

August 2017 – Warhammer 40k Team Tournament Rules:

**** Early List Turn-In for Bonus Battle Points is due by Friday, August 18th!!! ****



Army Roster Guidelines:

- The Warhammer 40,000 8th Edition rules will be used.
- Army point limit is 12500pts (2,500pts per team).
- Armies may include up to **3** Detachments (6 per team).
- Players may include understrength units in their army list.
- Players will select their own warlord traits, psychic powers, & army specific charts.
- Each player will have their own Warlord.
- Teams will each begin with 3 Command Points.
- Forgeworld units & army lists are allowed in this event.
- "Leaving Combat Airspace" as detailed out on page 268 of the rulebook will be included in this event.

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

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.

Tournament Scoring:

- Missions:
 - Each mission will be worth a max of **25 Victory Points**.
- Sportsmanship:
 - After each mission, players will score their opponents based on their game.
 - Players can earn up to **10 Victory Points** from sportsmanship for each mission.
- Favorite Opponent:
 - At the end of the tournament, players will mark down their favorite opponent.
 - Each favorite opponent vote will grant that player **1 Victory Point**.
- Early List Turn-In:
 - Players who submit their army lists in early for review will receive an additional **3 Victory Points**.

Deployment Methods:

- Objective Marker Placement:
 - Both teams will each roll a D6, the winner will decide who begins deploying objective markers first.
 - Teams will then alternate deploying objective markers using the standard guidelines.

- Army Deployment:
 - Both teams will each roll a D6, the winner will decide which who begins deploying units first.
 - Teams will then alternate deploying units onto the table using the standard guidelines.
 - The team that completes their deployment first will then choose to either take the first or second turn.
 - If the team chooses to go first, the opposing team may then attempt to seize the initiative.

Battle Length:

- At the end of Battle Round #5, the team who had the first turn will roll a D6. On a roll of a 3+, the game will continue onto Battle Round #6
- At the end of Round #6, the team who had the second turn will roll a D6. On a roll of a 4+, the game will continue onto Battle Round #7
- After Battle Round #7, the game will end.

Tabling an Opponent:

- If at any point in the game a player has destroyed all of their opponent's units, the game will immediately end & you automatically "Win" the Primary Objective.
- Then calculate how many Secondary Objective points you have achieved at that point.