

40K

TERMINOLOGY

Team: The combined forces of all four Team Members. A Team is treated as a single entity comprised of two individual 1000-point forces.

Team Member: An individual member of a Team and their 1000-point list.

BASIC RULES

- The Warhammer 40,000 5th Edition Rules will be used.
- Rules, units and wargear from any source besides the codices listed in this document are **NOT** allowed. This includes but is not limited to:
 - Chapter Approved units, wargear and special characters.
 - Forge World army lists and special characters.
 - Flyers, Super Heavies, Super Heavy Flyers and Gargantuan Creatures
 - Apocalypse Formations and Strategic Assets.
- Individual units that may have multiple rules versions will follow the rules presented in that army's codex.
- The models used in your army must follow the standard Games Workshop Tournament Rules and must be fully painted (3 colors + primer, minimum).
- Each Team **MUST** bring a total of SIX (6) objective markers no smaller than the standard 'green flags' from the Games Workshop counter set and no larger than a 40mm base. These objective markers can be themed to match your team.
- The 'What You See Is What You Get' (WYSIWYG) rule is in effect. That means all units must be easily identifiable as the particular codex choice they represent and that any and all weapons/options taken for a unit must be clearly represented on the model(s).
- 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 Team must have a Warhammer 40,000 rulebook and the codex (or codices). Each Team Member must provide their opposing Team during each round a copy of their individual 1,000-point army list, or at least present them with your army list, identifying units where needed.
- In order to keep the event on schedule, all players must drop the dice and stop playing when time is called for a round. Because of this, please be aware of the time left in the round and do not start a game turn you cannot finish.
- If illegal units or rules violations are found in a Team Member'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 this website to ask any questions you or your team may have regarding rules issues or legal units in advance! Also, please bring violations and irregularities to the attention of Arena: Montreal staff as they happen as it isn't possible for us to correct them retroactively.
- Arena: Montreal rulings are final and arguments or poor conduct by players will not be tolerated. Arena: Montreal reserves the right to remove players from the tournament or Arena: Montreal itself with no refunds allowed.

TEAMS

Teams will consist of 2 Team Members.

Each Team Member will be responsible for bringing a 1,000-point army.

A Team Member's HQ and one Troops choice must come from the same "parent" codex.

Note: Inquisitorial allies can be used for other slots by following the "Using Witch Hunters as Allies" and "Using Daemonhunters as Allies" rules.

Each Team Member's 1,000 points must follow the rules presented herein and fit the Team Tournament Force Organization chart which is as follows:

- 1 HQ
- 0-2 Elites
- 2-4 Troops
- 0-2 Fast
- 0-2 Heavy

Each Team however may not exceed the standard Force Organization Chart in their selection and thus may not have 7-8 Troop choices or 4 Heavy Support choices.

The following units from various Codices may ignore any unit prerequisites in their codex, but they **DO** take up the following Force Org slots within the 40K Team Tournament:

- Dark Angel and Blood Angel Techmarines count as Elites (normal prerequisites still apply)
- Dark Angel Command Squads count as HQ
- Blood Angels Honour Guards count as HQ
- A Chaos Greater Daemon counts as HQ
- Chaos Lesser Daemons count as Troops
- Chaos Spawn count as Fast Attack
- Space Marine Honour Guard count as HQ
- Space Marine Command Squads count as HQ
- Space Marine Servitors count as Elites
- The Emperor's Champion counts as HQ (see Clarifications below)

This Team Tournament Force Organization supersedes all special rules (e.g. Space Wolves HQ calculations).

SPECIAL/UNIQUE/NAMED CHARACTERS

- Each Team member may include a maximum of one Special/Unique/Named Character in his 1000pts list. This applies to Special/Unique/Named Characters that are unit upgrades. Also, Teams are limited to a single 'copy' of each Special/Unique/Named Characters. So no putting two Lysanders in a single Team.

CLARIFICATIONS

- Any unit designated as a "required" choice (i.e., a "1" or "1+" unit) by a codex

becomes an "optional" choice for the Team Tournament (e.g., Emperor's Champion, Fire Warriors, etc.). Note: Each army must include a single HQ and Troops choice from the selected "parent" codex.

- In scenarios that require a Commander to be picked out of the army, each Team Member's HQ choice will be considered a Commander. In HQ units that have no specific leader like Tyranid Warriors, a single model within the unit must be designated as the Commander before the beginning of the game.
- Tyranid Team Members may count Carnifexes that costs less than 115 as an Elites choice for the Team Tournament.
- The Blood Angels Death Company unit does not take up an Elites force org slot.
- If both Team Members are using the Blood Angels codex, then all Death Company models will form a single unit.
- The Emperor's Champion in a Black Templars army counts as a possible HQ choice for a Black Templar force (i.e., a Commander, Chaplain or Emperor's Champion could be chosen by a Black Templars Team Member as their designated HQ choice for their army).
- If two Black Templar forces form a Coalition during a game and both field Emperor's Champions as their HQ choices, then the Coalition must choose **ONE** (and only one) vow that they have already purchased that will affect both of their Black Templar forces during that particular game.
- An'ggrath the Unbound and Zarakynel, Bringer of Torments and Scabeiathrax the Bloated are now classified as Gargantuan creatures and by default are not allowed.
- Non-special/Unique/Named units that alter an army's force organization selections **WILL** affect other Team Member's 1,000-point lists that use the same codex, for example a Space Marines Master of the Forge allows all members of the team (whose armies also come from the Space Marine codex) to take Dreadnoughts, Venerable Dreadnoughts and Ironclad Dreadnoughts as Heavy Support choices as well as Elites choices.

