

Tournament Details For Nashcon 2012 40K doubles

Points 1500

750 PER PLAYER total 1500 per team

Rules

- 1- The Warhammer 40,000 5th Edition Rules will be used.
- 2- All 40K Team Tournament army lists must follow the 40K Team Tournament rules posted below. Bring 3 extra copies of your army to share with your opponent.
- 3- Individual units that may have multiple rules versions will follow the rules presented in that army's codex. Yes, this means a Black Templar Land Raider will function differently than a standard Space Marine Land Raider.
- 4- 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/army book choice they represent and that any and all weapons/options taken for a unit must be clearly represented on the model(s).
- 5- Each Team Member must bring all materials needed to play a game , including dice, measuring devices, templates, and a writing implement. • Each 2-Player Team must have a Warhammer 40,000 rulebook and the codex (or codices)used for the team during each game.
- 6--A total of 3 Games will be played. There will be a time limit per round/game. Time limit 2 hours per round. 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.
- 7-- All army list must be turned into the organizers the day of the event (5/25/2012). If your army list does not match what you are playing anytime during the tournament, you will automatically be disqualified and have all your games reported as Major Loss' and you may be asked to leave the event without a refund.
- 8- New Army books - When a new Army book is published, you must use it, if it comes out 1 month or more prior to NashconTournament.

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Start Time - 1:00

Game 1 -1:00-3:00

Game 2- 3:30-5:30

Break

Game 3- 6:30-8:30

The Team Tournament Force Organization chart is as follows: This chart applies to EACH Team member/750 point army list.

Min/Max 1 HQ

- **Min 1-3 Troops**
- **0-1 Elites**
- **0-1 Fast**
- **0-1 Heavy**

Any Member of the Team (in any combination) may take 1 additional Elite, Fast or Heavy choice for their team, thus bringing their TEAM Total to a maximum of 3 Elite, Fast or Heavy choices This Force Organization overrides any codex requirements such as the Space Wolf Codex.

The following units from various Codices may ignore any unit prerequisites in their codex, but they DO take up the following Force Organization 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)**

Each Team Member's Army Represents an INDEPENDENT, SINGLE 1000 Point Force and may not mix with or have any affect on the other Team Member's Army.

These circumstances include but are not limited to:

Special Characters affect units only in their 750 point army.

An Orc Waaagh affects that player's 750 point army only.

Psykers or other abilities that a model can affect a unit or other model with, may only affect models from that player's 750 point army list. (e.g. An Eldar Farseer cannot fortune/doom/etc. a unit in any army list other than his own 750 point army list).

Transports may not be shared.

SPECIAL CHARACTERS: BOTH Players on a team may use Special Characters, but A Team may include only 1 of any named Special Character or unit upgrade that becomes a Special Character. (e.g. A Space Wolf Army allied with another Space Wolf Army may not both include Njal).

Any questions about the tournament e-mail me tcsperkins@tds.net

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