

MYSTIC DOUBLES EVENT

Welcome everyone, to Mystic Games' Doubles event! Please take the time to read through the rules pack, as it has all the information that you will need for the upcoming tournament on the 29/11/2025. This is aimed at being a more casual event and even using the asymmetric deployments and missions.

INTRODUCTION

Two players will join forces to form a team and an army of two! Each player brings a 1,000 point list to make the full army 2,000 points. Teams then play a series of 3 2000 point games across the day. The player cap for this event is 30 teams. Entry fee is £50 per team.

For the first round, all pairings will be done randomly. After that round, for the 2nd and subsequent rounds the pairings will be a Swiss system, meaning that the two teams who have the highest current score will be paired on table 1, the teams with the 3rd and 4th highest scores will be paired on table 2, and so on. It is very unlikely that you will be paired up against the same team twice in one day, but if it does happen, we will make sure to swap the pairings so that everyone faces 3 different teams.

All games will be played on a 60"x44" board. Terrain will be laid out ready for round 1, but later rounds players will need to move the terrain pieces to fit the mission. More details will be found in the Terrain section of this rules pack.

List construction and Doubles Rules

- Players can select the same faction as their teammate, but can't have the same unique heroes. Sorry no double Angron...
- Players don't need to pick factions that share allegiance so Death Guard could pair with Ultramarines, though Guilliman might have something to say.
- Rule of 2 (1k list restriction) is in effect across the team, no Ballistus Dreadnought spam...
- Teams share CP but not unique stratagems, no "Armour of Contempt" on Ork Boyz.
- If one player can generate an extra CP the other player can use it, but both players can't generate an extra CP
- All enhancements must be listed on your army list and cannot be changed between games.
- All codexes and rules updates up to Saturday 22nd November will be in use at the tournament.
- Team names aren't needed but highly encouraged!
- Primary and Secondary missions are scored as a team.
- Army rules or detachment rules only apply to the relevant player. So Oath of Moment will only apply to the marine player. If both players have the same rule, such as Oath of Moment then they would both choose an enemy unit but only get the re rolls if targeting the unit they chose.
- Death Guard are a slight exception to this as they worsen the opposing players stats. So a Death Guard team mate would benefit from the Death Guard player. If both players are Death Guard, the army rules wouldn't stack, meaning the enemy team wouldn't be -2 Toughness.

For the winning team, each player will receive a warhammer 40,000 branded glass trophy. 2nd and 3rd place will receive a certificate as prizing.

There will also be awards for the following:

- Best Painted (individual player)
- Best Sporting (team)
- Wooden Spoon (team)
- Warrior of Valour Highest score but 0 wins (team)

