



ADEPTICON 2016

WARHAMMER 40K TEAM TOURNAMENT

LAUNCH DATE: 04.02.2016

INITIATION CODE: 5T3492305

LAST UPDATE: 11.19.2015

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible. No fundamental rules changes will be made after 2/1/2016.

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 all four 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 4 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 5th, 2016 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.
- 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.
- One Team Member from each Team may choose the Fortification upgrade per the Force Organization section below. Fortifications will use the updated rules presented in Stronghold Assault. Massive Fortifications 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 [AdeptiCon 2016 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.
- A printed detachment list is required for the judges and each of your opponents (minimum of 7 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 [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 [AdeptiCon 2016 Warhammer 40K Rules Addendum and FAQ](#) will be used to resolve additional rules disputes. Please use the [AdeptiCon Warhammer 40K FAQ Submission Form](#) to submit any questions concerning this event.
- 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.



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- The tournament will consist of five rounds of play. During each round, two Team Members will be paired together in an Army and they will play their own game. Thus, each Team will be playing 2 separate games each round. Opposing Team Captains **WILL ALWAYS** play each other. The pairing of Team Members will be determined by the table assignments posted before every round.
- Warhammer 40K Team Tournament Primer missions will be released soon.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- The models used in your army must comply with the [AdeptiCon 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. Please use the feedback form on the [AdeptiCon 2016 website](#) to ask any questions you or your club may have regarding rules issues or legal units in advance!
- AdeptiCon Tournament Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. AdeptiCon reserves the right to remove players from the event or AdeptiCon itself with no refunds allowed.

FORCE ORGANIZATION

Teams will consist of 4 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:

Team Tournament Force Organization

- 1 HQ
- 0-1 Elites
- 1-3 Troops*
- 0-1 Fast Attack
- 0-1 Heavy Support

** All units, except those purchased via the +1 Additional Formation Upgrade Option, with the Battlefield Role 'Troops' are considered to have the Objective Secured special rule.*

Upgrade Options (unique, 1 per Team Member)

+1 Elites Choice
+1 Fast Attack Choice
+1 Heavy Support Choice
+1 Fortification Choice
+1 Lord of War Choice* (Team Captain only)
+1 Assassin Choice
+1 Additional Formation (see below)
Replace Force Org with Codex Inquisition
Replace Force Org with Legion of the Damned
Replace Force Org with Codex Skitarii
Replace Force Org with Codex Eldar Harlequins

** Includes Imperial Knights, which count as Allies of Convenience*

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, or Adeptus Mechanicus: Skitarii. Each substitution may only occur once per Team.



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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).

Commander Farsight: Commander Farsight's Commander Team is available to all detachments with the Tau faction, as long as one Team Member is selecting a detachment from Codex Farsight Enclaves and including Commander Farsight. Each instance of a commander is considered unique.

TEAMS, ARMIES, WARLORDS AND ORDERS OF OPPORTUNITY

Each team will be classified according to the overall factional composition of the Team. Your team allegiance will play an important role in your Theme score and put your Team in the running for one of the 'Best Team' awards. In order to qualify as an Imperial, Heretical or Xenos Team – all four Team Members must choose all their detachments from the same, appropriate list of factions below:

- **Imperial (Forces of the Imperium):** Astra Militarum, Adepta Sororitas, Adetus Mechanicus, Blood Angels, Dark Angels, Grey Knights, Inquisition*, Legion of the Damned, Militarum Tempestus, Space Marines, Space Wolves
- **Heretical (Forces of Chaos):** Astra Militarum (Traitor), Chaos Daemons, Chaos Space Marines, Khorne Daemonkin, Inquisition*
- **Xenos:** Dark Eldar, Eldar, Eldar Harlequins, Necrons, Orks, Tau, Tyranids, Inquisition*
- **Hybrid:** Any mix of Factions

**Codex Inquisition is considered a "wild card" for the purposes of Team classification, Inquisitors choose their allegiance! This is intentional in order to allow players to explore even the darkest aspects of the Inquisition; including Radical and Heretical Inquisitors that have fallen to Chaos, or sided with a particular Xenos race.*

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:



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- 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 [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: 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.

