

THE DARK SIDE's

TEAM TOURNAMENT

RULES

TERMINOLOGY

Team Member: An individual member of a Team and their XXXX-point list.

Team/Coalition: The combined forces of all Team Members. A Team is treated as a single entity comprised of two individual XXXX-point forces. Teams will also be referred to as Imperial, Heretical, Xenos or Hybrid (see below).

Parent Codex: A Team Member's Parent Codex is the codex from which his/her compulsory HQ and Troop selections are purchased. Example: An army with Imperial Guard compulsory selections that also includes Daemonhunter selections uses Codex: Imperial Guard as its Parent Codex.

Brothers in Arms: For the purposes of the 40K Team Tournament, units purchased from the EXACT SAME CODEX are considered 'Brothers in Arms' and may receive additional benefits as outlined below. The term 'Brothers in Arms' should be used to replace references to 'friendly units' in various codices. See the Brothers in Arms section below for more information.

BASIC RULES

- Teams will consist of 2 Team Members. Each Team Member's army will consist of XXXX points or less, using one of the Team Tournament Force Organization charts below.
- Team Members MUST use the same army list throughout the tournament.
- All players are expected to abide by the Conduct Policy.
- The Warhammer 40,000 5th Edition Rules and all relevant Games Workshop Errata and FAQs will be used.
- New codices that are released prior to one month will be allowed in the Warhammer 40K Team Tournament.
- The following codices are allowed in the Warhammer 40K Team Tournament:

[I = Imperial, H = Heretical, X = Xenos]

Codex Black Templars (I)	Codex Chaos Daemons (H)	Codex Dark Eldar (X)
Codex Blood Angels (I)	Codex Chaos Space Marines (H)	Codex Eldar (X)
Codex Witch Hunters (I)		Codex Necrons (X)
Codex Grey Knights (I)		Codex Orks (X)
Codex Dark Angels (I)		Codex Tau Empire (X)
Codex Imperial Guard (I)		Codex Tyranids (X)
Codex Space Marines (I)		
Codex Space Wolves (I)		

- Each Team Member on a 2-Player Team must provide their opposing Team during each round a copy of their individual XXXX-point army list.
- Rules, units and wargear from any source besides the codices listed above are NOT allowed. This includes but is not limited to:
 - o Chapter Approved units, wargear and special characters.
 - o Forge World army lists.
 - o Flyers, Super Heavies, Super Heavy Flyers and Gargantuan Creatures.
 - o Apocalypse Formations and Strategic Assets.
- Each Team Member must bring all materials needed to play a game and report the results, including dice, measuring devices, templates, and a writing implement.
- Each 2-Player Coalition must have a Warhammer 40,000 rulebook and the codex (or codices) represented by the Coalition during each game.
- In order to keep the tournament running on schedule, a final 15 minute warning will be announced. Because of this, please be aware of the time left in the round and DO NOT start a turn you cannot finish.
- If illegal units or rules violations are found in a player's list, at a minimum, the models in violation will be removed from all subsequent play. Tournament points may be deducted and award eligibility may be forfeited. Please use the forum to ask any questions you or your club may have regarding rules issues or legal units in advance!
- Tournament rulings are final and arguments or poor conduct by players will not be tolerated.

FORCE ORGANIZATION

Teams will consist of 2 Team Members. Each Team Member will be responsible for bringing a XXXX-point army. Each Team Member must declare a Parent Codex and choose his/her compulsory HQ and Troop choice from that codex.

Each Team Member's XXXX points must fit one of the Team Tournament Force Organization charts below.

Each Team Member MUST choose a different Force Organization chart.

FOC 1 (generic)

- 1 HQ
- 0-1 Elites
- 1-4 Troops
- 0-1 Fast
- 0-1 Heavy

FOC 2 (Elite)

- 1 HQ
- 0-2 Elites
- 1-3 Troops
- 0-1 Fast
- 0-1 Heavy

FOC 3 (Fast)

- 1 HQ
- 0-1 Elites
- 1-3 Troops
- 0-2 Fast
- 0-1 Heavy

FOC 4 (Heavy)

- 1 HQ
- 0-1 Elites
- 1-3 Troops
- 0-1 Fast
- 0-2 Heavy

Units from various sources that DO NOT take up a Force Organization slot may be taken. However units chosen in this manner DO count towards the allowable FOC selection. (e.g., Dark Angel Techmarines, Dark Angel Command Squads, Chaos Lesser Daemons, Space Marine Command Squads, The Emperor's Champion. This does NOT include multiple units bought in a single Force Organization slot (e.g., Chaos Daemon Heralds, Space Wolves HQ).