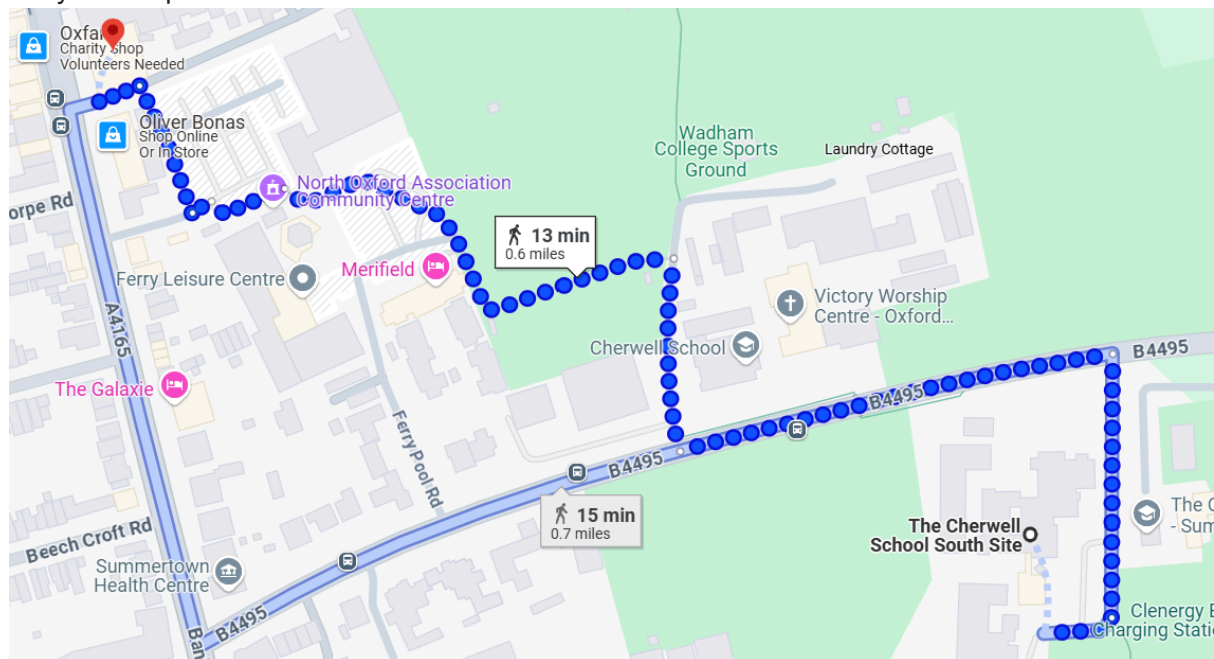
At the end of the event there will be a prize raffled to a random team!

WHERE AND WHEN

This event is being held on the 29th November 2025 at The Cherwell School, South Site Gym, Marston Ferry Road, Oxford OX2 7EE. The basketball court will be open for use as a free car park.

ADMIN

Toilets are on site but there is no food or water available, Summertown shops are a short walk away with supermarkets and cafes to choose from.



THINGS YOU WILL NEED TO BRING

- Your armies!
- This tournament pack for reference (can be printed or digital)
- Any rulebooks, codices and FAQs that apply to your armies
- 6 objective markers
- Tape measure
- Dice
- Chapter Approved 2025 mission deck

TOURNAMENT SCHEDULE DAY 1

- 9:30am - Registration
- 10:00am to 1:00pm - Game 1
- 1:00pm to 2:00pm - Lunch
- 2:00pm to 5:00pm - Game 2
- 5:00pm to 5:15pm - Break
- 5:15pm to 8:15pm - Game 3

Please note due to the nature of doubles games the timings might not be entirely accurate but we will try to stick to them as much as possible.

ARMY LISTS AND LIST SUBMISSION

Army lists must all be submitted at least a week before the event takes place (22/11/25)

Your list must:

- Include your army's faction
- Be laid out appropriately with detachment clearly visible
- Include your chosen warlord
- Include any enhancements
- Be no more than 1000 points

Please make sure to take the time to check your army list for any mistakes. If you are unsure about anything, send an email to jono@mysticgames.co.uk or message Jono on Discord with any questions you may have.

The official 40k app is perfect for this, just export and send across. Then submit your list to the event on Best Coast Pairings.

Once the lists have been submitted and have all been checked over, the lists will be published for everyone to see ahead of time and the pairings will be announced.

WHAT ARMIES CAN I BRING?

Any army that has a current legal 40k codex can be used. In the event that a new book is released at the time of the event, only books that have been released at least 1 WEEK before the event can be used. Warhammer Legends units will **NOT** be allowed at this event. As they are not regularly updated for tournament play, they are not suitable for this event.

Forge World units will be allowed at this event.

It is highly recommended that you bring an army that you are familiar with. Games must be finished within a 3 hour limit, so bringing an army you are not familiar with is not a particularly good idea. If the time limit is reached before finishing the 5 turns, it is recommended to talk out the remaining turns as best as you can in a fair manner for both sides with the TO settling any disputes.

