

Main

Trinity Hobby: Warhammer 40k 2k Doubles Tournament

This documents has tabs

Updated: 2025-10-13

Modifiers: None

Tournament Starts: Saturday May 30th: **9:00AM EST**

Please arrive early to not delay tournament Start time.

Checkin 8:45AM EST

List Submission: Night Before Event, (Friday) 11:59 PM

- Please use signup for the tournament and submit on BCP :

<https://www.bestcoastpairings.com/event/y7avvRFu4R7R>

Rules/Points Lock: Wednesday, Week of event 11:59PM

Battle Size: Strike Force 2000 points (1000 points max per person)

For the purpose of list building: **Each Player will be restricted to the incursion army list building rules** (1000pts list building rules)

Board Size: 44" x 60"

No. Of Games: 3 rounds (3h 15 mins: 1.5 hour per person + 15mins for setup)

Player Cap: 24 (Swiss Pairings)

Entry Fee: \$95 (Tax Included) (**Food included with ticket**)

<https://trinityhobby.com/products/warhammer-40k-wtc-2k-doubles-ticket-may-30th-2026>

Code of Conduct: Please refer to the ITC code of conduct

Any questions can be directed in this channel on our discord:

Don't forget to give yourself the W40K Role

<https://discord.gg/xPPsGVfVkW>

LATE Penalty:

- 1 point per minute late will be awarded to the opponent after the first 5 mins.
- After 30mins: Game will be considered forfeit and Opponent will be awarded maximum amount of points (100)

Doubles list building rules:

Teams consist of 2 players, each player must bring a legal 1000 point army list.

- Players cannot share points (you can not donate points for your ally to use)
- Each player has access to 250 Strategic reinforcement points (units in reserve).
- An individual player's faction must be different from their teammate's army
- Players cannot share a datasheet. IE: both players cannot take double Vindicare as this can be allied into both armies. Similarly named datasheets will be ok IE: chaos rhino + rhino are allowed
- Each individual must have 1 warlord per army.
- Each player can only ally 25% of their points
- **New Rule: Each Individual** is under the **incursion list building restrictions**. This means you are limited to a **maximum of 2 datasheets / 4 Battleline or dedicated transports** repeating datasheets.
- Each Player Can only Bring up to one Titanic Character
- **When both teammate's armies are fully painted + based they will score 10 points (5 per individual's army)**

FAQ:

- **How much CP do I gain per turn at the start of the turn?**
 - 1 per turn as usual. Teammates share CP. CP gain per turn via abilities is also capped at max 1 per battle round.
- **Can ally models go into ally's transport?**
 - No. You can only go into your own army's transport
- **Can I pick 2 Space Marine Factions?**
 - You can only select another Space Marine faction if they are using their own codex/supplement/index's detachment and they do not share a book. **You both pick your own targets (they don't stack), both SM can gain the benefits of oath based on their own codex.**

IE: - You cannot play Ultramarines and White Scars as they share the same book (Codex: Space Marines)

You can Play Ultramarines + Dark Angels. The Dark Angel players cannot take any of the Codex: Space Marine's detachments. If you ally with another Space Marines faction, The army with a supplemental book / Codex must use the detachments from that appropriate book and none from Codex: Space Marines
Ex: ultramarines + dark angels cannot both take gladius task force. Dark Angels are required to take Inner Circle / unforgiven task force / company of hunters.

- **Can we both use overwatch stratagems on the same turn?**
 - Stratagems usages are shared per team. Treat this like you would playing a normal 2000 point game.

Army List Building Rules:

- You must use the most up to date rulings (including FAQs/erratas/points)
- No Legends/index options
- Armies must be Battle forged
- We will not accept Putty / Non Plastic/Resin Models as Proxy (Please do not bring a toy as a proxy either)
- Models must as accurately represent your submitted list as much as possible
 - Please use WYSIWYG as much as possible
 - 3D printed parts/models are allowed, but must be easily recognizable as the unit/weapon they are proxying.
 - Weapon/Wargear proxies will be allowed but should be kept at a minimum degree that must be discernible from similar loadouts.

When in doubt, please submit a formal request for approval in the discord channel.

Painting:

Models do not have to be painted to play.

