

BGT 2015 June 5th-7th

**Bugeater 40k Team Tournament
June 5th, 2015**

Tournament Rules Pack

Event Information

The Warhammer 40k Team Tournament will feature 3 rounds 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, using the Force Organization guide provided on the next page.

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, Dante's rule that counts Sanguinary Guard as Troops would apply to **both** armies if both players take Blood Angels. In the case of Codex Space Marines, armies from a force 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. Sergeant 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 generate unique wargear before the game begins, the restrictions apply. For example, a team using codex Tau can only have one Purity 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).

The following codices (and any supplements) are allowed in the tournament:

- Adepta Sororitas
- Astra Militarum
- Blood Angels
- Chaos Daemons
- Chaos Space Marines
- Dark Angels
- Dark Eldar
- Eldar
- Grey Knights
- Inquisition
- Legion of the Damned
- Militarum Tempestus
- Necrons
- Orks
- Space Marines
- Space Wolves
- Tau Empire
- Tyranids

*Imperial Knights cannot be taken unless a player elects an upgrade option in their organization (see below)

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, Princes of Deceit, or master of Deception only benefit your Coalition partner if their detachment is considered to be Battle Brothers.

Force Organization:

Team Organization	Upgrade Options (unique, 1 per team member)
<p>The following is the base organization for each team member. Individuals can elect to pick one of the following upgrade options on the right as well.</p> <p>1 HQ 0-1 Elites 1-3 Troops 0-1 Fast Attack 0-1 Heavy Support</p>	<p>+1 Elites +1 Fast Attack +1 Heavy Support +1 Fortification +1 Lord of War +1 Knight choice +1 Assassin OR Replace Force Org with Codex Inquisition Replace Force Org with Legion of the Damned</p>

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%)

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!