



Warhammer 40k Teams Tournament Rules

Millennium Games

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TERMINOLOGY

- Team Member: An individual member of a Team and their 1000-point detachment.
- Army: The Allied detachments of two Team Members. An Army is treated as a single entity comprised of two individual 1000-point detachments and follows all rules associated with the term Army. Teams will form two Armies each game that will operate independently.
- Team: The combined detachments of two Team Members. A Team is treated as a single entity comprised of four individual 1000-point detachments. Teams will also be referred to as Imperial, Heretical, Xenos or Hybrid (see below).

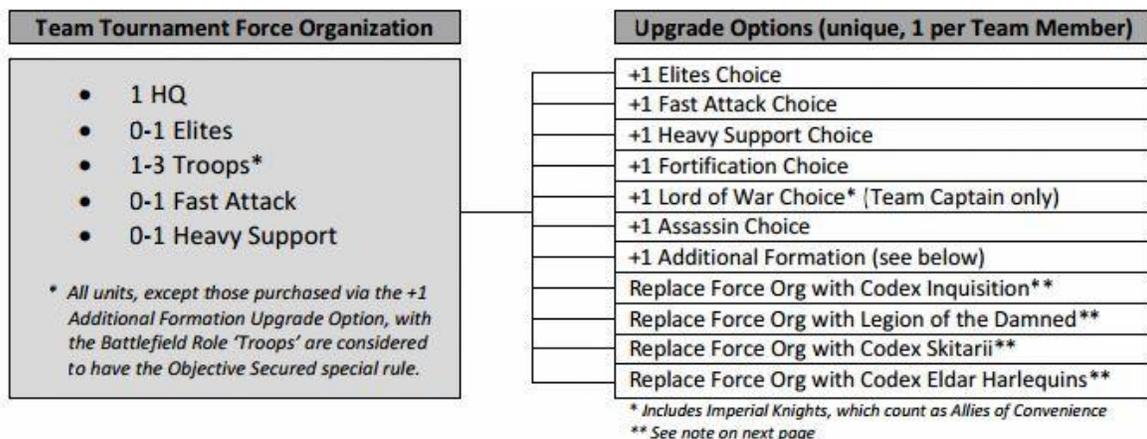
BASIC RULES

- Teams will consist of 2 Team Members. Each Team Member's detachment will consist of 1000 points or less, using the Force Organization Chart and available upgrades as detailed below.
- Team Members MUST use the same detachment throughout the tournament.
- Codices, Codex Supplements or Campaign Supplements that are released prior to March 1st, 2017 will be allowed in this event. Apocalypse War Zone supplements, Apocalypse Formations, Forge World army lists (including Formations and Detachments) and material from the Horus Heresy books WILL NOT be allowed in this event.
- For ease of tournament play, the Death from the Skies dog fight phase will not be used.
- Allied Detachments are NOT allowed in this event. Team Members forming Armies are considered Allies and follow the rules and modifications presented below in the Team, Armies and Warlords section.
- Fortifications are limited to a maximum of 1 per team total regardless of source or type. Fortifications will use the updated rules presented in Planetary Onslaught. Armour Value 15 buildings are not allowed.
- One Team member may choose the Formation upgrade, per the Force Organization section below. The Formation may not take up more than 500 points (50%) of the Team Member's detachment.
- The Team Captain may choose the Lord of War upgrade per the Force Organization section below. The Lord of War may not make up more than 500 points (50%) of the Team Captain's detachment.
- Imperial Armour units (Forge World) are allowed in this event and are considered to be part of the relevant Codex or faction including space marine characters and chapter tactics, however due to the scarce nature of these units; each unit is considered unique (0-1) and may only be taken once per Team. Imperial Armour weapon/turret options for a codex unit are NOT bound by this 0-1 limitation. In ALL cases, only the most currently published rules for any particular unit will be allowed. A complete list of allowable units and rules locations can be found in The Thirteenth Legion 2017 (for now use <https://docs.google.com/spreadsheets/d/1BmAGCdpzTG-xKI6PvHEKZSuRnY01T1aocGmOtCqvK1Y/pubhtml#>) Warhammer 40K Approved Imperial Armour Units document. Note, some of the allowable units draw their most recent rules from the Apocalypse rulebook, these are noted exceptions to the general exclusion of the book. At this time, Forge World units supported only by "PDF" rules WILL NOT be allowed.
- A printed detachment list is required for the judges and each of your opponents (minimum of 4 copies per Team Member required). Each detachment list MUST contain the following details: Team Name, Team Member Name, which Force Organization upgrade was chosen (if any), the units included in each Detachment, and the Faction of each Detachment.

