

# Rules for Warhammer 40,000 Doubles Tournament

## Hosted by the `Arvard `Ardboyz

A General Note: These rules have been revised from versions used in previous tournaments and may be changed for future tournaments. Although there are many similarities there are also important differences. Please read these rules carefully. If you have any questions or need clarification of a point please contact the head tournament judge *before the tournament*. If you are not sure who this is you can find out by contacting an `Ardboyz officer (e-mails listed at [www.arvardardboyz.com](http://www.arvardardboyz.com)).

The Warhammer 40K Fifth Edition Rules will be used.

The following is a list of legal army choices:

Codex: Black Templars

Codex: Blood Angels

Codex: Chaos Daemons

Codex: Chaos Space Marines

Codex: Daemonhunters

Codex: Dark Angels

Codex: Dark Eldar

Codex: Eldar

Codex: Imperial Guard

Kroot Mercenaries

Codex: Necrons

Codex: Orks

Codex: Space Marines

Codex: Space Wolves

Codex: Tau

Codex: Tyranids

Codex: Witchhunters

Models and Points:

1. Each player must bring an army consisting of 1250 points or fewer, in accordance with these rules. Each team will consist of two players fighting together.
2. All models must follow "What You See Is What You Get" (WYSIWYG). All weapons, war gear, and so forth must be represented on the model.
3. Forge World Imperial Armor units (but not army lists) may be used with the following exceptions: Flyers, Super Heavies, Super Heavy Fliers, Tyranid Monstrosities, any unit with Mass Points. The actual Forge World models must be used. You must bring a copy of the Imperial Armor rules for each of your opponents to view.
4. If illegal units or other rules violations are found in a player's army list, at a minimum, the models in violation will be removed from all subsequent play. In addition, tournament points may be deducted and/or award eligibility may be forfeited. If in doubt, please ask for clarification in advance.
5. All models used in the tournament must be painted. This means no bare metal, plastic, or primer showing. As a general guideline, models should have a minimum of three colors

(counting shading, highlighting, etc.). Bases (excluding flying bases) must also be painted and/or flocked but are not required to have three colors. The judge's decision on this (and any other matter) will be final. You may play with models which you have not yourself painted. However, you should notify the judges of any models you are using which you did not personally paint; these models will not be considered when judging painting scores.

6. All models used must be based on Citadel or Forge World miniatures, although these miniatures may be converted. Hence, a model which is scratch-built or uses a majority of pieces from other brands of miniatures will not be allowed. These rules do not apply to codex entries which do not have an appropriate Citadel model.

#### General Game and Tournament Rules:

1. The rulings of the tournament judges are final. Arguments or poor conduct by players will not be tolerated.
2. In order to keep the tournament on schedule, when time is called for a round all players must drop their dice and stop playing immediately – no exceptions. Because of this, be cognizant of the time left in the round and do not start a turn both teams cannot finish.
3. The two armies in a team perform their movement, shooting, and assault phases together in a single turn but are otherwise, unless noted differently in these rules, treated as separate armies. If a team is comprised of two armies with the same army-wide special rules (such as Instinctive Behavior/Synapse, We'll Be Back, Phase Out, and Waaagh!) the two armies are treated as one for purposes of these rules. Both players on a team will benefit equally from any special rules or abilities which target or otherwise affect enemy models (such as markerlights, searchlights, and Doom). Items or unit choices limited to one per army are limited to one per team.
4. Before deployment each army must choose a single model in a HQ choice (usually the only HQ choice) to be the general of that army. This model may not be part of a retinue, although an independent character who has a retinue may be chosen. Each team then chooses one of the two generals to be the marshal of the team. If the marshal is an independent character it may join units and embark in transports from either army, following all normal rules and restrictions. In addition, any special rule which the marshal confers to other units in its army (i.e. Space Marine Commander Rites of Battle, Eldar Avatar Inspiring, Eldar Farseer psychic powers) will affect units in both armies.
5. Each player must bring all materials needed to play including dice, measuring devices, and templates. Each player must also bring any applicable Codex or other rules for all units in their army, including the most recent FAQ (found on the Games Workshop website). Each team must bring at least one copy of the Warhammer 40K rulebook.
6. Each player must, during each round, provide the opposing team a copy of their 1250 point army list. In addition each player must have another copy of their army list, with a full points breakdown, to provide to the judges if required.

#### Force Organization:

Each player's 1250 point army must fit in the Team Tournament Force Organization chart which is as follows:

- 1 HQ
- 0-1 Elites
- 2-3 Troops

0-1 Fast Attack

0-1 Heavy Support

In addition, the two players on a team share three 'floating' selections, one each in Elites, Fast Attack, and Heavy Support. Either player may use up to two of these floating slots, but may not use the same slot as their partner. For example, Player A takes a second Elites choice and a second Heavy Support choice. This means their partner, Player B, may take a second Fast Attack choice as the third floating slot.

Additional Force Organization Rules:

1. Mandatory HQ choices for an army are optional. Such choices may be taken as the one required HQ choice. The one exception is the Black Templar Emperor's Champion, who must still be taken but does not use the HQ slot in the Force Organization chart. Thus, a Black Templars player must take the Emperor's Champion and another HQ choice. If both armies on a team are Black Templars then only one Emperor's Champion may be taken and his vow affects both armies.
2. A player's mandatory one HQ and two Troops choices must come from the same Codex or Army List. Allies may be used for other slots as long as all rules and prerequisites are met.
3. The "Faithful Unto Death" and "We Stand Alone" Minor Drawbacks in Codex: Space Marines are not valid options.
4. Any special or named character allowed in games of 1,250 may be taken. A character allowed in games of 2,500 may be taken only if it is a valid unit choice for both armies in the team. A single team may not include duplicates of any special or named character. If a character alters force organization unit classifications the team may choose for this to apply to both armies in the team as long that character is a valid unit choice for both armies. For example, if one player on a team takes Belial then both players may use Deathwing armies.