

# WARHAMMER 40,000

## DOUBLES EVENT



# WARHAMMER WORLD



# WARHAMMER 40,000 DOUBLES EVENT

The Warhammer 40,000 Doubles event is a Matched Play event for a team of two. Comrades in arms must join forces, pool resources and fight side-by-side for honour, glory and the spoils of war. Doubles is a fun and exciting gaming event, where sportsmanship and well-presented armies go hand in hand with your ability as generals on the battlefield to crown one team the Warhammer 40,000 Doubles champions. If playing games against like-minded, enthusiastic players with fully painted armies and a friend at your side is something you aspire towards, or have always dreamed of, then come and experience a weekend like no other.

Jump to:

[1.0 Event Essentials](#)

[2.0 Army Construction and Painting](#)

[3.0 Policies](#)

[4.0 Tournament Format](#)

[5.0 Terrain](#)

[6.0 Health and Safety](#)





## 1.0 EVENT ESSENTIALS

**System:** Warhammer 40,000 Matched Play

---

**Registration:** Saturday at 9:00 AM.

---

**Location:** Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS

---

**Battle Size:** Strike Force

---

**Board Size:** 60" x 44"

---

**Missions:** From the Chapter Approved: Grand Tournament Mission Pack 2021

---

**No. of Games:** Five

---

**Army Selection:** Each player must bring a legal 1000 point army. Follow Muster Armies in Chapter Approved: Grand Tournament Mission Pack 2021

---

**Tools of War:** Attendees are expected to bring their army, dice, a tape measure, all relevant rules publications, and at least 6 physical copies of their army roster (one for the Event staff and one for each opponent). If you are using any electronic devices to carry your official rules references, please ensure they are charged and available for reference at all times.





## 2.0 ARMY CONSTRUCTION AND PAINTING

### 2.1 Army Construction

Each player on a team will select an army up to 1000 points using the rules as laid out under Muster Army in the Grand Tournament 2021 Mission Pack as well as from the Core Rulebook.

When building your army, use all the most up to date Warhammer 40,000 rules found in the following Games Workshop and Forge World publications with the cut off date being 1 week before the event:

- Codexes
- Warhammer 40,000: The App
- Campaign Books
- Chapter Approved: Grand Tournament Mission Pack 2021
- White Dwarf
- FAQs, errata, and beta rules found via [www.warhammer-community.com/faqs](http://www.warhammer-community.com/faqs)

Each team member will need to fill out and submit a Battle-Forged Army Roster as detailed on page 251 of the Core Rulebook. Please bring 7 copies of your list to the event - one for you to reference, one for the Tournament organisers and one for each of your five opponents.

Army lists should be presented in an easy to read format (such as army lists exported from BattleForge in Warhammer 40,000: The App), including all relevant wargear and unit upgrades.

Take into account the following points when constructing your armies:

- Players cannot share points
- Reinforcement points apply to a player, not to the whole Team. For example, if player A has 200 reinforcement points set aside, player B does NOT have access to them.
- An individual player's Faction may be different from their teammates. There is no requirement for the two armies to be historically able to "ally" with each other. You should use this as an opportunity to try and find new and unique combos and abilities that you wouldn't normally be able to do! .
- The same Datasheet cannot be included in both players' armies. Eg. Elliot and Katie have both chosen to attend with Space Marine armies. Elliot has chosen to take two Predators as part of his 1000 points. This means Katie cannot take a predator within her 1000 point army.
- Any Unique units can only be included once in a team.
- Each player chooses a Warlord for their individual 1000 point army.
- Each Relic and Warlord Trait is unique and can only be taken once per team.



