

# WARHAMMER 40,000



# DOUBLES WEEKEND

June - July 2012



## Introduction

Welcome to the Warhammer 40,000 Doubles Weekend pack! If you are reading this, then hopefully you are coming to Warhammer World to enjoy a weekend of epic battles, acts of heroism and great fun!

*The Warhammer 40,000 universe is dark and unforgiving; with danger on all sides, where if your enemy doesn't want to eat your body, it wants to consume your very soul. In this dark time no one is far from the front line. It is better to die for the Emperor than to live for yourself!*

Adam Snook

Warhammer World Events Team

## Doubles Weekend Rules

### Army Selection:

- Each *Force* may not use its allies special rules or wargear (locator beacons, marker lights etc).
- A *Force* describes the models under one player's control.
- An *Army* describes the combined forces of the two players.
- Each player must bring a 875 point *Force* (this combines with their partner's to form a 1750 point *Army*) from the most recently published version of their chosen Codex, or White Dwarf Official Update.
- The *Army* as a whole must adhere to the Standard Force Organisation Chart found on page 87 of the Warhammer 40,000 Rulebook with the following additions:
- Each player's 875 point *Force* must contain 1 HQ choice and 1 Troop choice from their respective Codex.
- The remaining slots from the Force Organisation Chart can then be used by either *Force*.
- The *Army* may not have duplicate special characters.

### What to bring:

- Your models. Don't forget to pack your army!
- The whole army must be painted and based. The required level can be found in the Events Guide at [www.games-workshop.com](http://www.games-workshop.com) > Warhammer World > Warhammer World Events > Warhammer Worlds Events guide.
- Two copies of your army list(s). You will be asked to leave one with the events team when you register. Please make sure you include your name and ticket number on the army list.
- You will also need dice, tape measures, templates, the rulebook and any Codex books that you are using. Additionally you should also bring glue (for emergency repairs), pens, paper, etc as we will not have any spare on the day.
- Each *Army* will be required to bring five objective markers with them for the weekend. These should be themed to your *Army*, based on 40mm (Terminator sized) round bases and no bigger than a standard Terminator, there will also be an award for the best on the weekend!

## Doubles Weekend Schedule

### Friday

18:00 - 20:00 Early Registration

10:00 - 22:00 Open Gaming

### Saturday

08:00 Event Opens & Registration

9:15 - 9:30 Weekend Briefing

9:30 - 12:00 Game One

12:00 - 13:15 Lunch & Best Army Nominees Selected by event staff

13:15 - 15:45 Game Two

16:15 - 18:45 Game Three

19:00 - Late Evening Meal & Entertainment

### Sunday

08:00 Event Opens

9:30 - 12:00 Game Four

12:00 - 13:15 Lunch & Best Army and Objective voting by you

13:15 - 15:45 Game Five

16:15 - 16:45 Awards Ceremony

17:00 Home Time!

## The Scenarios

For the Doubles Weekend we have come up with five scenarios for you to play through using the missions from the rule book with some slight additions. They are:

### 1: Recover the Artefacts

**Mission:** Seize Ground (5 objectives)

**Deployment:** Spearhead

**Additions:** As each objective is secured by a **scoring unit only** roll a dice, on a D6 roll of 6 the objective turns out to be a treasured artefact and is now worth two points to which ever team holds it at the end of the game. On any other roll the objective is worth one point.

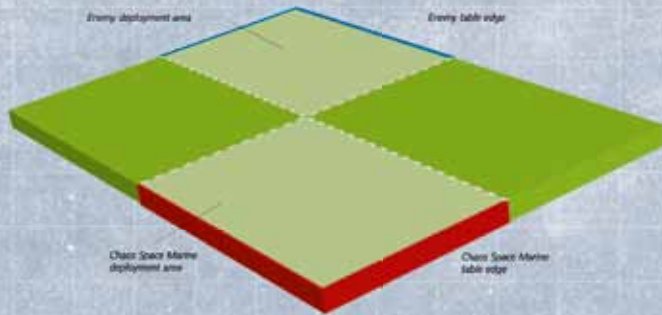
### 2: Misdirection

**Mission:** Capture and Control

**Deployment:** Dawn of War

**Additions:** Each team sets up two objectives. One of the objectives for each team is a decoy which is worth no points to either side; the other is the actual objective. (Make a note in secret which is which once the objectives have been deployed, so that you can show your opponent when they capture one of your objectives) The decoy is revealed once it has been 'captured' by any enemy scoring units, or the actual objective has been 'captured' by an enemy scoring unit. The decoy marker is then removed from play.

