

PLAYER PACK – 2022 40K TEAM CHAMPIONSHIP

September 10th and 11th (it's the FULL weekend!) - Kingston Gaming Nexus!

9:00 AM dice roll each day – store opens at 8:30 AM for registration and set up.

Teams will be four players. Your team is registered once each of your team members has prepaid either at Kingston Gaming Nexus or online at the Nexus website. We have to do prepay to ensure that people actually show up

Entry fee is \$30 each player which covers you for both days. (so \$120 for the team)

Your team is capped at four players each - each player on the team brings a 1000 point list and you will be teamed up with each of your team members once during each day.

as an example:

Game one: Player A and Player B are a tag team, while Player C and D are another

Game two: Player A and C are a tag team, while player B and D are another

Game three: Player A and Player D are a tag team, while player B and C are another

The rule would be over the course of the tourney you'd have to play with each of the people on your team at least once each day.

Your TEAM plays another TEAM - captains roll off, loser has to put up the first pairing (but gets to pick the table!), countered by the winner of the roll off with their pairing, now the remaining pairing plays the remaining pairing of the other team.

The matchups now play one another and you total ALL the scores from the four games - this is your team score for the round!

Five rounds later, one team will be triumphant, and win the grand prize - Their team immortalized for all eternity on a trophy displayed at Kingston Gaming Nexus for all to bask in the glory of their victory!!!!

Oh and there will be prizes... big prizes to be won in our traditional draw format... so everyone gets an equal chance to win!!!

Army Construction

There are no restrictions as per who can ally with whom. If you have space marines and your team mate has daemons, it's all good!

There can only be ONE unique unit (ie: Mortarian) per team. Relics and warlord traits are likewise once per team and can only affect the 1k list that includes that particular relic/warlord trait.

Each team member must have a legal battleforged 1,000 point list. As for the rules under matched play a 1,000 point list can only have up to **TWO** detachments in it. Your individual army (so YOUR 1k) must follow the 50% on the table unit/PL rule - so you can't have one teammate completely null deploy. You also cannot have more than **TWO** copies of any unit which is not a troop choice or dedicated transport (as per FAQ)

Each game a team nominates one of their HQ's to be the team's warlord for each game that will count as slay the warlord, however each player has their own warlord that can **ONLY** affect their army.

Under strength units are not permitted.

Command Points: You count as a combined 2k force with the requisite six starting CP. Any pre-game purchases (relic/warlord traits etc.) comes out of this total. You cannot have a pairing which starts with negative CP, six is all you get! Your **TEAM** gains 1 CP per player turn, not each player.

Army lists do **NOT** have to be submitted beforehand. It is the team captain's responsibility to ensure that all lists are legal and correct.

Tournament Structure and Missions

5 games over two days - Saturday September 10th and Sunday September 11th. 8:30AM doors open for registration. 9:00 dice roll. Team captains must ensure their team is present and accounted for **PRIOR** to 9:00 for matchups.

Day ONE:

Game one: 9:00-11:30

Lunch: 11:30-12:30

Game two: 12:30 – 3:15

Game Three: 3:15 – 6:00

Day TWO:

Game one: 9:00 – 11:30

Lunch: 11:30-12:30

Game two: 12:30-3:30

Awards and Prizes: 3:45

Missions will be used from the Warzone Nephilim Grand Tournament Pack. All missions used will be strike force missions as there will be 2k on each side.

Secondaries which are generic (ie: engage on all fronts) may be scored by both team members. Secondaries which are faction specific (ie: ancient machines) may be only scored by the player whose book this is taken from. In the case where both armies have access to a secondary (ie: blood angels and salamanders with the secondary "oath of moment") the team must choose **ONE** of their team mates who is eligible to score this faction specific secondary. This prevents marine armies having an advantage that other pairings would not.

Painting

There is zero painting requirement for this tournament. You can be completely unpainted if you wish, however it's only 1k and painted armies look better on the table, so do your best!

How Armies interact

You and your team mate are on the same side, but your warlord traits and psychic powers cannot affect your team mate. All opposing forces are "enemies" therefore a character cannot be targeted unless they are the closest "enemy". Your warlord only affects your individual army. One of the warlord's per side is declared the target for "slay the warlord" at the beginning of the game.

Your team mate – although not an enemy – is also not counted as a "Friendly unit" for the purposes of spells or other interactions (ie: Tau for the greater good ability). Spells which solely affect an enemy unit (ie: death hex) still affects the enemy unit so both players may benefit from the unit having no invulnerable saves, however if there is a provision in a spell that "friendly units" benefit, it only affects the casting player's army.