But will be rewarded **10 points for a fully painted army to GW Battle Ready standards.**

This is split 5 points per player

<https://www.warhammer-community.com/2019/05/21/introducing-battle-readygw-homepage-post-1fw-homepage-post-1/>

- Please make detachments distinguishable if they have different rules.
- Models are on the correct Base Size
- Model must be easily identifiable

Models will be removed if they do not meet requirements.

Setup:

The Winner of a round should set up their table to not delay the next round.

But both players can help to speed up the process. We suggest using the AR WTC Layout APP to help setup.

Schedule

Tournament Starts/Pairings Announced	8:50 AM
Round 1:	9:00 AM - 12:00 PM
LUNCH (Included)	12:00 PM - 12:45 PM
Round 2:	1:00 PM - 4:00 PM
Round 3:	4:15 PM - 7:30 PM
Prizing Announced	7:30 PM

There is a 15 minute period for setup between rounds for Lunch -> Round 2 and R2 -> R3

Setup:

The Winner of a round should set up their table when they finish their game to not delay the next round.

But both players can help to speed up the process. We suggest using the AR WTC Layout APP to help setup.

Round 1:

PRIMARY MISSION

SUPPLY DROP

Start of the Battle: Players randomly select two different objective markers in No Man's Land that are not in the centre of the battlefield: The first selected is the **Alpha α** objective, the second selected is the **Omega Ω** objective.

Start of the Fourth Battle Round: The **Alpha α** Objective is removed from the battlefield.

Start of the Fifth Battle Round: The **Omega Ω** Objective is removed from the battlefield.

SECOND BATTLE ROUND ONWARDS

VP

WHEN: End of the Command phase. (or the end of your turn if it is the fifth battle round and you are going second).

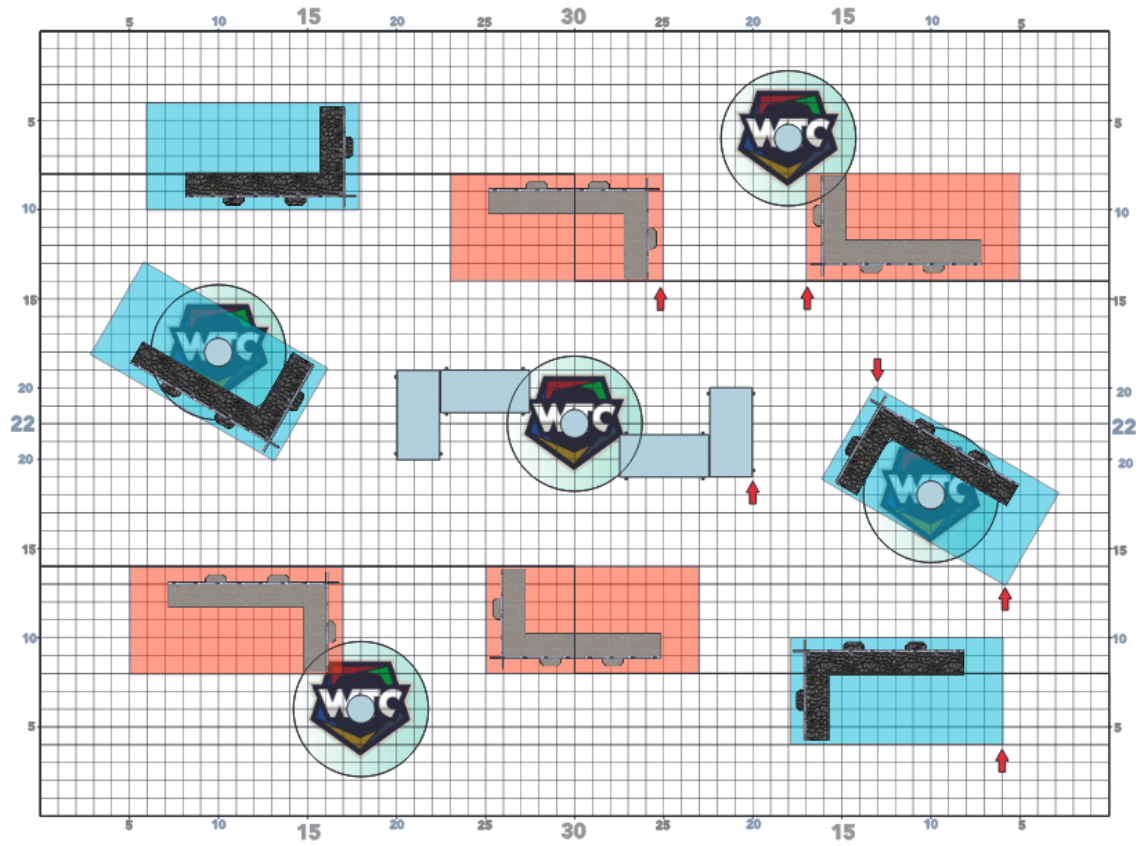
The player whose turn it is scores the following VP for each objective marker within No Man's Land that they control depending on the current battle round.