MISSIONS AND TERRAIN

The primary mission, mission rule and deployment will be predetermined for each round using UKTC terrain and missions. The ground floor of the ruins are treated as **CLOSED** and

on the Large L ruins all floors are **CLOSED**. The “tiny” ruins are played as **OPEN** using the rules for ruins from the core rule book, each tiny L is mostly less than 2” in height and rise to 3” where the two walls meet.

All terrain is provided but players will need to place the terrain in the correct layout at the start of each game following the below maps. If you feel that the terrain unfairly benefits one side of the board more than the other, let the TO know and they will assist.

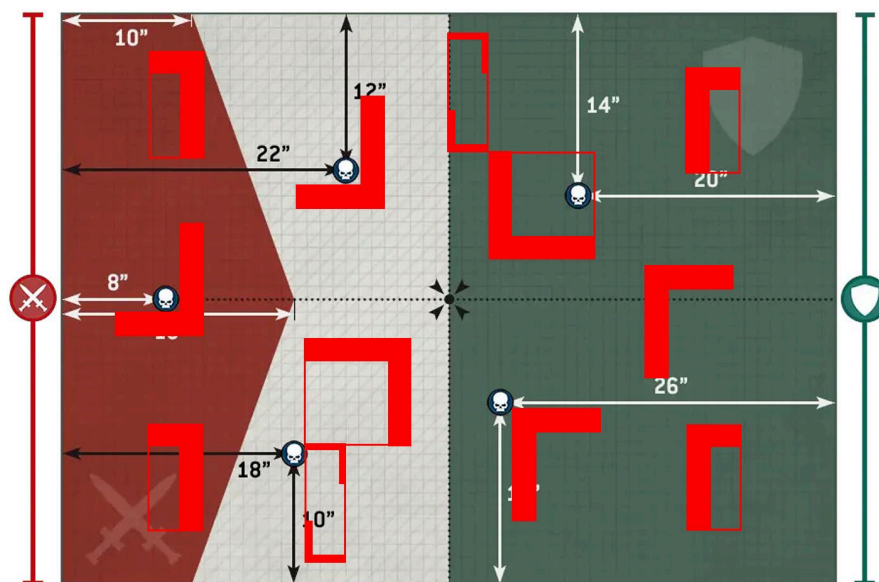
All missions have been pre-determined for the day, as shown below.

Players will need to place objective markers at the start of the game.

The terrain placements don’t have measurements so use your best judgement as to where to place them.