## 2.0 ARMY CONSTRUCTION AND PAINTING (cont.)

### 2.1.1 Doubles Gameplay Rules

With there being two players on each side, some aspects of a mission or gameplay will change. Here are the key changes to keep in mind:

- During your games, change all references of “player” to “team”. So anything that is once per player is once per team etc.
- Each team has a pool of Command Points. These Command Points are spent as a team.
- The same Stratagem cannot be used more than once during the same phase.
- Psychic Focus: As each psychic power can be attempted only once per turn, this would also apply to the whole Team.
- Deployment: During deployment teams alternate deploying, and each team deploys two units (one per player) to speed up set up.
- Teams will select their Secondary Objectives as a team. You should select one person from each team to be the overall Warmaster for the team. If at any point during the game, the team cannot decide in what order to carry out actions, the Warmaster has the final say on the order of events.





## 2.0 ARMY CONSTRUCTION AND PAINTING (cont.)

### 2.2 Modeling and Painting

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer experience. With this in mind, all miniatures in your collection must be Games Workshop or Forge World miniatures (excluding basing or scratchbuilt components), and be fully assembled and painted to at least a Battle Ready standard. Below are some examples of models painted to a Battle Ready standard. (More information on Battle Ready can be found at [Warhammer-Community.com](http://Warhammer-Community.com))

#### CONTRAST METHOD



#### CLASSIC METHOD



Each model must accurately represent its entry on your army roster (What You See Is What You Get - WYSIWYG). For example, if your army includes a Space Marine equipped with a Meltagun, the model must be equipped with a Meltagun. Equipment such as Frag Grenades that are included on every model within a unit, but not included on every model of that type, need not be modeled.



## 2.0 ARMY CONSTRUCTION AND PAINTING (cont.)

### 2.3 Converted Models/Units

Many players “scratch build” or heavily convert elements of their model collection, and these activities are a hallowed part of Warhammer hobby history. For the sake of fairness, any conversion should be comparable in size to the most current version of the model they represent. You may not gain a benefit from converted models, but may incur penalties.

For any converted or scratch built models, you must seek permission from [whworldevents@gwplc.com](mailto:whworldevents@gwplc.com) including photos of the models in question where possible, at least two weeks before the event.

If you do not obtain permission for conversions before this date, you run the risk of them being removed from play, or possibly incurring score penalties.

**A Note on Basing:** Many models are no longer produced on the bases they originally came with. Wherever possible, base your models according to their current boxed kit.

As with other exceptions, if you wish to have a model reviewed, please email [whworldevents@gwplc.com](mailto:whworldevents@gwplc.com) for approval.





## 3.0 TOURNAMENT FORMAT (cont.)

### 3.1 Scoring

At the end of each game, you and your opposing team will need to record your results on your event card, and then hand in your results to the event staff at the same time. There will also be an option to record your results digitally. Details for this will be sent out to the players the week leading up to the event. Each game lasts two hours and forty five minutes, and once the game ends, you will have five minutes to record your result with the events team.

To determine the winner of each game, use the victory conditions as laid out in the mission and enter the final score onto your score card. The winner will then receive the following Tournament points:

- Victory 3 points
- Draw 1 point
- Loss 0 points

### 3.1.2 Favourite Game And Army Scores

Favourite game and army scores are calculated by voting in the following two categories when you hand in your final results at the end of the event. You get two votes in each category, and you must vote only for the teams and armies you played against. This is also a secret ballot, so don't let anyone see who you've voted for. Every team must use their four votes as they are integral to the event. Each vote your team receives counts as three points towards your tournament score – this means you can receive a maximum of fifteen points for Favourite Game votes and fifteen points for Favourite Army votes.

**Favourite Game** – Vote for the two opposing teams you enjoyed playing against the most (note that you can't vote for the same team twice!). Maybe they displayed excellent sportsmanship, perhaps they were positive and friendly, or it was generally a fun and engaging game.

**Favourite Army** – Vote for the two team armies you played against that you liked the look of the most (note that you can't vote for the same army twice!). Excellent painting standards, a fantastic centrepiece model, spectacular conversions or overall complimentary theme may make up your mind.

### 3.1.3 Doubles Tournament Score Example:

Edd and Max have won four games and lost one game earning a tournament score so far of 12. They then receive three Favourite Game votes (9 points) and two Favourite Army votes (6 points), which are added to the 12 points they scored from their games for a total tournament score of 27.



