



# 40K DOUBLES



9.30am, 25<sup>th</sup> March 2017  
36<sup>th</sup> Ipswich Scout Hall, 220 Hawthorn Drive  
Ipswich, Suffolk, IP2 0RG



# SCHEDULE

**9:30 – 10:00**

Arrivals and Registration

**10:00 - 12:30**

Round One

**12:30 – 13:15**

Lunch

**13:15 - 15:45**

Round Two

**15:45 - 16:00**

Break

**16:00 - 18:30**

Round Three

**18:30**

Awards Ceremony



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## WEGC Presents...

# 40K Doubles Tournament

On 25<sup>th</sup> March 2017, the White Eagles Wargames Club will be hosting its first ever 40K tournament! We've opted to go for a doubles event as an event is always more fun when you've got a partner!

The aim is to provide a highly enjoyable day of both fun and competitive gaming, if this event is a success we hope to run more in the future, so fingers crossed! It's also a great way of bringing the local player community together.

To help us make this a fantastic day for involved, please remember that although this is a competitive event - the overall aim of the game is to have fun. We all want to win when playing in competitive events, but it is important to remain calm, relaxed and friendly.

Our club committee will be running the event and, will be on hand to help with tight decisions and clear up any rules queries – please remember that their word is final.

### TICKETS

Tickets for the 40K Doubles Tournament are £15.00 per team and can be paid for with PayPal.

Just follow the event link from the White Eagles Wargames Club website, or [click here for more information.](#)

### WHAT YOU'LL NEED TO PLAY

Don't forget to bring the following with you on the day:

- Your teammate! (It is a doubles event after all).
- 2 x copies of your army list.
- Miniatures.
- Tape measure.
- Dice.
- Official copies of any rules you're using.

### HOW TO FIND US

The White Eagles Wargames Club is located at:

36<sup>th</sup> Ipswich Scout Hall  
220 Hawthorn Drive  
Ipswich  
Suffolk  
IP2 0RG  
Tel: 07733 324830 (Matt)

Directions can be found on our website – [www.whiteeagleswgc.com](http://www.whiteeagleswgc.com)

We're a 30 min walk from Ipswich Train Station or a short bus ride. For those who are driving there is limited parking at the Hall but you can park for free across the road at the Library.

### FOOD & DRINK

Tea and Coffee will be available throughout the day, food is not available but there are a number of local shops within a 2 minute walk.

### ACCOMODATION

If you're looking to stay overnight there are a number of hotels and Bed and Breakfasts within walking distance of the venue.



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# TOURNAMENT RULES

Players participating in the 40K Doubles Event are expected to be up to date with and using latest Rulebook, official errata and FAQs.

## **ARMY SELECTION**

Each player chooses a 1,000pt army, meaning each team will have a combined total of 2,000pts.

Players cannot spend over their allowance to armies can only be up to 1,000pts and not over. Also players may not share points so if one player underspends the other player cannot use these points.

We will be using the ally rules as per the Warhammer 40,000 rulebook.

All armies must follow the Army composition pack. As we did not want to reinvent the wheel we will be using the pack from 4TK Gaming – [Which can be found here.](#) The rules apply per player, so each can select up to 3 detachments.

All models must be WYSIWYG.

No Forgeworld Rules may be used. Players must also bring official copies of any rules that are being used.

Each team can only take One Lord of War and One fortification – If a formation allows you to take multiple Fortifications or Lords of War as one choice these are not allowed. Also if the codex allows Lords of War to be units only a single model may be taken.

At the beginning of each game your team may choose which model will be the Warlord. There is one Warlord per team NOT per player The Warlord should be selected and declared to your opponents at the beginning of the game before any objectives are placed.

## **MISSIONS**

We will be using the Maelstrom Mission Table from the 40K rulebook. The mission will be announced at the beginning of each round and all tables will play the same mission.

If you draw a mission card that is impossible to complete due to the composition of the forces involved (i.e. demolitions and the opponent has no fortifications in their army, note if they did have one but it was destroyed before the mission was drawn then you would not be able to discard) then it may be automatically discarded and redrawn. – This does not count as a discard if the mission allows for this.

By our reckoning this rule should only apply to Demolitions, Scour the Skies, Harness the Warp and Witch Hunter. If you are unsure grab a judge and ask.

There will be 3 rounds using the swiss format.



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## **TOURNAMENT POINTS**

To determine the event winner the result of each game will earn you a number of Tournament Points (TPs). Points are earned as follows:

- Major Victory – 4TP – Win by 7 or more victory points.
- Minor Victory – 3TP – Win by between 2-6 victory points.
- Draw – 2TP – Equal or 1 victory point difference.
- Minor Loss – 1TP – Lose by 2-6 victory points
- Major Loss – 0TP – Lose by 7 or more victory points.

If one side is wiped out or concedes then the remaining team scores a Major Victory regardless of the actual points scored. The winning team is also able to claim the VPs from the tactical objective cards for the current and following turn only (unless the game would have ended due to random game length).

If at the end of there event two teams have an equal number of TPs the team with the highest number of victory points will be declared the winners. If the result is still a draw the winner will be the team that scored the most victory points in the first game of the event.

## **PAINTING**

Ideally all armies should be fully painted, however we appreciate that this is not always possible and we want the event to be open to as many as possible.

All models must be fully built and at a minimum undercoated.

While it should be obvious, if an army is not fully painted it will be ineligible to enter the best painted army competition.

## **OTHER EVENTS**

Best Painted Army - There will be a special prize for the best painted crew on the day.

## **CONTACT US**

If you have any questions or need some more information, don't hesitate to contact us at:

[whiteeagleswargames@gmail.com](mailto:whiteeagleswargames@gmail.com)