataslates.

The Escalation and Stronghold Assault supplements will not be used.

The following codices are allowed in the tournament:

- Adepta Sororitas
- Astra Militarum
- Black Legion
- Blood Angels
- Chaos Daemons
- Chaos Space Marines
- Clan Raukaan
- Crimson Slaughter
- Dark Angels
- Dark Eldar
- Eldar
- Farsight Enclaves
- Grey Knights

- Imperial Knights
- Inquisition
- Iyanden
- Legion of the Damned
- Militarum Tempestus
- Necrons
- Orks
- Sentinels of Terra
- Space Marines
- Space Wolves
- Tau Empire
- Tyranids

A single warlord must be nominated for the whole team, with the following conditions and clarifications:
- Your coalition warlord can be from either detachment, but it is always the Warlord-eligible unit within that detachment with the highest leadership. If several models are tied for highest leadership, you can choose among them as normal.
- Per the Warhammer 40,000 rulebook (pg 112), Warlord Traits only benefit Battle Brothers. Traits such as Conqueror of Cities, Master of Ambush, Strategic Genius, Princeps of Deceit, or master of Deception only benefit your Coalition partner if their detachment is considered to be Battle Brothers.

Scoring

Battle Points: 75 points (25 points per round) (62.5%)
Sportsmanship: 15 points (5 points per round) (12.5%)
Appearance: 15 points (12.5%)
Theme: 15 points (12.5%)

The team tournament will use similar missions to the GT (see the GT primer packet).

Theme points are designed to reward teams that have put effort into setting up a cohesive force. This can be done using a display board, a written story for your armies' collaboration, etc. Get creative!