## 3.0 TOURNAMENT FORMAT (cont.)

### 3.1.4 Tiebreakers

If players earn the same tournament score by the end of the event, we will use the following tiebreakers to establish final rankings. They are listed here in order of priority:

- Total amount of Victory Points
- Favourite Game votes
- Favourite Army votes
- Strength of Schedule

### 3.2 Schedule

#### Saturday

- 09:00 - 10:00** - Registration in Bugman's Bar
- 10:00 - 10:15** - Briefing
- 10:15 - 13:00** - Round 1
- 13:00 - 13:45** - Lunch in the Canteen
- 13:45 - 16:30** - Round 2
- 16:30 - 17:00** - Break
- 17:00 - 19:45** - Round 3
- 20:00** - Gaming Hall Closes and Team Quiz in Bugman's
- 22:00** - Bugman's closes

#### Sunday

- 9:00 - 10:00** - Bugman's open
- 10:15 - 13:00** - Round 4
- 13:00 - 14:00** - Lunch and Best Army voting
- 14:00 - 16:45** - Round 5
- 17:15** - Awards Presentations and home

### 3.3 Game Speed Milestones and Time

Outside of tournaments, most players do not complete their games against a set clock. As a result, when a loudspeaker shouts "two hours remaining," most players don't naturally think "OK, we should almost be done with the entire first game round!" To help with this, rather than simply calling time left, event staff will call time based upon the place in the game you should on average be at, and these will also be shown on the projectors in the gaming hall. These time calls exist to help keep the flow of play moving, and are not binding. For clarity, this provides each player with, on average, the following time breakdown for the typical game:

- **Pre-Game Mission, Review army lists:**  
5 Minutes (both players)
- **Deploying models:**  
10 Minutes (both players)
- **Playing your First Turn:**  
20 Minutes per player
- **Playing your Second Turn:**  
18 Minutes per player
- **Playing your Third Turn:**  
15 Minutes per player
- **Playing your Fourth Turn:**  
10 Minutes per player
- **Playing your Fifth Turn:**  
10 Minutes per player



### 3.0 TOURNAMENT FORMAT (cont.)

The milestones for a round breakdown as:

- **165 mins remaining:**  
Start round (Formally)
- **160 minutes remaining:**  
Complete pre-game discussions and decisions, including Secondary Objectives
- **150 minutes remaining:**  
Deployment Complete, Begin Round 1
- **110 minutes remaining:**  
First Battle Round Complete, Begin Round 2
- **74 minutes remaining:**  
Second Battle Round Complete, Begin Round 3
- **44 minutes remaining:**  
Third Battle Round Complete, Begin Round 4
- **24 minutes remaining:**  
Fourth Battle Round Complete, Begin Round 5
- **4 minutes remaining:**  
Do not begin a new Battle Round without Judge Permission

Judges have access to a variety of mechanisms for speeding up or ensuring game completion should milestones be repeatedly missed. All players are expected to finish their games, and to attend with an army list they feel comfortable playing a complete game within 2 hours and forty five minutes. You must not intentionally leverage the clock to disadvantage your opponent.

### 3.4 Event Awards

The Warhammer 40,000 hobby is multi-faceted; including social, gaming, and artistic components. With that in mind we will award the following prizes:

- First place for the team that ranks highest overall.
- Second place for the team that ranks second.
- Third place for the team that ranks third.
- Most Sporting Team for the team with the most Favourite Game votes, with highest overall ranking as the tiebreaker.
- Chaos Champions - For the team with the CHAOS keyword that ranks highest overall (based on Gaming Scores only).
- Imperium Champions - For the team with the IMPERIUM keyword that ranks highest overall (based on Gaming Scores only).
- Xenos Champions - For the team with AELDARI, TYRANIDS, T'AU EMPIRE, ORK and/or NECRONS keyword that rank highest overall (based on Gaming Scores only).
- Alliance Champions - For the team that doesn't fall into the above keyword categories and ranks highest overall (based on Gaming Scores only).
- Favourite Army (1st, 2nd, 3rd) as voted by you, for the most impressive looking team army.
- Best Army (Judges Choice).



