

DOUBLES

TOURNAMENT PACK

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INTRODUCTION

This document provides all the information you need regarding the format of our 40k doubles tournaments.

This pack covers the information on the format, timings, and prizes; for all the practical information on the venue, local hotels, travel, and socials, please see the [website](#) for the event. For the information on the officiating of our events, see the [Policies and Procedures Pack](#).

Please note that this is a live document. It will be continually updated and reference should always be made to the most recent edition. The latest changes are in red, the previous changes are in blue.

Change Log:

V1.0 Document established

GENERAL ENQUIRIES AND FEEDBACK

If you have any questions, please get in touch at contact@uktc.events

WHAT IS IT

A Warhammer 40k tournament consisting of 3 rounds. Attendees will bring a combined 2000 point Matched Play army and play all rounds using the Chapter Approved mission deck.

WHAT YOU NEED TO BRING OR HAVE ACCESS TO

- Your painted and based 2000 point army consisting of 2x 1000pt armies one for each player
- Dice, tape measure, and six objective markers
- A chess clock or chess clock app
- The core rules for Warhammer 40k
- Any relevant indices, codices, supplements, and FAQs for your army
- This Gaming pack

EVENT TIMINGS

To avoid queues we will be digitally registering attendees and doing the first round draw before the event. When you arrive on Friday, please proceed directly to your table. You are welcome to start your game as soon as you and your opponent are ready. There will be a short announcement at 12:25 which formally marks the start of round one.

Friday

Doors open	12:00
Arrival	12:00 – 12:25
Welcome Speech	12:25 – 12:30
Round 1	12:30 – 15:30
Round 2	16:00 – 19:00
Round 3	19:30 – 22:30
Awards Ceremony	22:45 – 23:00

EVENT COMPANION

You can find the event companion for this event here:

<https://www.warhammer-community.com/en-gb/downloads/warhammer-40000/>

Titled: WARHAMMER DOUBLES EVENT COMPANION

TERRAIN AND MISSIONS

The terrain for your games will be on each table for you to arrange. Please use the following mission/map layouts:

- Round 1 - A
- Round 2 - B
- Round 3 - C

REGISTRATION

Although the Friday night doubles are indeed on Friday and our normal registration period is event minus 10 days for commencement. The Doubles registration period will mirror that of the main event and commence on the Wednesday preceding the event, with rules and lists locked on Sunday at 23:59

RANKINGS

Players will be ranked by the following metrics: Wins > Total VP > Strength of Schedule

BEST PAINTED ARMY

Any doubles pair who wants to be considered for Best Painted Army should notify the Tournament Organiser, who will judge the armies. Please note that your combined army must meet the following requirements:

- Your army is painted to a Battle Ready standard
- Your army has a moderate amount of extra detail applied to it
- The models in your army follow a theme and look like an army
- The models in your army were painted by yourself
- The army has a “wow factor” that makes us stop and stare

AWARDS

At the end of the 3rd rounds the Doubles champions shall be crowned and awards given out.

Best General - The highest ranked doubles pair

1st Runner Up

2nd Runner Up

Best Painted Army - The doubles pair with the best painted army, as chosen by the TO