- The second and third battle rounds.
- The fourth battle round.
- The fifth battle round.

5 VP

8 VP

15 VP



SWEEPING ENGAGEMENT - 1

Round 2:

PRIMARY MISSION

HIDDEN SUPPLIES

In the Place Objective Markers step, players must set up one additional objective marker in No Man's Land.

Before setting up this new objective marker, players must first move the objective marker in the centre of the battlefield 6" directly towards one of the corners of the battlefield (if No Man's Land touches any of the corners of the battlefield, you must move the objective marker towards one of those corners). Otherwise, the players roll-off, and the winner selects which corner the objective marker is moved towards. Players then set up the new objective marker 6" from the centre of the battlefield towards the diagonally opposite corner of the battlefield to the previously moved objective marker.

SECOND BATTLE ROUND ONWARDS

VP

WHEN: End of the Command phase. (or the end of your turn if it is the fifth battle round and you are going second).

The player whose turn it is scores as follows:

They control one objective marker not within their deployment zone.

5 VP

AND

+

They control two objective markers not within their deployment zone.

5 VP

AND

+

They control more objective markers than their opponent controls

5 VP



HAMMER AND ANVIL - 3-HIDDEN SUPPLIES

Round 3:

PRIMARY MISSION

PURGE THE FOE

ANY BATTLE ROUND

VP

WHEN: End of the battle round.

Each player scores:

If one or more enemy units were destroyed this battle round.

4 VP

SECOND BATTLE ROUND ONWARDS

VP

WHEN: End of the battle round.

Each player scores:

If more enemy units than friendly units were destroyed this battle round.

4 VP

SECOND BATTLE ROUND ONWARDS

VP

WHEN: End of the Command phase. (or the end of your turn if it is the fifth battle round and you are going second).

The player whose turn it is:

If the player controls one or more objective markers.

4 VP

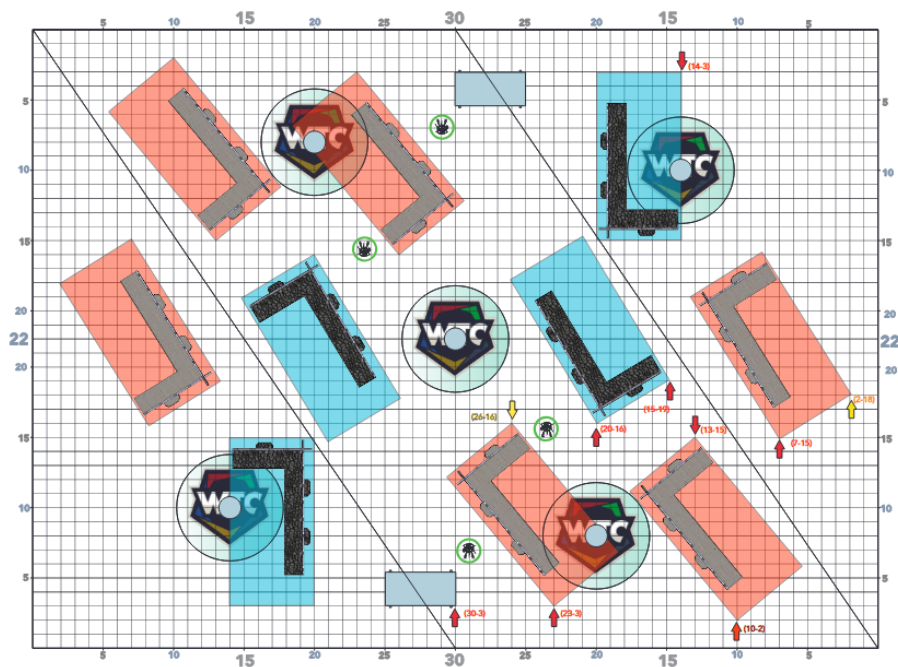
AND

+

If the player controls more objective markers than their opponent controls.

