

DOUBLES TOURNAMENT 2010



Information & Rules Pack



DOUBLES TOURNAMENT 2010

SURVIVAL GUIDE

READ THIS FIRST!

ATTACHED TO THIS RULES PACK YOU WILL HAVE RECEIVED YOUR ENTRY TICKET. PLEASE RETURN THE REGISTRATION CARD AS SOON AS POSSIBLE, SO YOUR PLACE IN THE TOURNAMENT WILL BE SECURE. YOUR TICKET IS YOUR ONLY MEANS OF ACCESS TO THE EVENT. ADDITIONALLY, YOU MUST READ THE FULL EVENT RULES AS FOUND ON THE GAMES WORKSHOP WEBSITE HERE: [HTTP://WWW.GAMES-WORKSHOP.COM/GWS/HOME.JSP](http://www.games-workshop.com/gws/home.jsp) YOU CAN THEN FIND THE FULL WARHAMMER WORLD TOURNAMENT RULES BY CLICKING THE FOLLOWING LINKS: COMMUNITY & EVENTS>WARHAMMER WORLD>WARHAMMER WORLD FULL TOURNAMENT RULES.

If you've any questions about the event then write to:

Event Questions,
Warhammer World Events
Games Workshop HQ,
Willow Road,
Lenton,
Nottingham
NG7 2WS.

Or email: whworldevents@games-workshop.co.uk

We will publish the House Rules Document four weeks prior to the event. This will contain any information updates you will need prior to the event. It can be downloaded from:

http://warhammerworld.typepad.com/warhammer_world_news/events.html

If you have any rules queries, please check the following sources:

- The Core Rule Book
- The appropriate Codex
- The Official Errata Documents as found here:

<http://www.games-workshop.com/gws/home.jsp> then click on the following tabs:

GAMING>ERRATA & FAQ ARTICLES>

If none of these can help you, then please approach a Referee at the event, who will be able to give you a ruling. Please note that responses to event related rules questions from Games Workshop staff outside of the published errata are not official and in no way binding.

Due to the volume of emails we will receive, we cannot guarantee individual responses to rules questions prior to the event. Any rules queries that are directed to the Events Team will be forwarded on to the appropriate people for inclusion into the next official errata update.

All event material will be published or presented in English, and unfortunately no interpreters or translations can be provided.

IMPORTANT!

Competitors are advised that from the moment of entry into the event the decisions of all Judges, Referees and members of Games Workshop Staff regarding the fair adjudication of the Event rules, and in all issues of health and safety are final.

No discussions will be entered into once a decision is made. This applies to rules adjudications, the scores applied for any category of the Event and any issue/cooperation of the competitors.

Once the Event results are published, we cannot alter them

in any way. Any breach of this will be considered a Red Card offence at the Event. The Senior Referee's decision will be final. Any updates or clarifications to the House Rules will be published on our website:

http://warhammerworld.typepad.com/warhammer_world_news/

We require that all people attending the event are in possession of English Language translations of the Core Rulebook and the appropriate supplement books. This should help resolve any rules queries more quickly and efficiently, allowing minimal disruption to the games.

THINGS YOU WILL NEED TO BRING WITH YOU

Any gaming materials you require to play, specifically:

- Your entry ticket – this guarantees entry for two players forming a team.
- Your fully painted miniatures
- Objective Counters where appropriate
- Two legible copies of your Army Roster
- A tray to carry your models
- This rules pack
- Appropriate English language Rulebooks and Supplemental texts
- Pen and paper
- Dice, Tape measure and templates
- Superglue and poly cement

THINGS YOU NEED TO SORT OUT FOR YOURSELVES

- Somewhere to sleep overnight.
- Some spending money for the weekend.
- Transport to and from the event.
- Additional meals for any guests that accompany you; vouchers may be purchased from Bugmans Bar.

THINGS THAT WILL BE PROVIDED FOR YOU

- A choice of Tea or Coffee with doughnuts on Saturday morning to get you started.
- A Main Meal plus a Hot Dessert for Saturday Lunch.
- A Main Meal choice from the Saturday Evening Menu.
- A choice of tea or Coffee on Sunday morning to get you started.
- A Main meal plus a Hot Dessert for Sunday Lunch.

SCHEDULE

IMPORTANT!

Entry to the event on both days will be via the Warhammer World entrance ONLY. This is the only access point, so please report there upon arrival.

SATURDAY

Please note that there is no access until 8.30am.