### 3: Pillage



**Mission:** Pillage from page 10 of the **Battle Missions** supplement – disregard all references to “Chaos Space Marines” & “Enemy”. Instead follow the instructions below.

**Deployment:** Set up 5 objectives before either side rolls for their deployment area. (Roll off and the winning team gets to set the first objective) These objectives cannot be within 12” of another objective or a table edge.

Split the table into four quarters and roll off. The team who rolls highest chooses to go first or second, the team going first picks the quarter they will deploy in. The opposing team deploys in the opposite table quarter. Each team must deploy at least two Troops and one HQ unit in their deployment area. Any units not placed on the board are counted as in reserve.

The team who are going second may attempt to seize the initiative on a D6 roll of 6.

**Game Length:** The game will last a random number of turns following the rules under ‘Ending the Game’ found on page 90 of the Warhammer 40,000 rule book.

**Additions:** Each team collects one point at the end of their opponent’s turn for each objective marker that has any of their units touching it (not just scoring units), as long as the unit is neither falling back or engaged in close combat. Note that you collect the points in your opponents rather than your own. The team with the most amount of points at the end is the winner.

### 4: Cleanse

**Mission:** Cleanse

**Deployment:** Spearhead

**Additions:** To win the game each *Army* must attempt to capture board quarters. This is achieved by having a quarter occupied by any of your *Armies* units and no enemy units at the end of the game. Units can only claim, or contest, one board quarter and each board quarter is worth one point, so standing in the middle of the board will not give you four points! However, if a unit is in more than one quarter then the quarter with the majority of models from that unit in will be the one that counts. If the divide is too close to tell then roll a dice to determine the quarter. A vehicle can only hold or contest a quarter if it is not immobilised or destroyed.

**Game Length:** The game will last a random number of turns following the rules under ‘Ending the Game’ found on page 90 of the Warhammer 40,000 rule book.

### 5: A Matter of Honour: -

**Mission:** Annihilation

**Deployment:** Pitched Battle

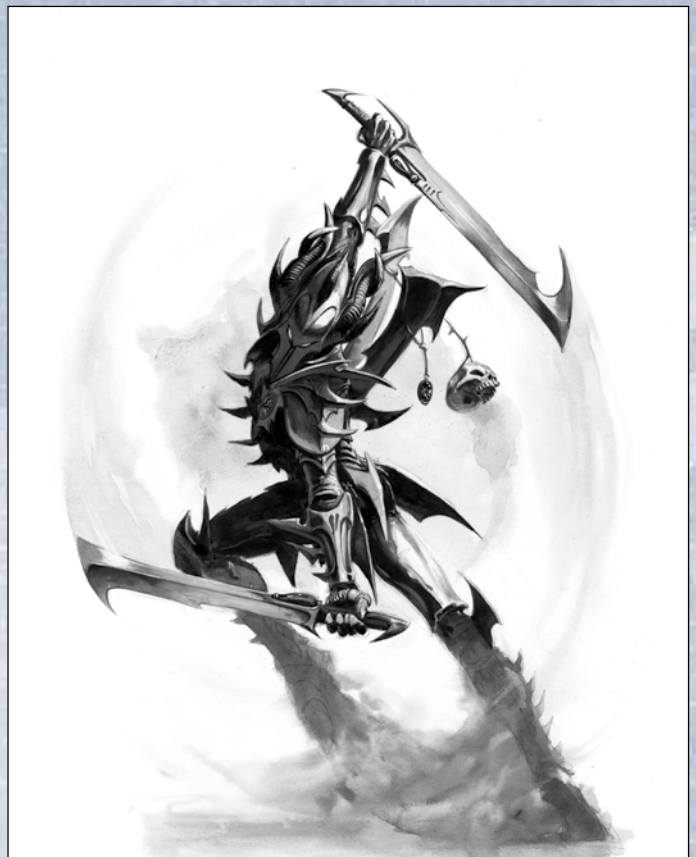
**Additions:** In addition to the kill points caused by killing regular units, each of the enemies HQ choices including any retainers or body guard units are worth an additional point if killed in close combat.

## Scoring

Teams receive 5 Battle Points for a win, 3 for a draw and 1 for a loss. Additionally, each Secondary Mission accomplished is worth a bonus point. The team with the most points at the end of the weekend will be declared the winners. In the event of a tie, the winning team will be the ones who have completed the most Captain level Secondary Missions – so choose them wisely! If there is still a draw, the team with the most Favourite Game votes will be declared the winner!