4 VP

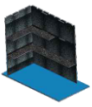
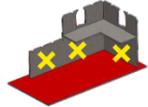
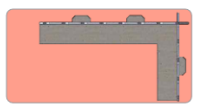
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CRUCIBLE OF BATTLE - 6

Terrain

Terrain:

THREE STOREY RUIN 3D View 	THREE STOREY RUIN Map View 	Dimensions Length: 9" Width: 5" Height: 9,5" Footprint Size: 12"x6"	Rules Terrain Category: Ruins All floor widths are 33mm.
TWO STOREY RUIN 3D View 	TWO STOREY RUIN Map View 	Dimensions Length: 9" Width: 5" Height: 5.01" Footprint Size: 12"x6"	Rules Terrain Category: Ruins Clarification: Treat all ground floor windows as closed Top floor width is 51mm.
CONTAINERS 3D View 	CONTAINERS Map View 	Dimensions Length: 5" Width: 2,5" Height: 5" Footprint Size: NO additional footprint	Rules Terrain Category: Armoured Containers Clarification: You can NOT draw line of sight between the gaps between a container and another container or the table floor.

For more clarification on terrain please refer to the WTC terrain pack:

<https://wtc-belgium.com/wp-content/uploads/2025/11/WTC-2026-Map-Pack-Lite-2.4-Alt-Release.pdf>

* Map Guide

TERRAIN INDEX v2.4



Models can not draw line of sight through gaps that has been marked with this symbol.
(From ground level to the top of the shortest part of ruin/container)



Models can not control the objective marked behind the wall of the closest ruin.



Shows if a knight sized base (110mm oval base) can or can NOT pass through the marked gap normally.



A knight sized base (110mm oval base) CAN move around the container from all sides normally.



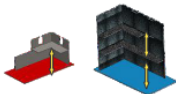
The terrain used at the WTC is played with a What You See Is What You Get mentality meaning that the physical terrain is an actual representation of what it is. Windows, walls, flaps and the footprints are played with the terrain piece as it is for all movements, visibility and any other rules.



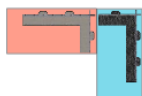
- Ruins are placed on top of a base with the size of 12"x6". In WTC there will be markings on the bases to show where exactly place the walls on these bases. (Ruin corners, not the extrudes; are positioned to be 22 millimetres or less away from the two closest edges of the footprint.
NO model can be wholly within that space.)
(All the measurements in this map pack shown to the base of the ruin and NOT to the actual walls)



This part of terrain feature is shorter than 4" for the purpose of allowing models with abilities allowing them to move over terrain 4" and shorter as if they were not here.
This does not allow such models to end any move within a wall.



Floors are 3" and 6" high respectively. Two Storey Ruins have only one additional floor, Three Storey ruins have two additional floors other than the ground level.



If two terrain pieces are touching, they are still to be considered as two different terrain features.



After placing the containers, make sure there is a 110mm gap between the two containers shown by moving them each an equal distance. (55mm from center of table.) (Crucible of Battle 4-5, Search Destroy 1-3-7)

Scoring

Scoring:

Reminder: Maximum of 90 VP can be scored for Primary/Secondary/Challenger Cards

VP Source	Max VP
Primary	50VP
Secondary	40 VP / 20VP per fixed
Challenger	12 VP
Battle Ready	10 VP

Score sheets will be provided at the tournament: Please fill them out before the timer ends. Failure to report a match will result in a tie and 0 VP.

<https://www.warhammer-community.com/wp-content/uploads/2021/07/YUHGKDsVcBGa3WX3.pdf>

We will be using "WTC Point differential method"

VP Difference	Game Points: Player A	Game Points: Player B
0-5	10	10
6-10	11	9
11-15	12	8
16-20	13	7
21-25	14	6
26-30	15	5
31-35	16	4
36-40	17	3
41-45	18	2
46-50	19	1
51+	20	0

Scoring Settings: W40k Default with WTC scoring

Prizing

Prizing:

1st Place: \$170 Trinity Hobby Gift Card per team (/ 2) + Trophy / Plaque

2nd Place: \$150 Trinity Hobby Gift Card per team (/ 2)

3rd Place: \$100 Trinity Hobby Gift Card per team (/ 2)

Raffle: 1x \$40 Trinity Hobby Gift Card per team (/ 2)

Judge Favorite: \$100 Trinity Hobby Gift Card per team (/ 2)

Wooden Spoon: TBD

Prizing FAQ

No player can win multiple different prizes.