## 3.0 TOURNAMENT FORMAT (cont.)

### 3.5 Pairings

Your opponent for your first game will be randomly determined. Subsequent rounds will be organised using a swiss system where players are randomly paired against players with the same record. If you ever find yourself facing off against a player you have faced previously please contact a member of the events team.

A Note on Results Reporting. Many players around the world happily participate in independently-run, often local ranking systems. Where relevant (such as the ITC), we will submit results sorted by Generalship for these standings.





## 4.0 TERRAIN

### 4.1 Table Layouts

While each table may have a different aesthetic or theme, every table will use the same layout in any given round of the event. Additionally, this standard layout will change depending on the day of the event. The layout chosen for a given round will be determined based upon the Deployment Zone for a given mission from the Warhammer 40,000: Eternal War mission pack.

These layouts change during the tournament for two primary reasons:

- 1) provide players with a varied experience throughout the event, as opposed to 5 rounds spent playing on exactly the same terrain format
- 2) ensure the placement, orientation, and function of each terrain piece is balanced for a wide variety of army types during each particular mission.

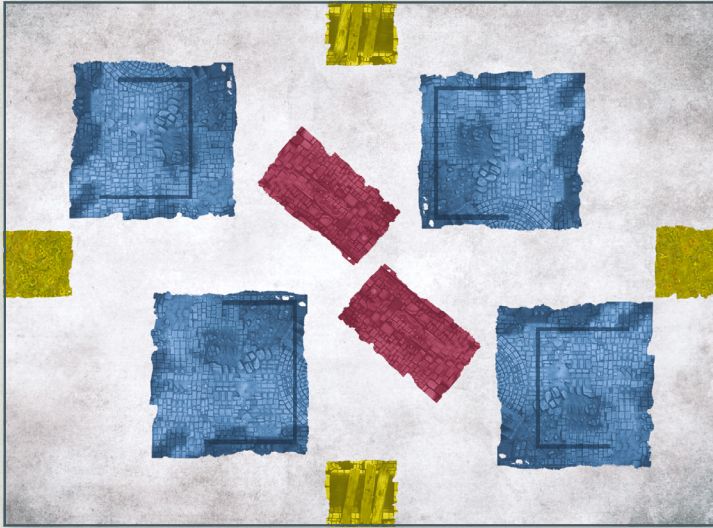
If, upon reaching your table, the layout does not closely match one of these two maps, please adjust the terrain until it matches. If you or your opponent are uncertain whether the layout is precisely correct, please call a judge for assistance as needed.





## Day 1 Missions and Layout:

Retrieval Mission, Vital Intelligence, Priority Target



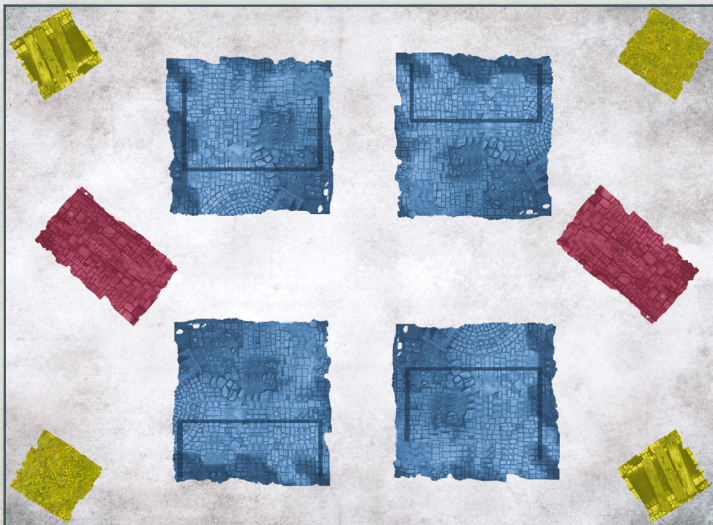
### TERRAIN TRAITS

**Terrain Piece 1:** These large Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, Defensible, and Obscuring traits.

**Terrain Piece 2:** These midsize Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, Defensible, and Obscuring traits.