- After the first round (which is random), teams will be matched according to how many Battle Points they have gained. Should you find yourselves matched with the same opponents as in a previous game, let the Event Staff know in order to arrange a different team if possible.

- After each round, you must complete and hand in the results form provided with the ticket numbers of both you and your opponents and the result of the game (win, lose or draw). Included on the results slip is a section for entering Battle Points gained from Secondary Missions.



## Objective Markers:

Each *Army* is required to bring five objective markers with them, painted in line with the Events Guide. These objective markers must be built on a 40mm (Terminator) round base and can be anything you wish. These markers cannot be used to provide cover or block line of sight and should be no bigger than a standard Terminator model. You will use these objective markers as detailed in the scenarios. Please feel free to model them to fit the theme of your *Army*, and/or the scenario descriptions.

### The Secondary Missions:

Upon registration each team will receive a deck of twelve Secondary Mission cards which they use for each game and will win them bonus Battle Points should they accomplish them. At the start of each game, once all forces have been deployed, but before play starts, each player selects a mission from three of the mission sections (Recon, Ordinance, Assault, Vehicles, Stratagem & No Matter the Odds – these will be clear in the deck) Then get your opponent to draw you one each from these three. Once all players have their Secondary Missions all players may check which mission they have. Players may reveal the mission at any point during the game, it's their choice. Some missions must be completed by an *Army*, others by a *Force* – this is detailed on the cards.

Two players on the same team cannot take the same Secondary Mission in a game – no double points for one mission! Get your opponents to select you another card from your two remaining cards if this should happen. Each mission has a level of accomplishment – Captain and Sergeant. The Sergeant level is the easiest to accomplish and the Captain level is the hardest. Each level of mission is worth more points depending on how difficult it is to accomplish, one Battle Point for the Sergeant and two for Captain, giving your team a total of four possible Battle Points per game from Secondary Missions!

### The Secondary Mission titles are:

#### Recon:

Drop Sequence initiated  
Move, Move, MOVE!

#### Ordinance:

Fire for Effect  
Weapons Free

#### Assault:

Fix Bayonets  
To the death

#### Vehicles:

Armoured Column  
Tank Hunter

#### Stratagems:

Redeployment  
Take and Hold

#### No Matter the Odds:

Saga of the beast slayer  
Legion of One

### Alliance Matrix:

#### *Please see page 6 for Alliance Matrix*

In the 41st Millennium, alliances are often formed of necessity and need. Some of these alliances are exceptional in the extreme, others are more common. Here you will find a table of all the *Forces* available in the Warhammer 40,000 universe and who they can and cannot ally with. Armies made up of two 'Brothers in Arms' *Forces* will receive the Brother in Arms Benefit (see below). Armies made up of two 'Unholy Alliance' *Forces* will receive the Unholy Alliance Penalty (see below). Armies made up of two 'Grudging Allies' will receive no benefits or penalties and can fight as listed in their respective Codex.

It is worth noting here that no units from either *Force* can benefit from any special rules applying to their allies *Force* or use any of their wargear or transports, etc.

**Brothers in Arms Benefit** – One non-vehicle unit per *Force* can select one universal special rule from the list below; this rule cannot be taken on a unit that already has it and must be written on the army list for the unit **prior to the event**.

- Counter-Attack
- Move Through Cover
- Night Vision / Acute Senses
- Preferred Enemy (must select a codex to be a preferred enemy **prior to the event** and write it on the army list next to the relevant unit)
- Skilled Rider
- Stealth
- Stubborn



**Unholy Alliance Penalty** – At the start of the first game turn the Army with the Unholy Alliance rolls a D6 for each of their units. On the roll of a 1, the unit is shaken by the presence of their ‘allies’. Non-Vehicle units count as going to ground and vehicles count as Crew Shaken. (Note: this still applies if the vehicle could not normally be shaken)

## Saturday Evening Activities:

### Warhammer 40,000 Pub quiz

A devilishly devious mammoth quiz will run in Bugman’s Bar for teams of up to 6 people following the evening meal on Saturday night there will be a round of drinks for the winning team, as well as a Chief Librarian’s commendation for first place!

### Saturday Entertainment

The hall will be open until 23:00 on Saturday night and Bugman’s will be serving all night! So stay behind for Warhammer 40,000 themed evening entertainment in the gaming hall – details to be announced prior to the event!

### Best Force / Objective Markers

Some hobbyists love to play games; others love the painting side of the hobby. Here at Warhammer World, we love both! These awards are not just about a painting competition, it’s about the whole *Force* and the amount of effort you have put in to making it special.

