

Jake's Cards and Games Warhammer 40,000 Doubles Tournament Rules-

All armies must use the following Detachment-

Modified Allied Detachment-

1 HQ*

1-2 Troop

0-1 Elite

0-1 Fast Attack

0-1 Heavy Support

*Lords of War choices of the Infantry type (any subtype) are allowed to be taken as HQ choices. These are the only Lord of War choices allowed. No Super Heavy Vehicles or Gargantuan creatures may be taken.

Command Benefits-

- Troop choices from this Detachment gain the Objective Secured Special Rule.
- You may re-roll the result when rolling for a Warlord Trait if your army contains 2 Troop choices.

Army Specific Modifications-

Skitarii- One unit of Skitarii Rangers or Skitarii Vanguard must be taken as an HQ choice, and the Warlord gains the Preferred Enemy special rule.

Harlequins- One Solitaire, Death Jester, or Shadowseer must be taken as an HQ choice. The unit taken as an HQ choice may not be taken as an Elite choice.

Tournament Special Rules-

As a Doubles tournament, all missions involved will have 2 players per side. Partners treat each other as **Allies of Convenience** in all respects.

Each player may only use **one** Modified Allied Detachment, and may not use any other detachment or use any formations.

All missions will use the same secondary objectives, all of which are worth 1 point- **Slay the Warlord** (which may be scored twice per side, as there are two warlords, and **First Strike** (to kill a unit during the First Game Turn)