START TIME	END TIME	ACTIVITY
08.15	09:45	Entry and Registration
09:45	10:00	Briefing
10:00	12:00	FIRST GAME
12:00	13:30	Lunch in the restaurant
12:15	13:15	Best Army Selection Judging
13:30	15:30	SECOND GAME
15:30	16:00	Afternoon Break
16:00	18:00	THIRD GAME
18:30	19:30	Food Available in the Restaurant
-	23:00	Bar closes – End of Day 1

SUNDAY

Please note that there is no access until 8.30am.

START TIME	END TIME	ACTIVITY
09.00	09:15	Entry
09:15	09:25	Tournament Briefing
09:30	11:30	FOURTH GAME
11:30	13:00	Lunch in the restaurant
11:45	12:45	Best Army Voting
13:00	15:00	FIFTH GAME
15:00	15:30	Afternoon Break
15:30	17:30	SIXTH GAME
17:45	18:00	Awards Ceremony and Close

Games Workshop reserve the right to alter or vary the event due to circumstances or events beyond our control without being obliged to refund monies or exchange tickets. This does not affect your statutory rights.

WARHAMMER 40,000 DOUBLES TOURNAMENT 2010

INTRODUCTION

Thank you for attending the Warhammer World Doubles Event. In order for you to have a great weekend of gaming, there are a few things you will need to be aware of. We ask that you take the time to read this introduction and abide by the advice it gives.

First and foremost, the Referees are always right. Even if their decision is in direct contravention of the rules, every single player at the event is obliged to accept their rulings.

Secondly, we insist on the highest standards of behaviour from everyone attending the event. This applies to your dealings with the event staff, with each other and towards the general public. Your games will be taking place in a public venue and we ask that you are mindful of this at all times.

Thirdly, entry into the Warhammer 40,000 Doubles Event requires that you have an Army, which has all the models fully painted and based in an appropriate manner. If you have any doubts about what this means, then we suggest you seek further advice from the Rules of Engagement found on the main web site. Doubles Events are a chance for players to show off their combined hobby skills; while we're not looking for Golden Demon standard from everyone, we do require that the Army is painted and based in an appropriate manner to a good standard.

Finally, we ask that you consider carefully in advance of the event the number of miniatures you will be fielding within your armies in comparison to the amount of time you will have to play the different scenarios. This will be a brisk paced weekend and we will be playing to the time allotted to the scenarios, so be warned!

If you have any queries about what any of these principles mean, then check out the Warhammer World Events Rules of Engagement found by clicking the following tabs on the main Games Workshop web site:

**COMMUNITY & EVENTS>WARHAMMER
WORLD>WARHAMMER WORLD RULES OF ENGAGEMENT**

These are there to illustrate the standards we expect as well as the full rules of the tournament. **If you aren't prepared to accept and abide by these principles, then perhaps this event is not for you. If you are prepared to follow these principles, then good luck and read on!**



RULES OF ENGAGEMENT

There are certain expectations placed upon our players when they attend a Warhammer World Event. Due to a lack of space within our event packs, players can now find a separate document on the main Games Workshop Web site that details specific requirements and standards that relate to issues of Army Painting, Sportsmanship, The Best Painted Army Award, Army Rosters & the Roster Penalty and Referees.

All of these have a direct bearing on your event experience, and it's a condition of entry that you have read them, understood them and are following them in all aspects over the course of the weekend. You have been warned!

HOW THE DOUBLES EVENT WORKS - DOUBLING UP!

The Warhammer 40,000 Doubles Event is a competition to find the two best Warhammer 40,000 Generals through their use of two allied forces. The following terms are used throughout this pack and have the following meanings:

- **FORCE** is used to describe the units under one player's control.
- **ARMY** is used to describe the combined forces of the two players

Please do not expect anything other than a slightly chaotic, hectic weekend of fun games, played within a loosely competitive framework. As such, the rules of engagement are different; please take the time to try them out before the event and contact us if you have any questions.

Additionally, we will be celebrating the skills of exceptional hobbyists and rewarding those who embody great sporting behaviour. For this to happen successfully, there are some fundamental principles that must be adhered to by all players who attend this event.

The Doubles Event consists of six games or rounds, each lasting 2 hours, including the warm-up and roster check. In the first round, teams will be matched randomly against an opposing team. In each subsequent round, teams will be facing appropriate opponents according to their ranking. Should a team draw the same opponents again, ask a Referee to step in to sort things so that the teams face suitable opponents.

You will be assigned a table for your game. Any team that does not have an opponent should raise their hand and call for a Referee, who will attempt to find opponents for them.

If this is not possible and the opponent does not arrive within 15 minutes of the start time for the game, then they will be considered to be late for their game, and may face suitable action from the Referees as a result.

Before battle commences there will be a five-minute 'warm-up' period. During this period players must first show their opponent all the models in their Forces. Players are allowed to ask their opponent questions about the Forces and the rules that apply to them.