What is the Wooden Spoon?

“The Wooden Spoon” is awarded to the WINNER of the last round lowest placement pairing. The prizing changes every event and can be something unrelated to warhammer 40k and is intended as a “For Fun” additional Item/prize for a player who is in the lowest bracket.

Judge Favorite (/ “Best Painted”):

As this isn't a formal Painting competition we will not be judging with a formal scoring rubric.

Your Army may be judged based on the following

- **Idea / Creativity / Theme:** Visual theme (cohesiveness), wow/cool factor, display board
- **Painting Techniques :** OSL / Weathering / Highlighting / Blending / Cleanliness
- **Battle Ready:** is your entire army painted?
- **Conversions / Kitbashing:** Custom Modifications / Scratch building

FAQ:

The following specifically refers to a player using the **same army back to back**. If they are playing a different army, a player is eligible to win back to back.

- A Player **may** win **Fan Favorite** Back to Back in both Same / Different named events that we run. (IE: doubles / singles / teams / 1k)
- A Player **may not** win **Judge Favorite** twice in a row in the same quarter for same / different named events.
(IE: Doubles Q1 -> Singles Q1 (no) / Singles Q1 -> Singles Q2 (yes))
- A Player **may** win **Best Painted** Back to Back in both Same / Different named events that we run. (IE: doubles / singles / teams / 1k)

No Twist this event

How to Play Twists at this event:

After Attacker and Defenders has been selected, but **before Deployment**.

Starting with the **Attacker**, they may pick a card from the Twist Deck and remove it from the deck. Followed by the **Defender**, which does the same things.

These 2 cards will be **banned** from the deck for this Round.

Shuffle up the Twist Deck and Randomly Draw a twist that will affect your game for this round.

If you do not own a Chapter Approved Deck, Randomly select a mission by using a random number generator. The Cards below are labelled to facilitate randomly picking a card.

TWIST ADAPT OR DIE

FOR PLAYERS USING FIXED MISSIONS

Once per battle, at the end of that player's turn, after scoring any VP, they can discard one of their Secondary Mission cards and replace it with another Secondary Mission card that has the Fixed Mission symbol.

FOR PLAYERS USING TACTICAL MISSIONS

Twice per battle, after drawing a Secondary Mission card, that player can draw another Secondary Mission card, then shuffle one of those two Secondary Mission cards back into their Secondary Mission deck.

1

TWIST BLOODLUST

A unit is eligible to charge if it is within 18" of one or more enemy units, instead of within 12".

Each time you make a Charge roll, roll 3D6.

2

TWIST HIGH OCTANE

Each time a unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit.

3

TWIST LORDS OF WAR

Until the end of the battle, add 3 to the Attacks characteristic of each weapon equipped by **WARLORD** models (excluding **VEHICLES**)

4

TWIST
MARTIAL PRIDE

Advancing does not make a **BATTLELINE** unit ineligible to start an Action (excluding **VEHICLE** units)

Starting an Action does not make a **BATTLELINE** unit ineligible to start shoot (excluding **VEHICLE** units)



5

TWIST
NIGHT FIGHTING

Each unit can only be the target of a ranged attack if the attacking model is within 18".

NOTE: This is a great twist for players who do not yet have a battlefield's worth of terrain.



6

TWIST
POINT BLANK

Ranged weapons (excluding Blast weapons) have the **[PISTOL]** ability.



7

8

TWIST
RAPID ESCALATION

In the first battle round, players can set up units from Strategic Reserves in the Reinforcements step of their Movement phase. If they do, those units must be set up wholly within 6" of any battlefield edge, but no model in those units can be set up within the enemy deployment zone. A unit set up in this manner cannot be set up using the Deep Strike ability.

The maximum points total of units set up in this way is as follows:

BATTLESIZE	MAXIMUM POINTS TOTAL
Incursion	200pts
Strike Force	400pts
Asymmetric War	400pts

TWIST
RUINSCAPE

Each time a unit makes a Normal or Advance move, it can move horizontally through terrain features.



9