Order of Opportunity: Once per game, as long as your Warlord has not been removed as a casualty, you may issue an Order of Opportunity. These orders represent bonus objectives that may be completed during the game and will earn your Army additional Victory Points. Orders of Opportunity are declared at the end of an Army's turn and **MUST** be completed by the end of your next turn or they are considered lost and score no Victory Points.





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FRIDAY NIGHT TEAM CHECK-IN

Teams will be able to check-in and receive table assignments and mission packets at the Warhammer 40K Judge's Table in the Adventure Hall between 9:00PM and 11:00PM Friday evening. In order to register, a single representative for the Team must present the following:

- A single copy of each Team Member's detachment. Please include both the **Team Member's name and Team Name** on each list.
- Verification of convention registration. Teams that are fully preregistered (prior to February 22nd, 2015) will be automatically verified and may skip this step. Teams that purchase their ticket or any number of Team Member badges on-site **MUST** produce an event ticket and all four Team Member badges for verification at check-in.

Please Note: Each Team must have their detachments, display base and any additional thematic elements set up at their assigned tables and ready for a judge by 7:00AM Saturday morning. Appearance and Theme Judging will start promptly. Only one representative from the Team needs to be present between 7:00AM and 9:00AM in order to answer questions regarding theme.

SCORING

The maximum number of points each Team can score is 440, divided up as follows:

Category	Possible Points	% of Total
Battle Points	300 points	68%
Team Tournament Quiz	20 points	4%
Team Spirit	Special	0%

Category	Possible Points	% of Total
Appearance	60 points	14%
Theme & Display Base	60 points	14%
Sportsmanship Marks	Special	0%

Battle Points (300 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.

Note: Secondary Objectives worth Victory Points, **NOT** Battle Points when calculating mission results.

Team Tournament Quiz (20 points): Knowing your enemy and the rules of the game are the key attributes a savvy tournament player possesses. Mastery of these fundamentals should come easy to the eventual Team Tournament Scholars. Questions for the quiz will be drawn from the Warhammer 40,000 rulebook and any game legal codex.

Team Spirit (Special): Team Spirit is a measure of everything outside the scope of the tournament; including such things as costumes, team shirts, handouts, team songs, shot glasses, banners and a whole myriad of other fun stuff. Keep in mind that Team Spirit does not need to be married to the background and lore of the Warhammer 40,000 universe – get creative and fun with it!

Team Spirit **DOES NOT** count towards a Team's overall points total and is instead awarded independently. Team Spirit will also be used to break ties for a number of theme oriented awards. Each Team will be considered by a panel of appearance and theme judges during the course of the Team Tournament. The panel will vote for the top Team Spirit contenders in the tournament. Top Teams will then be called upon to briefly discuss the concepts, preparation and execution behind their Team Spirit. The panel will then deliberate and choose the winner.



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Team Appearance (maximum of 60 points per Team): Each Team will be considered by a panel of appearance judges during the course of the Team Tournament. Teams will be judged as a single entity and awarded a ranking of 1 to 5 based on the overall appearance, unifying details and stylistic execution of the combined forces. Each rank a Team receives is worth 10 points. Judges may award discretionary points to account for extra effort in certain areas. Those Teams receiving Rank 5 (Showcase) honors will be invited to participate in the Team Tournament Army Showcase. The ranks are as follows:

1
(10-19 points)

Minimal: The **MAJORITY** of the Team is only painted to the minimum, three-color standard. The Team has little to no details, highlighting, basing details or conversions. Teams with **ANY** unpainted/unfinished models will not receive more than a minimal paint score.