## Day 2 Missions and Layout:

Scorched Earth and Surround and Destroy



**Terrain Piece 3:** These small terrain pieces also fall into the Area Terrain category and have the Scalable, Dense Cover, Breachable, Defensible, and Difficult Ground traits.



## 5.0 POLICIES

### 5.1 Judges

Event staff will be prominently visible in the tournament hall throughout the event and hold the final say on all game rules and tournament issues. Individual rulings, however, are never binding precedent - it's a game, not a court of law. Rulings will always be based on correct rules interpretations rather than adhering to previous precedent. When calling for assistance, please be prepared to provide any relevant rules to the particular question.

*A Note on Active Judging:* At Warhammer World, judges are empowered to actively stop instances of illegal play, with or without a player's specific request for intervention. If a player has concerns at any point, they are always welcome and encouraged to call a judge. While we will not have judges at every table, and we cannot stop every instance of a minor misplay, our goal here is to make sure all the games at Warhammer World are enjoyable for everyone.

On a rare occasion, players may intentionally or unintentionally commit rules or sportsmanship fouls in the course of a heated or challenging battle. Behavior such as bullying, rules abuse, moving models illegally, picking up dice before your opponent has the chance to see the results, lying to judges or opponents, or any other form of unethical or inappropriate conduct can result in substantial in-game penalties, automatic loss assessment, permanent removal of parts of your army for the duration of the event, or removal from the event itself.

### *Everybody Loses from Time to Time.*

Finally, be ready to lose a few games of Warhammer! It seems an odd thing to say, but it is in the nature of any event that only a few players (at most!) will finish the weekend without a loss. Barring ties, half of you will lose your very first game of the weekend, in fact! Winning with skill and grace is a rewarding and perfectly acceptable goal. Losing with skill and grace, however, is both more challenging and more laudable. These events present you the opportunity to build friendships with fellow hobbyists who share your interests - friendships you can renew and celebrate every time you travel to Warhammer World or local events. A single great friendship built out of your experiences at these will outweigh any number of individual victories across your battles this weekend. In fact, if you do your best, have a great time, and build some lasting friendships... you haven't really lost at all!

### 5.2 Conceding

We expect all players to see the game through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, the final rankings. In the unlikely event that a player does concede before the game has reached its natural conclusion, then the conceding player earns a loss and zero points. The winning player records a major victory and maximum points for their grand strategy and battle tactics for the rounds remaining. Of course, if you have some kind of emergency that means you can't proceed, just let the event staff know right away.



## 6.0 HEALTH AND SAFETY

At Games Workshop, the health and wellbeing of our staff, their families and loved ones, and the wider community in which we operate is our top priority. When you attend one of our events, you can rest assured that we will be doing everything we can to make it as safe and enjoyable a time as possible.

At a minimum, Games Workshop will always follow government guidance in every area in which we operate. Where we feel we should include additional measures to further improve the safety of our community, we will.

Whilst we can't be certain what the exact rules will be for each of our events yet, at every event, you can certainly expect to see:

- Reduced capacities to help people can keep distanced where possible
- Organization to reduce crowding and bottlenecks in any particular area
- Measures to reduce sharing of equipment
- Sanitisation stations

Specific details will be communicated with all players closer to the event





## CONTACT US

If you wish to ask any questions, discuss any conversions or to find out more about our events, please feel free to get in touch with us:

**Email:** [whworldevents@gwplc.com](mailto:whworldevents@gwplc.com)

**Write:** Warhammer World Events Team, Games Workshop, Willow Road, Nottingham, NG7 2WS

Catch up on all the latest Warhammer World news by finding us on Facebook at Games Workshop: Warhammer World

For more information on our event privacy note please follow the link provided here: [Privacy Policy](#)