- The Warhammer 40,000 7th Edition Rules and all relevant Official Games Workshop Errata and FAQs will be used. In the case of a conflict between a printed and digital versions, the most recent update or FAQ will take precedence.
- The Thirteenth Legion 2017 Warhammer 40K Rules Addendum and FAQ (coming soon) will be used to resolve additional rules disputes.
- Each 2-player Army must bring a Warhammer 40,000 rulebook, the most currently published rules for all units represented in their army and all materials needed to play a game/report the results - including dice, measuring devices, templates, and a writing implement.
- The tournament will consist of Three rounds of play.
- Warhammer 40K Team Tournament Primer will be released March 3, 2017.
- All players are expected to abide by the Venue's Conduct Policy.
- The models used in your army must comply with the Model Policy (all models MUST be WYSIWYG and 3- colors).
- 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.
- Thirteenth Legion Tournament Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. The Thirteenth Legion reserves the right to remove players from the event itself with no refunds allowed.

FORCE ORGANIZATION

Teams will consist of 2 Team Members. Each Team Member will be responsible for bringing a 1,000-point detachment. Team Members may choose their detachments from the same faction, Codex or rules source. Each Team Member's detachment must fit within the Warhammer 40K Team Tournament Force Organization chart presented below and may include up to one unique Upgrade Option if desired:



Upgrade Options: Each Team Member may elect to take up to one Upgrade Option from those listed above. Each Upgrade Option is considered unique and may only be taken once per Team.

- **Additional Formation:** Once the mandatory portions of the Team Tournament Force Organization have been met (1 HQ and 1 Troop), one Team Member may elect to take an additional formation (max 500 points).
- **Codex Inquisition, Legion of the Damned, Codex Eldar Harlequins and Adeptus Mechanicus, Skitarii Special Rules:** Team Members may elect to substitute their Force Organization chart for the optional Force Organization charts presented in Codex Inquisition, Codex Legion of the Damned or Codex Eldar Harlequins, Adeptus Mechanicus or Skitarii. These selections are not considered unique and may be repeated across a team.
- **Force Org Changes:** Selected units that alter a Team Member's Force Organization selections WILL affect all other detachments on the Team from the same faction. In the case of Codex Space Marines, armies from an Army 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.
- **Special Characters:** 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. Justicar Thawn).
- **Wargear:** Unique items and wargear are considered unique within each Army and may only appear once on each table. For detachments that purchase unique wargear during list construction, this means that each instance of unique wargear can only be purchased once per Team, as all Team Members will play at least one game together. For detachments that generate unique wargear before the game begins, the Army level restriction applies. For example, a Team using Codex Tau can only have one total instance of a Purity Engram Neurochip, while a Team consisting entirely of Chaos Daemon players can only have 1 Portaglyph per Army/table.
- **Non-Force Org Units:** Units from various sources that DO NOT take up a Force Organization Battlefield Role may be taken in addition to units allowed by the Warhammer 40K Team Tournament Force Organization chart as long as the unit prerequisites are met (e.g., Ork Mek's, Farsight Enclaves Commander Team (see below)). This also includes multiple units bought in a single Force Organization Battlefield Role (e.g., Chaos Daemon Heralds).

ARMIES

Armies: For the purposes of the Warhammer 40K Team Tournament, Team Members forming an Army are considered Allies per the Warhammer 40,000 rulebook with the following modifications:

- **Battle Brothers:** Factions denoted as Battle Brothers per the Allies Matrix chart are considered Battle Brothers for the Warhammer 40K Team Tournament and follow all the relevant rules and restrictions per the rulebook. Armies comprised of two detachments from the same faction are also considered Battle Brothers with the following clarifications:
 - o Wargear and Special Abilities will benefit/affect both detachments in an Army, but they will not affect detachments in the other Army on a different table. For example, The Autarch's Path of Strategy rule could affect both members of an Army but would not affect other players from the team on a different table.
 - Wargear and Special Abilities will benefit/affect both detachments in an Army, but they will not affect detachments in the other Army on a different table. For example, The Autarch's Path of Strategy rule could affect both members of an Army but would not affect other players from the team on a different table.
 - Wargear and Special Abilities that affect your Army's detachments DO NOT stack, unless specified in the rules for that particular piece of Wargear or Special Ability.
 - Please be sure to reference the relevant official Games Workshop FAQ documents for further clarification on how specific Wargear and Special Abilities are applied in Warhammer 40,000 7th Edition.
- **Allies of Convenience:** All other alliances are considered Allies of Convenience regardless of what the Allies Matrix indicates and follow all the relevant rules and restrictions for Allies of Convenience per the rulebook. For the purposes of the Team Tournament, a Team Captain that chooses the +1 Lord of War Upgrade Option may include an Imperial Knight as if it were an "Ally of Convenience".