After inspecting the Forces, all players should discuss the terrain for the battle, and how each feels it will affect the models in play. They can also discuss any other rules points that they think may come up in the battle.



Each battle will be fought on a 6" by 4" table with fixed scenery; if you are unhappy with the scenery layout, alert a Referee who will ensure the layout is fair, however the Referee may insist you use the table "as is".

The Battlefield Conditions used each round will be generated randomly by the event organisers.

Once you've finished your game, you must fill in the results card and then hand it in at the information desk. Your results will then be entered into the tournament database. This will decide the new rankings and ultimately the winners of the Tournament.

In each round onwards teams will be facing appropriate opponents according to their ranking. Should a team draw the same opponents again, a Referee will step in and sort things out so that the teams face suitable opponents.

SELECTING AN ARMY

Only the main lists from the following Warhammer 40,000 codexes may be used. In the instance of a new codex being released or updated, it will only be valid for use providing it has been on sale for one full calendar month prior to the event.

Item	Product Code
Codex: Black Templars	60030101007
Codex: Blood Angels*	
Codex: Chaos Daemons	60030115001
Codex: Chaos Space Marines	60030102004
Codex: Daemonhunters	60030107001
Codex: Dark Angels	60030101009
Codex: Dark Eldar	60030112001
Codex: Eldar	60030104003
Codex: Imperial Guard	60030105004
Codex: Necrons	60030110001
Codex: Orks	60030103003
Codex: Space Marines	60030101010
Codex: Space Wolves	60030101011
Codex: Tau Empire	60030113002
Codex: Tyranids	60030106002
Codex: Witch Hunters	60030108005

* PDF available as a download from:
<http://warhammerworld.typepad.com>

PLEASE NOTE: These are the **only** lists that we will be permitting at this event. If you have any queries regarding the validity of your chosen force, you **must** contact the events team for clarification.

DOUBLES ARMY CONSTRUCTION

You must follow the standard force organisation chart for the creation of your army. In this Warhammer 40,000 Doubles Tournament an Army of 1500pts must contain the following:

- 2 Forces of no more than 750 points each. You may not transfer unused points between Forces.
- Each player must provide 1 HQ and 1 Troop unit as a basis of their individual Forces.
- You may then take further troop units up to the maximum allowance of 6, as per the organization chart.
- If you wish to take, Elite, Fast Attack or Heavy Support you may take them in your combined army; however you must fill each of the selections first in order to get a second choice from one of these unit types e.g. You have 2 HQs, 2 Troops, one Elite, one Fast Attack and one Heavy support choice before you can add subsequent Elite, Fast Attack or Heavy Support choices. Troop units are not affected by this restriction.
- Any units that don't take up a place in the Force Organisation chart are to be used as per their rules in their respective codexes, and are not affected by the restriction stated previously for other types of units.
- You cannot use two 0-1 in a combined army of two stand alone Armies; this is breaking the rules slightly, as the units are 0-1 for a reason.
- 0 – 1 relates firstly to the 750 point force, and in the case of a Battle Brothers Army, across the combined army.
- 1+ is the same; apply it to the Force first, then across the Army in a Battle Brothers force.

ARMY ROSTER

The key message here is, if the Referees can't read it or understand it, then don't be surprised if they decide to do something about it.

When you arrive at the event you must bring at least two typed copies of your Army Roster following the guidance notes found in the Full Tournament Rules on the main GW Website:

COMMUNITY & EVENTS>WARHAMMER WORLD>WARHAMMER WORLD RULES OF ENGAGEMENT

One is for the Referees to refer to, while the other is for you to use during the event.

Referees will also apply the Roster Penalty for any rosters they feel are either incorrect or below the required standard for each of the games it was used in. It must be presented in English, and contain the following information:

- Player Name, Ticket Number and Team name (where appropriate).
- The name of the models used in your army, as well as their points value.
- Any extra equipment or special items must be clearly marked along with their points cost.

TEAM ALLIANCES

Each Army may ally with only the races shown on the Alliances chart below. Simply cross-reference the races you wish to ally with. The following notations represent:

B = Battle Brothers – Same race, so no problems.

T = Trusted Allies – no special rules, alliance is permitted.

D = Distrustful Allies – permitted, but allied units and characters within 6" of each other suffer a -1 Leadership penalty (after other modifiers).

X = Disallowed – cannot ally under any circumstances.

You may only select to play with a team-mate who has an army you are permitted to ally with.