2
(20-29 points)

Basic: The **MAJORITY** of the Team is painted slightly above the three-color standard. There is some evidence of unit and character details, highlighting, extra basing details and conversions. An honest effort with room for improvement.

3
(30-39 points)

Table Top: The **MAJORITY** of the Team is painted to an average standard. There is consistent evidence of unit and character details, basic highlighting, basing effects and conversions (as applicable). Encompasses a majority of the Teams in the tournament and demonstrates painting/modeling skills beyond the "basic techniques".

4
(40-49 points)

Skillful: The **ENTIRE** Team is painted/modeled to an above average standard. There is evidence throughout the entire Team of exceptional unit and character details, highlighting/blending, basing details and conversions or scratch-built models (as applicable). Represents very skillful work, only missing a few minor elements. Any one of the detachments comprising this Team could easily win "Best Painted" at a local tournament.

5
(50+ points)

Showcase: The **ENTIRE** Team is painted/modeled to a near-perfect standard. There is consistent evidence throughout the entire Team of masterful unit and character details, highlighting/blending, basing details and conversions or scratch-built models (as applicable). Represents truly masterful work. Teams receiving this rank are automatically invited to participate in the Team Tournament Army Showcase (see below).

Teams that contain significant portions of unpainted/incomplete models will be awarded 0 points and may have models removed from play in accordance with the [AdeptiCon Model Policy](#).

Team Tournament Army Showcase: The Team Tournament Army Showcase will feature those Teams, as chosen by a panel of judges, who have created truly something spectacular and deserving of the spotlight. After the conclusion of tournament games on Saturday evening, Teams receiving Rank 5 (Showcase) honors will be invited to setup for display in a special section of the Grand Ballroom where a panel of celebrity judges will assemble to award bonus points.

Teams participating in the Team Tournament Army Showcase will be eligible for up to 10 bonus points. While participation is not mandatory, Teams declining this invitation will receive the base 50 points for Rank 5 and be ineligible to receive any bonuses.



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Team Theme and Display Base (maximum of 60 points per Team): Each Team will be considered by a panel of theme judges during the course of the Team Tournament. Teams will be judged as a single entity and awarded a ranking of 1 to 5 based on the overall composition of the Team, discussions with the designated Team representative, supporting materials and the overall attention to unifying details of the combined forces. Team Theme is judged 'outside the game' and is not concerned with how your Team fights as a unified whole. Adversarial themes are encouraged, and should be supported with relevant background material (e.g., Ultramarines and Hive Fleet Behemoth Tyranids).

Each rank a Team receives is worth 10 points. Judges may award discretionary points to account for extra effort in certain areas. The ranks are as follows:

- | | |
|-----------------------------------|--|
| 1
(10-19 points) | Minimal: No cohesive theme is apparent for the Team. No discernible effort has been made to tie a MAJORITY of the Team together. No supporting documentation or additional thematic elements. |
| 2
(20-29 points) | Minor: The Team has a theme, but in general there is very little evidence to support it. Theme is present in a Some of the Team's units and detachments (banners, campaign patches, story elements, etc.), but not throughout the entire Team. Minimal supporting documentation and additional thematic elements. |
| 3
(30-39 points) | Major: The Team has a theme and some evidence is presented to support it. Theme is present in a MAJORITY of the Team's units and detachments (banners, campaign patches, story elements, etc.), but not throughout the entire Team. Minimal supporting documentation and additional thematic elements. |
| 4
(40-49 points) | Exceptional: The Team has a well-developed theme with evidence that strongly supports it. The ENTIRE Team has been developed with an overall theme in mind. Theme is present in a MAJORITY of the Team's units and detachments (banners, campaign patches, story elements, etc.). Theme is backed with supporting documentation and has been partially expressed in elements like basing, display base, objective markers, etc. |
| 5
(50+ points) | Showcase: The Team has an exceptionally well-developed theme with strong evidence to support it. The ENTIRE Team has been developed with a definitive, overall theme in mind. The collection of models presented tells a cohesive story linking elements like basing, display base, objective markers, unit markings, banners, character models, conversions, paint scheme, historical references / models, printed materials ect. |

Teams comprised of a true mix of armies that cross factional lines without any background to support their alliance; or those that lack any discernible Theme will be awarded 0 points. Example: Space Wolves fighting with Word Bearers, Necrons and Dark Eldar.

