

The Long War Doubles

80% Hobby 20% Battle

GenCon 2025

Will use the most updated rules and FAQ (Cut off is 7/25/25 for new rules)

Missions:

- Round 1. Scorched Earth, Swift Action, Tipping Point. Layout 1. (Mission D)
- Round 2. Linchpin, Raise Banners, Search and Destroy. Layout 1. (Mission K)
- Round 3. Purge The Foe, Rapid Escalation, Crucible of Battle. Layout 1. (Mission M)

Round Time

10 minutes of pregame. This covers list overview and terrain setup.

Each round will be 3 hours of game time.

We recommend using some type of game clock or timer.

Note that if one Player/Duo wishes to use a clock, all players must abide by clock rules and use the clock.

Clock Rules

- Players are expected to be fair in passing the clock time between players. Rule of thumb: if you're rolling dice, it should be on your time. Keep it classy.
- The only person who can stop the clock is a Judge
- If you need to look up a rule, that is on your time.
- If a player needs to produce a rule, datasheet, errata, clarification, etc. that is on their time. *ex) If Wyatt and Kenny are playing, and Kenny asks Wyatt to show him the clarification of the rule or a datasheet etc, Wyatt needs to produce that rule and it is on Wyatt's time.*
- When playing on a clock, if both players have less than 5 minutes left, do not start a new turn. Finish the current turn and the game ends, do not talk out theoretical actions or outcomes.

List Comp

1000 points per player. Rule of 2 for datasheets that are not battleline or dedicated transports.

Army rules do not cross over between players unless all keywords are met. example) a Chaos Space Marine stratagem cannot be used on an aeldari unit, even though it might contain the phrase "a unit in your army," etc.

"Buffs" must also be kept within a player's army. Or have all the correct keywords. Example: a chapter master cannot give out his buff to the player's partner's units unless they match the <chapter> keyword.

Designer Commentary is taken as rules intent and is in play. If you don't know, please read through relevant faqs and errata on the Warhammer Community website, and check both the faq and downloads tab. <https://www.warhammer-community.com/faqs/>

At the event, when a judge is needed, please call for one. The first response of a judge will always be "Show me the rule in question in the relevant source," ie. Codex, core rules, faq. Digital sources are allowed, excluding the Battlescribe app, as it is riddled with errors and paraphrasing.

Terrain format

GW layouts if possible.

Addendum: "make a fair table". What this means is that both pairs will place terrain quickly and with the intent of making a fair table for both sides without wasting time. The intent of our event is to be competitive, whilst maintaining a high level of sportsmanship. The players should find an agreement quickly and amicably. Do not spend 30 minutes meticulously placing terrain; just make a fair table. Please spend no more than 10 minutes setting up or moving terrain around. More details on terrain rules etc, will be given at the event.

Players should utilize the ten minutes of table setup to agree on which terrain pieces have which keywords. As a catch-all ruling, "first-floor blocks Line of Sight" is in play for Ruins. If a piece of terrain has a base plate, that is the "outline" for the area. If it does not have a base plate, the outline is the shape. Ie, if a ruin is a two-walled piece, its outline is a triangle. Think of a rubber band stretching around the piece. Touching the outline is considered "Within Area Terrain".

Layout tables following GW guidelines.

ARMY CONSTRUCTION

- **A team is composed of 2 separate 1000-point rosters.**
- **Each player must use the current rules for army construction at 1000 points.**
- **Each Player has a warlord & both warlords count as such on the table for all rules purposes.**
- **Epic heroes cannot be duplicated**
- **Each player adds their forces CP to the team's starting total once the game starts.**
- **The team only generates CP as a single army would under normal circumstances.**
- **The team is considered "friendly" for rules purposes. Any ability, stratagem, psychic power, etc., that has the appropriate keywords can affect both players' units.**
- **See FAQ section (below) for ruling on new "grotmas" detachments**
- **Please bring a physical roster or a digital copy. There are no online list submissions.**

SCORECARD BREAKDOWN

- **Battle points (BPs) are on a simple 100-point scale.**
- **The lowest BP across 3 games is a 30 because "Battle Ready"**
- **The highest BP score achievable is 300.**
- **That means a team can earn hobby points in 2 major ways.**

- 750 Painting Points (PP)
- 250 Sportsmanship Points (SP)

HOW TO SCORE

- BP will be entered into the Best Coast Pairings APP by the players.
- Whoever purchased the tickets will show up in the BCP as the captain.
- Unfortunately, there is no “team name” at this time, so feel free to use the “team/club” line in BCP to represent your unique team name.
- Please fill out any scorecards with your captain's name, NOT the “team name”.
- Please download BCP.
- You will need to hand in sportsmanship scores each round.

PAINTING

All teams will be given the default bronze painting score. This is for being battle-ready. Upon registration, please indicate to our staff if your army requires special judging because you believe it meets the silver or above painting criteria. We will score the armies during registration and then again during lunch if we missed you.

SPORTS

- Bronze = 50
- Silver = 125
- Gold = 250

PAINT / HOBBY / THEME

- Bronze Battle Ready = 230
- Silver Battle Ready **PLUS** = 500
- Gold Display Quality = 700
- Platinum Display Quality **PLUS** = 750

PAINT BREAKDOWN

Battle Ready: Every model is painted and based (if appropriate) with no exceptions to at least the barest standard.

Battle ReadyPLUS: The army meets the battle-ready standard, and every model showcases some form of highlighting & shading with no exceptions.

Display Quality: The army meets the previous standards & features a custom diorama-style display board and not just a fancy tray with a game mat or random terrain.

Display QualityPLUS: This is awarded to the winner of the “best painted” award based on our judge's personal opinions and is 100% subjective.

AWARDS

Tag Team Champions, AKA “BEST OVERALL”

This team has the highest total score.

(BP will determine tie-breakers)

Best Generals

This team has the highest total battle score.

Best Painted

This team has the highest painting score.

Best Sportsmanship

This team has the highest total sportsmanship score.

(BP will determine tie-breakers)

Best Theme

This team did something wild AF, and this was determined at the judge's discretion.

Event FAQ. This will be added to over time as people ask more questions. And for balanced dataslates.

Individual sign ups “mercs”. If you do not have a partner, we will pair you with another merc day of.

Proxies. We don't care. As long as the base size is correct, and the hobby effort is there, it's fine. Just don't use Dollar Store trash toys.