- **Multiple Factions:** If a Team Member's detachment is comprised of multiple factions (e.g.; a detachment choosing the Assassins or Imperial Knights upgrade option), ignore the Upgrade Option of the detachment when determining factional allegiance. In all cases, the Warhammer 40K Team Tournament rules regarding Allies are still in effect.

- **Codex Inquisition:** Regardless of the composition of your Team, Codex Inquisition still follows the Team Tournament rules for Allies. As such, any faction noted as Battle Brothers remains so, ALL other alliances are treated as Allies of Convenience; there will always be a significant amount of skepticism surrounding the Inquisition!

WARLORDS

Warlords: Each Army will nominate a single Warlord per the Warhammer 40,000 rulebook with the following modifications and clarifications:

- Your Army Warlord can be from either detachment, but it MUST be a character if there is at least one character available in the Army. If the Army contains no characters, then you must nominate a single model to represent the Army's Warlord, but you will forfeit the Warlord Trait.
- All Warlords that are eligible to roll for a Warlord Trait may re-roll the result on the appropriate Warlord Trait table.
- If your Army's Warlord is not on the table at the conclusion of a game (e.g., ongoing Reserves), that Warlord counts as being slain for the purposes of calculating Slay the Warlord.

SCORING

Category	Possible Points	Percentage
Battle Points	120	60%
Appearance	60	30%
Theme and Display	20	10%

Battle Points (120 points): Each mission will define a number of objectives based on those presented in the Eternal War and custom Progressive Objective missions which will generate Victory Points. The Victory Point differential will determine total Battle Points earned during each mission. Battle Points are a cumulative total of all mission results throughout the entire tournament.

Appearance will use The Thirteenth Legion Painting Rubric.

Theme and Display will solely be up to the Three Judges to give points. Average of the Three Judges will be awarded.

Theme and Display	Points Given
Consistent Theme included through Army	5
Display Board that fits the Theme and Matched Basing	5
High Quality Standard that WOWS Judge	1-6 (judge's discretion)
Judge Ranking in top 4	1-4 (Top army Gets 4)

WARHAMMER 40K TEAMS CLARIFICATIONS

How do the Team Tournament Detachment upgrades work?

Each Team member may select one upgrade to their standard Team Tournament detachment from the list provided. Once a player selects a particular upgrade option, that upgrade option may no longer be selected by another player on that Team for any reason.

- How do Knights work in the Team Tournament?
For the purposes of the Team Tournament, a Team Captain that chooses the +1 Lord of War Upgrade Option may include an Imperial Knight as if it were an "Ally of Convenience", regardless of the Team's factional composition. Non-Imperial Teams that choose to include a Knight should make an attempt to integrate the unit into the Team's Theme through appropriate conversions and modeling, or risk losing Team Theme and/or Team Appearance points.
- Renegard Knights may be selected for Heretical factions. How do Space Marines work in the Team Tournament?
Changes in Battlefield roles apply to any member of the Team with the SAME chapter tactics. Team Members that select different chapter tactics would follow normal battlefield role assignments. This is a clarification to the existing rule in the Warhammer 40K Team Tournament rules.
- Are Legacies of Glory/Ruin Allowed in the Team Tournament?
Yes, a SINGLE player on a Team may select either a legacy of glory or legacy of ruin for a qualifying vehicle.
- How do Assassins work in the Team Tournament? Teams may utilize both options presented in the Assassin data slate. 1 Team Member may bring a single assassin using the +1 Assassin Choice upgrade option.
- How do Adeptus Mechanicus armies work in the Team Tournament?
Teams utilize the Cult Mechanicus book within the normal Team Tournament Force Org Chart. Optionally, any player(s) may replace their Team Tournament Force Org for the Skitarii Maniple Detachment. Additionally, a Team Member may use their "upgrade" to select one of the formations (up to a max of 500 points) from either of the Adeptus Mechanicus books. Please note: the maximum of 1 fortification per team still applies.
- How does Mek Boss Buzzgob work in the Team Tournament?
Mek Boss Buzzgob is allowed as an HQ choice for an Ork army. He may not utilize the Stompa upgrade option listed in his unit entry.
- How does Zhadsnark Da Ripa work in the Team Tournament?
Zhadsnark Da Ripa is allowed as an HQ choice for an Ork army. All of his army selection modifications would attach to each player with the Ork Faction:
 - Warbikers are selected as troops
 - No player may include Deff Dreds, Killer Kans, or Big Gunz
 - If any army lists include war bikes as troops than Zhadsnark must always be the Warlord on every table he plays on.This is an exception based on the awkward wording of his rules, but to us the intent is that if you select the benefit then it locks him in as your Warlord and costs you your warlord trait.

THIS PACKET IS FULLY BASED OF THE ADEPTICON 2017 TEAMS EVENT. I would like to personally thank them for there effort in this.