

MISSION PACK

ARMY CONSTRUCTION

Players will register and compete in teams of two. Army construction rules are an adaptation of the 2015 Adepticon Team Tournament rules, as follows.

- Each player fields a base detachment of 1000 points chosen from a single faction, adhering to the following force organization:

1	HQ
0–1	Elites
1–3	Troops
0–1	Fast Attack
0–1	Heavy Support

- Each player may additionally take a single upgrade from the following list. Both players in a team may not take the same upgrade.

- **Base Detachment Upgrades**

- +1 Elite
- +1 Fast Attack
- +1 Heavy Support
- +1 Fortification
- +1 Lord of War

- **Army Upgrades**

- Take an Imperial Knight
- Take an Assassins detachment
- Take an additional formation
- Replace the base detachment with an Inquisition detachment
- Replace the base detachment with a Legion of the Damned detachment

- All Troops in the players' base detachments have the Objective Secured rule, as defined on page 122 of the main rulebook. *N.B.:* This does not include Troops purchased via an army upgrade, nor summoned units.
- Unique units, wargear, and other elements may only be fielded by one player in a team.
- Teammates together nominate a single warlord. It must be a character if the army has a character. Random warlord traits may be re-rolled.

- The base detachments of both players must be of factions from the same allegiance:

- **Imperium:** Astra Militarum, Sororitas, Blood Angels, Dark Angels, Grey Knights, Legion of the Damned, Tempestus, Space Marines, Space Wolves, Inquisition
- **Heretical:** Astra Militarum, Chaos Daemons, Chaos Space Marines, Inquisition
- **Xenos:** Astra Militarum, Dark Eldar, Eldar, Necron, Ork, Tau, Tyranid, Inquisition

- Units from army upgrades need not have the same allegiance as the base detachment.

- All the factions present within a team are considered Allies of Convenience at worst.

DOUBLES GAMEPLAY

In the psychic phase, a single D6 is rolled by the current team to determine the base warp charge from which each of the four players generates their own pool as usual. The players all use their own warp charge pool; teammates cannot combine or share warp charge. Either opposing player with models on the table may attempt to deny the witch, caveat that if a specific unit of models belonging to just one player is targeted, they alone may attempt to deny the spell.

For all other gameplay purposes the combined forces of a team are considered a single army comprised of multiple detachments. By the army construction rules, all units in a team are at worst Allies of Convenience. Rules for how units belonging to different players in a team may interact are thus governed by those of Battle Brothers and Allies of Convenience on page 127 of the main rulebook. In sum:

- **Battle Brothers**

- Benefit from warlord traits;
- ICs may join units;
- Targetable by blessings & special abilities;
- May embark transports.

- **Allies of Convenience**

- Cannot move within 1" of each other;
- Do not benefit from warlord traits;
- ICs may not join units;

- May not be targeted by blessings and special abilities;
- Are affected by maledictions and special abilities affecting “enemy” units.

Being a single army also entails that teams are not eliminated unless there are no models of either member on the table. Units also may not shoot at close combats even if their player is not engaged.

RESTRICTIONS

Players will use a single army list for all missions. All up to date sources¹ are permitted. No requirements or constraints are placed on detachments or force organizations. Forge World units and armies eligible for standard *Warhammer 40,000* are permitted.

Models need not be painted, but objective painting scores will be applied to reward finished armies.

Models must be WYSIWYG, but identifiable and thoughtful conversions and proxies are welcome. Contact the tournament organizer(s) beforehand about any uncertain models. Indistinguishable or confusing proxies are not permitted.

SUPPORTING MATERIALS

You must have an official, legal, complete physical or digital copy on hand for all army, unit, and other sources you are using. You should bring printed copies of relevant pages of any electronic sources. Don't forget errata and FAQs for your sources.²

You must bring any dice, templates, and markers you need to facilitate playing your army, as well as five typed copies of your army roster with points listed.

SCORING

Match results are determined by scoring primary, secondary, and tertiary objectives as given for each mission. The winner is the player with more victory points at game end. The players draw if they have

earned equal victory points. No more than 20 victory points may be earned per mission.

Pure competition standings, i.e., the Best General prize(s) if awarded, are determined first by win/draw/loss records and then the sum total victory points earned across all three missions.

Overall tournament rankings and the primary prize(s) are based on points earned toward a maximum of 100 available for the day:

- 60 points for match results
- 25 points for painting and craftsmanship
- 15 points for sportsmanship

Match results are a simple sum of the victory points earned in each mission, up to 20 points each.

Painting and craftsmanship is scored objectively by the judge(s) applying this rubric to the armies:

- All models assembled and primed: +5 pts
- All models three-color minimum: +5 pts
- All models based (paint/flock): +5 pts
- Advanced painting techniques present (washes, drybrushing, etc): +5 pts
- Advanced basing techniques present: +5 pts

Sportsmanship scores include two components:

- The sum of sportsmanship scores given after each mission (9 pts available).
- Players ranking their opponents by most enjoyable to play (6 pts available).

Please make sure to submit sportsmanship scores as appropriate, including the final ranking, as otherwise it impairs your opponents' overall scores!

¹Partial list maintained by Redcap's Corner and PAGE: <http://bit.ly/1uWkFH2>

²Available from Games Workshop: <http://www.games-workshop.com/Rules-Errata>

A faint, light gray skull graphic is visible in the background, centered and slightly tilted. It has a rough, hand-drawn appearance with irregular outlines for the eye sockets, nasal cavity, and jaw. The teeth are represented by a row of small, irregular shapes.

Missions will be posted shortly.