Any unit designated as a "required" choice (designated by a "1" or "1+" in the codex) becomes an "optional" choice for the Team Tournament (e.g., Emperor's Champion, Fire Warriors, etc.).

TEAMS, COALITIONS & SPECIAL CHARACTERS

Each team will be classified according to the overall composition of the Team. Your team type will determine your Team's access to Special/Unique/Named Characters. In order to qualify as an Imperial, Heretical or Xenos Team – all Team Members must choose all their units from the same, appropriate list below:

<u>Imperial</u>	<u>Heretical</u>	<u>Xenos</u>	<u>Hybrid</u>
Grey Knights	Chaos Daemons	Dark Eldar	Any mix of codices
Imperial Guard	Chaos Space Marines	Eldar	
Space Marines Variant	Additional Benefits:	Necrons	
Witch Hunters	Shared Chaos Icons and Icons of Chaos**	Orks	
Additional Benefits:		Tau	
Shared Locator Beacons and Teleport Homers**		Tyranids	

* All instances of Special/Unique/Named Characters must be unique. For example: an Imperial Team cannot field Logan Grimnar twice. This also applies to upgrades to squads (e.g., Boss Snikrot, Sergeant Telion, the Changeling).

** See Codex & Wargear Clarifications below.

- The Team Tournament consists of 3 rounds of play. During each round, two Team Members will be paired together in a Coalition and they will play their own game.
- A Coalition fights as a single entity during the course of the game. This means that each Coalition will perform all of their movement, shooting, and assaults simultaneously.
- Wargear and abilities that affect your Coalition's forces DO NOT stack. (e.g., two Inquisitors with Emperor's Tarots do not potentially add +2 to the die roll to go first).

BROTHERS IN ARMS

For the purposes of the Warhammer 40K Team Tournament, units purchased from the EXACT SAME CODEX are considered 'Brothers in Arms' and may receive additional benefits:

- Units that alter an army's Force Organization selections WILL affect other Team Member's XXXX-point lists, for example a Space Marines Master of the Forge allows all Brothers in Arms to take Dreadnoughts, Venerable Dreadnoughts and Ironclad Dreadnoughts as Heavy Support choices as well as Elites choices.
- Special/Unique/Named Characters may join Brothers in Arms units from your Coalition Team Member's force.

Please note that the Brothers in arms rule states "EXACT SAME CODEX." As such units like BA Priests are only able to join units of BA's.

- Special Abilities (other than alterations to the Force Organization) that would affect an entire 'army' or 'friendly units' may affect both Team Members of a 2-player Coalition if their forces are considered to be 'Brothers in Arms'. Example: Vulcan's special ability counting all Melta, Flamer, and Thunder hammers, as master crafted would apply to any Coalition units purchased from Codex Space Marine. It would not apply to the other Team Member playing units purchased from any other codex.
- Vehicles with the transport capability CAN ONLY be used to transport troops that are considered Brothers in Arms (e.g. a Black Templar Land Raider Crusader brought as a Heavy Choice for one Team Member cannot transport a squad of Khorne Berzerkers from another Team Member).
- Psychic powers used will only affect units that fall under the Brothers in Arms rule from your Coalition Team Member's force.

IE they must be from "EXACT SAME CODEX" or fall under the "replace references to 'friendly units' " rule.

CODEX & WARGEAR CLARIFICATIONS

- Per the Imperial Guard FAQ, only Imperial Guard units may be issued Orders.
- The Emperor's Champion is not considered a mandatory/required choice for a Black Templar army in the Team Tournament. Furthermore, as a selection that does not use a Force Organization slot, the Emperor's Champion may fulfill the mandatory HQ choice in a Team Members Force Organization or he may be fielded as an additional HQ choice. No single XXXX-point Team Member list may include more than 1 Emperor's Champion.
- Team consisting of 2 Imperial Armies (see above) share Locator Beacons and Teleport Homers amongst the members of the team. In order to use a teleport homer a unit must be 'teleporting' and not simply arriving via deep strike. Example: A unit of Seraphim arriving via Deep strike would be eligible to use a locator beacon from a Space Marine unit, but not a teleport homer.

- Teams consisting of 2 Heretical Armies (see above) share Icons purchased from the Codex Chaos Space Marine or Codex Chaos Daemons. Keep in mind that Icons MUST be on the table at the beginning of the turn and only Daemons from Codex: CSM (Greater/Lesser) can assault the turn they are summoned (as per Codex: CSM). Units must still be eligible to use an Icon. Example: Raptors do not teleport into battle and thereby are not eligible to use Icons from any Codex. Obliterators can teleport into battle and therefore may make use of Icons on the table.

- Teams consisting of Dark Eldar and Eldar Armies may share webway portals.