GAMES

Important Notes: Your Team fights as a single entity during the course of the game. This means that each Team will perform all of their movement, shooting, and assaults simultaneously. The following restrictions and guidelines govern a team:

- Wargear and abilities that affect enemy forces are cumulative.
- Wargear and abilities (including Psychic powers and Special/Unique/Named Characters abilities) that affect your own force are not cumulative with Team member unless he/she is able to normally purchase/use the Special/Unique/Named Character, wargear or ability in question (e.g. if an all-Eldar Team member "Doomed" an enemy squad then both Team Members would get re-rolls with their Howling Banshees to wound against that unit).
- Wargear and abilities that affect your Team's forces do NOT stack. (e.g. two Inquistors with Emperor's Tarots do not potentially add +2 to the die roll to go first nor do two Space Wolf Venerable Dreads allow you to re-roll the first turn twice).
- Vehicles with the transport capability CANNOT be used to transport troops from another codex (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).

SCORING

Scoring will be calculated as per Halls of Heroes standard rules keeping in mind that you will be scored as a Team not an individual player.

Fantasy

GENERAL RULES

- Army Selection
Valid armies are:
 - Bretonnia: Army Book
 - Chaos: Beasts of
 - Chaos: Warriors of
 - Chaos: Daemons of
 - Chaos Dwarfs PDF
 - Dark Elves: Army Book
 - Dogs of War: PDF
 - Dwarfs: Army Book
 - Empire: Army Book
 - High Elves: Army Book
 - Lizardmen: Army Book
 - Ogre Kingdoms: Army Book
 - Orcs and Goblins: Army Book
 - Skaven: Army Book
 - Tomb Kings: Army Book
 - Vampire Counts: Army Book
 - Wood Elves: Army Book

Any other Army lists must be pre-approved.

- Special Characters/Named Characters are NOT allowed.
- No more than one (1) Regiment of Renown is allowed in a Non-Dogs of War army.
- Rhinox Riders are only allowed in Ogre Kingdoms and Dogs of War armies.
- Each Combined Team needs one objective marker. This should be

TEAMS

- Each Team will consist of two 1125 points contingents.
- Teams: As this is a Team Tournament, players are encouraged to use contingents from two different army books/races.
- Each 1125 point list shall use the following organization chart:
 - 1-2 Heroes

- 1+ Core
- 0-2 Special
- 0-1 Rare
- Each team is allowed to upgrade one Hero-level Character to a Lord-level Character per 2000 point army.
- Each army is allowed one model to be upgraded to the army battle standard bearer. However, no army is required to take one. Bretonnians do not receive their extra paladin for this purpose.
- High Elves may change one Core Slot into either a Rare or Special.
- Special Characters and 'Named Characters' are not allowed, period. Should a force wish to use any list with a mandatory Special Character, your pre-approval response will contain the 'stock' character replacement value.
- Characters that take multiple character slots still must use the required multiple slots. For example, Vampire Lords still take a Lord and Hero slot. If a character uses more slots than are available in the modified organization chart, they cannot be taken. You are not allowed to use slots from your teammate's organization chart.
- No duplicates of magic items or Runic items are allowed except for dispel scrolls (Runes) and power stones.
- Five games will be played.
- Each Team must provide an army list to their opponents with the stats of their army. Magic Items do not need to be named, but a line should appear denoting the cost of items. Hidden models (Assassins, Fanatics, etc...) should be listed separate of the unit they are contained in.
- Magic Generation: Each 1000 point side generates its own power and dispel dice to be used by its own mages. If a side has no mages, it can only use the Common Pool. The Common Pool dice (2) must be divided at the beginning of the magic phase, and cannot be switched mid-phase.
- Magic Effects: Beneficial spells may be cast on your friendly contingents. Special Racial effects or Race Spell Effects (Cauldron of Blood, Screaming Bell, etc...) affect both friendly and enemy models that are applicable. The list of 'Beneficial Spells' is available in the FAQ.
- Army Specific Rules: "Armies" that generate special effects only generate half of those effects, rounding up for each 1000 point portion of the alliance.

Example:

- A team of Dwarves and Empire would only generate 3 basic dispel dice for the team, rather than 4 as a "standard" dwarf army would.
- A Dwarf-Dwarf team would generate 4
- Units or characters that create their own "ability" are not affected by this.
- Each army must have its own general and will gain regular bonuses and detriments from its own general and battle standard bearer, and not the teammate's general or battle standard bearer.

Examples:

- A unit of Skaven slaves could not use a Chaos Lord's leadership plus the unit's rank bonus for LD tests.
- An Undead army will only start to crumble with the removal of that army's specific general.
- Characters in each army cannot join units of the teammate's army.
- Fleeing/Destroyed Allied units may panic friendly units.
- The rulings of the current GW 7th Edition Fantasy FAQ will be used.

- The Fantasy Team Tournament will use the 'Sliding' Methodology from The GW FAQ, Pg 6-8.