Team Display Base: A Team's Display Base is worth up to five (5) additional theme points. Teams that receive all 5 points are eligible to win the Best Team Display Base award. The Judge's will vote on eligible Team Displays to determine the winner.



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Sportsmanship Marks (Special): Following each game, you will be required to evaluate the opposing Coalition's sportsmanship. Secretly choose one of the following marks:



Fantastically Brilliant Game! Reserved for the truly special games. Your opponents went well beyond the call of duty, were incredibly sporting and honestly made additional effort of provide a fantastic game. This is just the type of Team you would want in your local gaming club.



Perfectly Decent Game of Warhammer. This should encompass a majority of your marks. This covers most normal games of Warhammer. Your opponents were relatively sporting, came prepared to play and put forth a good effort to amicably resolve rules disputes.



Just A Terribly Awful Game! While difficult to describe, these games are bound to happen. Reserved for the worst of the worst, you should only 'award' this mark in the direst of circumstances. This mark should be an evaluative negative on your opponent's sportsmanship only and should **NEVER** be a reflection on the final results of the game.

Judge's Marks: The Head Rules Judge may assign additional negative sportsmanship marks throughout the tournament. These marks are in addition to those you receive from your opponents and will count towards disqualification. Additionally, team's that negligently give out a large number of positive or negative sportsmanship scores will have their marks called into question by the judges and will be required to explain their marks. The judges reserve the right to nullify any sportsmanship marks that they deem were not awarded in the spirit of the system outlined above.

Disqualification: Teams that receive a total of 6 or more Negative Sportsmanship Marks will be disqualified from the event and will no longer be eligible to receive any awards.

SCHEDULE

FRIDAY EVENING	
9:00PM – 12:00AM	Early Team Check-in and Table Assignments
SATURDAY	
7:00AM - 8:00AM	Team Check-in and Table Assignments*
7:00AM - 9:00AM	Appearance, Theme and Spirit Judging
8:45AM	Team Tournament Quiz
9:15AM - 12:15PM	Game #1
12:15PM - 1:15PM	Lunch / Appearance, Theme and Spirit Judging
1:15PM - 4:15PM	Game #2
4:15PM - 5:00PM	Break
5:00PM - 8:00PM	Game #3
8:30PM	Team Tournament Army Showcase Setup
9:00PM – 12:00AM	Judges' Consideration and Public Display
12:00AM	Conclusion of Team Tournament Army Showcase**
SUNDAY	
7:30AM – 8:30AM	Table Assignments
8:30AM – 11:30AM	Game #4
11:30AM – 12:30PM	Lunch
12:30PM – 3:30PM	Game #5
4:00PM	Awards

* Teams that checked in on Friday night must have their detachments, display base and any additional thematic elements set up at their assigned table and ready for a judge by 7:00AM Saturday morning. Appearance, Theme and Spirit Judging will start promptly. Only one representative from the Team needs to be present between 7:00AM and 9:00AM in order to answer questions regarding theme.