	Space Marines	Imperial Guard	Eldar	Tau	Tyranids	Chaos Marines	Dark Eldar	Orks	Witch Hunters	Daemon hunters	Necrons	Dark Angels	Blood Angels	Space Wolves	Black Templars	Chaos Daemons
Space Marines	B	T	X	X	X	X	X	X	T	T	X	T	T	T	T	X
Imperial Guard	T	B	D	T	X	T	X	D	T	T	X	T	T	T	T	T
Eldar	X	D	B	D	X	X	D	X	X	X	X	X	X	X	X	X
Tau	X	T	D	B	X	X	X	X	D	D	X	X	X	X	X	X
Tyranids	X	X	X	X	B	X	X	X	X	X	X	X	X	X	X	X
Chaos Marines	X	T	X	X	X	B	D	D	X	X	X	X	X	X	X	T
Dark Eldar	X	X	D	X	X	D	B	D	X	X	X	X	X	X	X	X
Orks	X	D	X	X	X	D	D	B	X	X	X	X	X	X	X	X
Witch Hunters	T	T	X	D	X	X	X	X	B	T	X	T	T	T	T	X
Daemohunters	T	T	X	D	X	X	X	X	T	B	X	T	T	T	T	X
Necrons	X	X	X	X	X	X	X	X	X	X	B	X	X	X	X	X
Dark Angels	T	T	X	X	X	X	X	X	D	D	X	B	T	D	T	X
Blood Angels	T	T	X	X	X	X	X	X	T	T	X	T	B	T	T	X
Space Wolves	T	T	X	X	X	X	X	X	T	T	X	D	T	B	T	X
Black Templars	T	T	X	X	X	X	X	X	T	T	X	D	T	T	B	X
Chaos Daemons	X	T	X	X	X	T	X	X	X	X	X	X	X	X	X	B

BATTLEFIELD CONDITIONS

We will be following the scenarios as shown on page 90 of the Warhammer 40,000 rule book. They all use the standard force organisation chart. They will be rolled for randomly by the Events team before each round begins.

Mission
Seize Ground
Capture and Control
Annihilation

In addition, we will be using the Deployment rules on page 92 of the Warhammer 40,000 Rule book. These will be determined randomly by the Events Team before each round.

Deployment
Pitched Battle
Spearhead
Dawn of War



OBJECTIVE COUNTERS

For some scenarios you will be required to supply up to five objective markers or counters on the battlefield. These should be modelled on a footprint no larger than a 40mm round base. They have no effects on the terrain whatsoever other than to mark a point on the battlefield.



DECIDING WHO WINS THE TOURNAMENT

After each game you must record the following information on the results card provided:

- Result of the game (Win, Lose, Draw or Concede);
- The number of Tournament Points each player has scored (see the table below).
- The number of Victory Points both you and your opponents have scored. (This will be used as a tie break in the event of a tie in your overall Tournament points).
- The number of Kill Points scored or Objectives taken by both you and your opponent.

Players will be ranked in order of Tournament Points. If there is a tie, then players that have scored the same number of Tournament Points will be separated by their total Victory points, then their Cumulative Kill Point total.

Tournament Points are awarded as follows:

Degree of Victory	Score
Win	30
Draw	10
Loss	1
Concede	0

Please Note: The Kill Points generated in Annihilation scenarios are used to determine the result of the game and are separate from the Generalship score.



AWARDS CEREMONY

The award ceremony will take place as soon as possible after the conclusion of the final game. We urge all players to stay for the awards ceremony so that they can cheer the winners and commiserate with the losers!

There will be several awards handed out at the end of the event. These include:

- 'Best General' - A trophy for the players that win the overall event
- 'Second Place Award' - A certificate for the players who come second
- 'Third Place Award' - A certificate for the players who come third

In addition, other awards may be made at the discretion of the tournament organisers. These have been included in order to add some fun to the weekend's gaming. These are:

- 'The Emperor's Champions Awards' - This is a title bestowed by the Referees on the players who have demonstrated sportsmanship above and beyond the generally high expectations of all tournament-goers.
- 'The Adepts of Mars Award' - This award is for the players that received the most votes for having the Best Painted Army.
- 'The Chosen of Khorne Award' - This award is given for the most Victory Points scored by both teams in one game.
- 'The Colonel Schaeffer Award' - the team who gave away the most cumulative victory points over the course of the weekend, thus giving their troops every opportunity to achieve a glorious death in battle.
- 'The Battle Brothers Award' - Those entering with a group of friends as a larger group to the event need to inform us upon registration. This is a title for the best performing group. Worked out by dividing their combined score by the number of members.
- 'Closest Run Thing' - the smallest victory points difference between both players in one game.
- 'Biggest Victory' - the two players with the largest points margin over their opponents in a single game.
- 'The Bloodthirster Award' - This is a title for the team of two that scored the most Victory Points over the weekend.

DOUBLES TOURNAMENT 2010



For further details on World Events visit:

<http://www.warhammerworld.org>