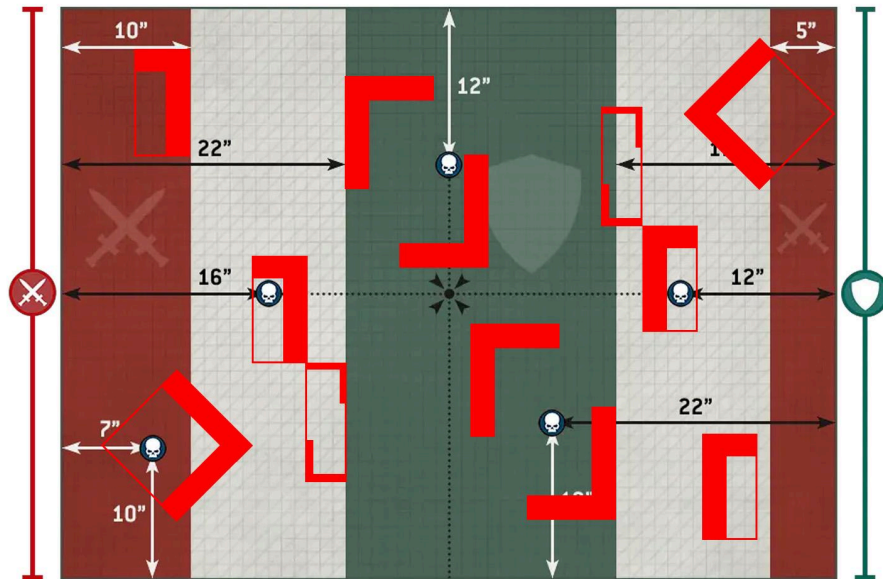
Game 1

Primary Mission: Hold Out



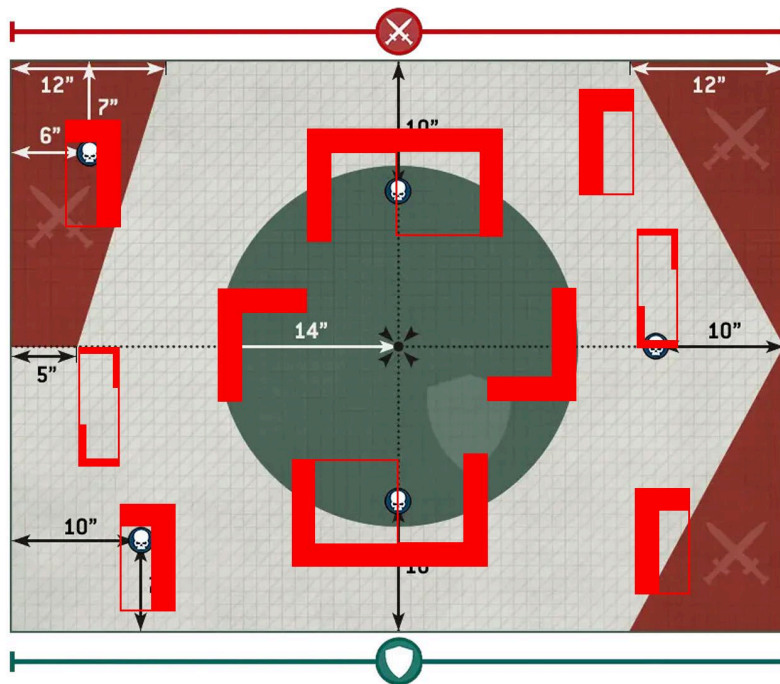
Game 2

Primary Mission: Establish Control



Game 3

Primary Mission: Syphoned Power



PAINTED MODELS

No painting requirements for this event, so feel free to bring all the unpainted Berserkers you can get your hands on! Each game everyone will be awarded the 10VP as if armies were painted.

We will however hold a “Best Painted Army” competition. At the end of the day all players can vote for the army they think is the best painted.

WHAT YOU SEE IS WHAT YOU GET (WYSIWYG) AND PROXIES

In an ideal world, we would like everyone’s armies to be equipped with the wargear that is on the model. However, it is understandable that doing so can cause slow play with a unit having multiple wargear choices. A good example is when a unit can have all of the same weapon, but the kit doesn’t come with enough said weapon.

We are allowing some leniency on WYSIWYG relating to wargear, but all models must be as close as possible to the correct model they represent. For example, you cannot use a Primaris Lieutenant as a Captain, or a Phobos Librarian as a normal Librarian. If you are unsure whether your unit is OK to use, email jono@mysticgames.co.uk or message Jono on Discord to double check.

MISCONDUCT AND BAD SPORTSMANSHIP

We hope that all players act in a positive manner, but there is always the small chance that players will act in a negative way. If you feel that a player is cheating, whether it’s playing slowly to gain an advantage, fishy dice or misinterpreting rules, please speak to the TO who will discreetly solve the situation. If a player is found to show bad sportsmanship or misconduct on multiple occasions, they may have their points docked, or possibly even asked to leave the event, at the TOs discretion.

Although we hope this problem won’t come up!

Most Sporting is the most coveted award available. All players at the end of the event will be given a slip to pick their favourite opponent that they played against. The player with the most votes wins the Most Sporting award!

WRAPPING UP

Thank you for reading! I hope we’ve covered all aspects of the upcoming event. If we’ve missed anything, or if you have any other questions, email jono@mysticgames.co.uk or message Jono on discord and we will answer any questions you may have.

We look forward to seeing you all on the day!