



MIGHTY MELEE

WARHAMMER 40,000



Doubles Rules Pack

BASIC INFORMATION

This Rules pack is for 40k Singles events hosted by Mighty Melee in Market Drayton.
Use the following address to find us:

**Tern Valley Business Park,
Unit 96 Wallace Wy,
Market Drayton
TF9 3WW**

There is **NO** painting requirement and **ALL** teams score 10 points at the beginning of the battle for painting requirements.

There are 20 spaces available and there will be room on the side of each table for models/drinks.

The event will use BCP for scoring and Pairing, it is the responsibility of all participants to be familiar with this app.

The BCP link can be found at the relevant event page: [Mighty Events | Mighty Melee Games](#)

Entry to the event is £20 which includes:

- 3 x 3 hour rounds of 40k madness/fun
- Prize support
- Competitive terrain layouts driven by the current UK competitive scene.

Prizes That Pack a Punch!

Get ready to battle for glory in our in-store tournaments at Mighty Melee Games! Here's what's up for grabs:

MMG Trophies – Proudly display your victory with our exclusive custom-designed trophies. Perfect for bragging rights!

Store Vouchers – Fuel your hobby with discounts on your next purchase or that model you've had your eye on!

The Coveted Wooden Spoon – A fun nod to valiant efforts. Even the underdog takes home a prize!

Join us for an epic showdown and leave with more than just stories of battle—leave with a prize!

DOUBLES COMPOSITION

Each pair of players (team) will comprise 2 armies both at no more than 1000 points and built as per incursion rules within the Core rule sets. There are the following additional restrictions:

- Unique codexes must be used. For example, player 1 brings Chaos Knights and supplements them with daemons, player 2 can not use daemons or chaos knight codex. The only exception is where 2 space marine players want to use detachments from different codex (i.e Dark Angels and Codex Space Marines).
- No datasheet can be used in both armies. (i.e If I bring Grey knight terminators from codex grey knights, my partner can not bring grey knight terminators from the Imperial Agents codex).
- No Names Characters (i.e Magnus, Night Bringer, Azrael, Ahriman etc..)
- All units of your teammates are to be seen as non-interactive bystanders. Rules can only affect your army and either of your opponents but will not have any impact on your partners army (for example, 'all friendly units within 6" can reroll a hit roll" does not allow your partner to re-roll a hit roll)
- As there are 2 Warlords per team, at the beginning of the game before setup, each team must declare which model is their warlord for the game.
- Reserves/Deepstrike points are not shared between players, it is as per incursion missions for each player (250/500 points respectively)

Each Player Needs to Bring:

- A friend (with everything in this list) - Reach out on discord if you need a partner!
- 1000 points Battle Forged Army (WYSIWYG)
- Any Templates, Dice, Counters and/or markers you need to assist play
- Access/Copy of all Rules and Datasheets they require for their army

TIMINGS:

Doors open: 0800
Game 1: 0815 - 1200

Lunch: 1200 - 1245
Game 2: 1245 - 1630
Game 3: 1645 - 2015
Prize Giving: 2020

The First round draw will be randomly generated with following rounds being determined by a **random draw within a win bracket**.

The event will be using the **Matched Play Rules**.

The most recent 10th Edition FAQ, Errata and Designers Commentary found on the Warhammer Community will be used.

You may select your army from datasheets found in any codex **FULLY** released 1 full week before the list submission.

Armies must be battle forged with a maximum of 2000 points.

Battles will be fought across 3 rounds using the first 3 rounds from the Mighty Melee Terrain and Mission pack [found here](#).

The current UKTC FAQ is in effect for all events, but final call will be TOs decision.

Mighty Melee events are here to build on the community and the fun and enjoyment we can all get from playing toy soldiers with our friends. Therefore anyone caught cheating will be asked to leave, any unsporting behaviour will receive a warning and continuing of this behaviour they will be asked to leave.

PLAYING BY INTENT

Generally, Warhammer 40k is played using intent (e.g my intent is to be 1 inch away from this building, but is placed approx 1 inch away and not precisely measuring every model). This is considered the most common play style, all judge rulings will be made with intent in mind. Players should be playing ‘together’ talking through how they have set things up etc..” i have moved this tank here so that I can see that unit”.

CHESS CLOCKS

Chess clocks are encouraged for both players to get a fair game but they are not mandatory. If either player wants to use a chess clock then it must be used. If you do not use a chess clock then complaints about slow play cannot be dealt with. Judges reserve the right to enforce the use of a chess clock on any player. Any player ‘weaponizing’ a chess clock (deliberately flicking it to their opponent without telling them and not putting it back on them) will receive a warning for unsportsmanlike conduct.

WARNINGS

If a player (and we hope no one does!) receives a warning, then this is just a formality to ensure that the behaviour/attitude of that player improves. If they receive a second warning, they will be asked to leave.

WYSIWYG

One of the best things in the hobby is seeing everyone's unique armies and highly converted armies are amazing! However, there needs to be a certain amount of 'what you see is what you get'. Any models as 'count as' should still be the same size, foot print and have the same weapon load out as their GW equivalent. We understand that Weapon Loadout can be difficult and we will take a relaxed approach towards it, so long as it is clear. Anyone seen to be abusing this (changing loadouts between matches/not making it clear to an opponent) will be given a warning.

If you would like to check whether one of your converted models would be accepted or have any questions you may send an explanation and pictures to:

INFO@MIGHTYMELEE.UK

MISSING A BATTLE

If a player is over 15 minutes late or misses a game, the game will be awarded to their opponent as a 100 - 0 unless the TO is able to find an alternative solution.

LIST SUBMISSION

Lists must be submitted by the **Wednesday before the Event @ Midnight (2359hrs)**. Late submissions will receive a 10 point VP deduction round 1.

FOOD & DRINK

There will be snacks and drinks available to purchase at the event throughout the day.

There will be no lunch provided but there is a McDonalds within walking distance and many other options locally for food and food delivery is available.

PICTURES AND VIDEOS

Pictures & videos will be taken throughout the event and published on social media and used for future advertisement.

**By purchasing a ticket you are confirming that you consent to this and
all other rules in the pack.**