Warlord Traits and relics cannot be duplicated in your team (no 4x selfless healers!).

Abilities with the same name do not stack (ie: multiple callidus assassins stacking the debuff where the opponent uses more CP turn one)

Local Meta, ITC points, prizes etc.

Friendly reminder for those out of town teams attending:

The Kingston meta is a little different than you may be used to in that we are generally of the mindset of friendly to "tough but fair" style lists. There are no ITC points given out for attending/winning. There are no prizes given out to placing high/winning the tournaments here. ALL prizes are draw prizes. You can lose every single game and still walk out with the biggest prize on the table. There is literally no incentive whatsoever in bringing those brutal netlists that you may see elsewhere at big GT's or more "competitive" communities.

The primary goal here is that everyone has a fun time, win or lose. If you attend tournaments to win that's perfectly fine, we all like to win! But win-at-all-costs is generally frowned upon here. I take the unconventional stand that it is your responsibility to ensure as much as possible that your opponent has a fun, challenging and friendly experience. That may not be everyone's mindset, so I just wanted you to know WAY before hand that this is what is expected at Kingston Gaming Nexus tournaments.

What we have works for us, and if you'd like to experience THAT kind of tournament, then welcome aboard, we're glad to have you! If that's not your thing, no problem - there's lots of tournies that cater to a different experience! I just wouldn't want you to be disappointed when you arrive here and things are not to that ultra competitive mindset and you don't find the GT level lists, ITC points and prizes for winning that you might have expected. Tough but fair... and fun

FAQ / Rules clarification:

Q – *Can i use my command abilities on my team mates army if we are for example both playing a space marine chapter?*

A – No, you and your teammate’s army cannot benefit from psychic powers that target friendly units, command abilities, spells or other benefits.

Q – *Are there points for hobby scoring as well as gameplay?*

A – There are points awarded for other “soft” scores such as sportsmanship, which is one of our more heavily weighted soft scores locally.

Q – *Do auras like Guilliman’s work on allies? How about Tau’s “for the greater good?”*

A – No, you cannot affect your partner’s army in any beneficial way..

Q – *If we both have fire prisms can we use the stratagem to fire his through mine?*

A – No, you cannot affect your partner’s army in any beneficial way.

Q-*Are there any restrictions on number of Lords of War units allowed?*

A – No restrictions on numbers of LOW other than the point limit and limits per detachment.

Q: *Can each teammate cast the same spell? So double warptime?*

A: - each spell can only be cast once per team, with the exception of smite of course. The casting requirement for smite increases for each casting attempt regardless of which team mate casts it.

Q: *Stratagems- Can each teammate use the same stratagems in the same phase? Double reroll a dice stratagem in the same phase?*

A: each stratagem can only be used once in the phase so no double CP reroll.

Q: *How does it work if both teammates have a way to get command points back? Do they both get to roll or do you choose only one person to roll? For example if each can get a command point when their opponents uses a stratagem then do they both roll or just one?*

A: you share a command point pool, however if you have two ways of regenerating command points from different sources, then you can attempt them both (ie: Tau 6+ and Imperial Guard 5+) but can only be successful ONCE. (so if the tau player rolls his 6+ AND the guard player their 5+ they only get the one CP back, not double the CP!)

Q: *Are relics unique? In other words can teammates with the same army take the same relic? Are warlord traits unique or can teammates take the same warlord trait?*

A: relics are unique per team. Warlord traits are also unique per team.

Q: *If you happen to run into two of the same army, are players considered separate entities for monofaction abilities?*

For instance:

Would each Thousand Sons player generate their own Cabal Points to use, or would they form a collective pool? Could each player use the same Ritual in a phase, or would it be restricted to once per team?

Similarly, as far Stratagems, Psychic Powers, etc - is each player able to cast Miasma of Pestilence or use Lightning-Fast Reactions, or would it be restricted to once per team?

A: Players are considered separate entities for monofaction abilities. So two thousand sons players would each generate their own separate pool of cabal points. One ritual of the same name per team. Stratagems, psychic powers are similarly restricted to once per team.

Q: *For army rules affected by game size (ie: strands of fate) do you generate as a 2k list or a 1k list?*

A: You count as a 1k list for your army rules.

Q: Under Warzone Nephilim rules, if you include a special character, must they spend the 1CP to generate their specific warlord trait they are given?

A: You may choose to give them a warlord trait by spending 1 CP, or choose not to. If you choose to spend that CP however they must take their required trait.