** All models and display elements must be retrieved at the conclusion of the Team Tournament Army Showcase.



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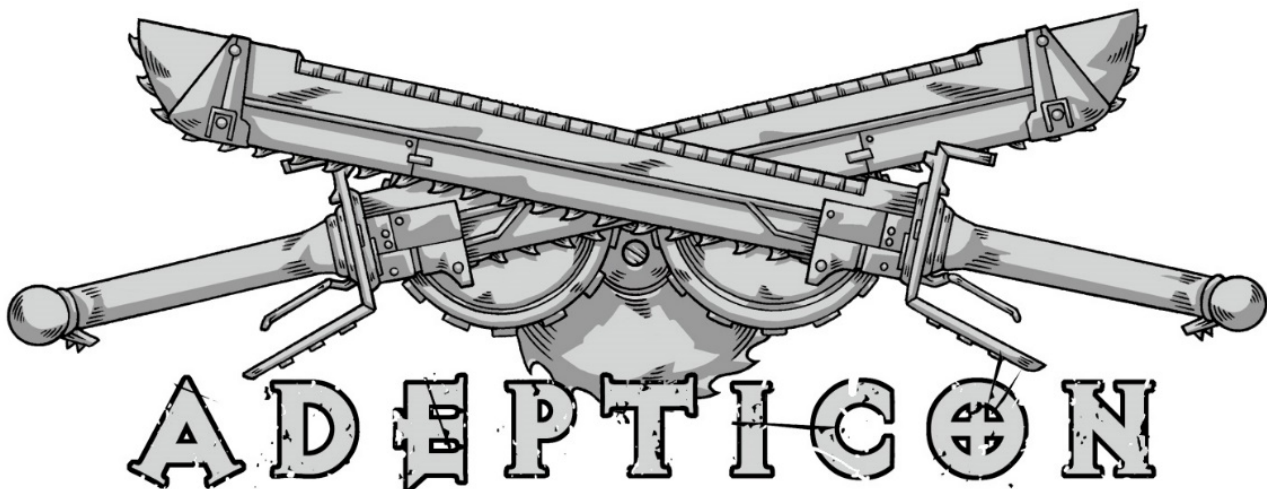
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AWARDS

- **AdeptiCon Warhammer 40K Team Tournament Champions:** Highest Overall Score. Total Battle Points for tie breaker.
- **Best Team Tacticians:** Highest total Battle Points. Most Slay the Warlord Secondary Objectives for tie breaker.
- **Best Team Theme and Presentation:** Highest combined Appearance and Theme Score. Team Spirit for tie breaker.
- **Best Team Sportsmen:** Team that receives the most net positive Sportsmanship marks. Total Battle Points for tie breaker.
- **Best Team Appearance:** Highest Appearance Score. Theme for tie breaker.
- **Best Team Display Base:** Judge's Discretion.
- **Best Team Spirit:** Highest Team Spirit Score. Team Theme for tie breaker.
- **Best Imperial Team:** Highest combined Appearance and Theme for an all Imperial team. Team Spirit for tie breaker.
- **Best Xenos Team:** Highest combined Appearance and Theme for an all Xenos team. Team Spirit for tie breaker.
- **Best Heretical Team:** Highest combined Appearance and Theme for an all Chaos team. Team Spirit for tie breaker.
- **Best Hybrid Team:** Highest combined Appearance and Theme for a Hybrid team. Team Spirit for tie breaker.
- **The Headhunters:** Most Slay the Warlord Secondary Objectives achieved. Total Battle Points for tie breaker.
- **The Opportunists:** Most First Blood Secondary Objectives achieved. Total Battle Points for tie breaker.
- **The Aggressors:** Most Linebreaker Secondary Objectives achieved. Total Battle Points for tie breaker.
- **Team Tournament Scholars:** Highest Team Tournament Quiz score. Sudden Death round for tie breaker.

Teams may only win one award in total. Awards are listed in hierarchical order. Example: A Team that receives the highest Appearance score and achieves the most Slay the Warlord Secondary Objectives would win the Best Team Appearance award. The Headhunters award would then go to the Team with the second most Slay the Warlord Secondary Objectives achieved.





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WARHAMMER 40K TEAM TOURNAMENT 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.

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. A single player 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.

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 Rippa work in the Team Tournament?

Zhadsnark Da Rippa 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.