#### Best Force:

Our judges will select the best sixteen *Forces* which will go into the main vote based on the following criteria:

- Your *Force* must be fully painted and based in line with the event guide on the Games Workshop website.
- The bases – are they finished and interesting including rubble / grass / painted sand / basing kit parts etc?
- Detail picked out - eyes and squad markings with names on banners or purity seals etc.
- Conversions – do you have converted aspects in your *Force*? Are they finished to a good quality, with mould lines removed and any additional green stuff work/gap filling/extra bits/etc covered up and neat?
- Vehicles / Monstrous Creatures – are these centrepiece models showing off weathering techniques or neat paint jobs and freehand work?
- Does your *Force* have that ‘wow’ factor, those extra special conversions or a strong theme that really make it stand out?

#### Best Objective Markers:

The objective markers that are judged on the day are nominated by you. If you wish to be put into the cabinets to be judged against the other entrants let the events staff know. When working on the objective markers you should consider the following...

- Do they match your *Army* theme?
- Did both players contribute?
- Are they complete?
- Do they look like objective markers?

- How do they stand out?
- Are they event legal? – mounted on 40mm round bases, the correct size etc.

#### Favourite Game Votes:

Following the last game you will be asked to fill in your favourite game voting slips. Please take the time to fill these in and nominate the team you both enjoyed playing against the most. This can be for any reason you choose, either for their sportsmanship, the amount of effort they put into their army or just because the game was great fun and/or really close. The choice is yours and the team with the most votes will receive a separate prize as part of the awards ceremony!

#### Awards Ceremony:

On Sunday evening, once the muzzles have cooled down and the final bullet casing rattles to the floor, we will take a bit of time to reflect on the battles we have fought and award the heroes of the hour with the following prizes:

- **The Chapter Masters Award** - The team with the most Points
- **The Honour Guard Award** – The team who take second place
- **The Sergeants Award** – The team who take third place
- **Master Artificer Award** – The best *Force* at the event, voted for, from the selection by you.
- **Holy Relic Award** – The best of the selected objective markers, voted for by you
- **Legion Administratus** – The best army list, selected by the army list checker
- **Snikrot’s Sneaky Gitz** – The team who completed the most secret missions
- **Schafers Last Chances** – The team with the lowest score over the weekend
- **Battle Brothers Award** – The highest scoring *Army* with both *Forces* from the same codex
- **The Purity Seal** – The team(s) with the most Favourite Game votes
- **Chief Librarian’s Commendation** – The winning team of the Warhammer 40,000 pub quiz
- **Saturday night entertainment award** – The player who won the most games during the Saturday night event!

# Alliance Matrix:

In the 41st Millennium, alliances are often formed of necessity and need. Some of these alliances are exceptional in the extreme, others are more common. Here you will find a matrix showing the different options, and how these will affect your games over the weekend.

	Black Templars	Blood Angels	Chaos Daemons	Chaos Space Marines	Dark Angels	Dark Eldar	Eldar	Grey Knights	Imperial Guard	Necrons	Orks	Sisters of Battle	Space Marines	Space Wolves	Tau	Tyrannids
Black Templars	Green	Green	Grey	Grey	Green	Red	Blue	Blue	Green	Red	Grey	Red	Green	Green	Blue	Grey
Blood Angels	Green	Green	Grey	Grey	Green	Red	Blue	Blue	Green	Red	Grey	Blue	Green	Green	Blue	Grey
Chaos Daemons	Grey	Grey	Green	Green	Grey	Red	Grey	Grey	Blue	Grey	Red	Grey	Grey	Grey	Red	Grey
Chaos Space Marines	Grey	Grey	Green	Green	Grey	Red	Grey	Grey	Blue	Grey	Blue	Grey	Grey	Grey	Blue	Grey
Dark Angels	Green	Green	Grey	Grey	Green	Red	Blue	Blue	Green	Red	Red	Blue	Green	Blue	Blue	Grey
Dark Eldar	Red	Grey	Red	Red	Red	Green	Green	Red	Red	Grey	Red	Red	Red	Red	Red	Red
Eldar	Blue	Blue	Grey	Grey	Blue	Green	Green	Blue	Blue	Grey	Red	Red	Blue	Blue	Green	Grey
Grey Knights	Blue	Blue	Grey	Grey	Blue	Red	Blue	Green	Blue	Red	Red	Blue	Blue	Blue	Blue	Grey
Imperial Guard	Green	Green	Blue	Blue	Green	Red	Blue	Blue	Green	Red	Blue	Green	Green	Green	Blue	Grey
Necrons	Red	Red	Grey	Blue	Red	Grey	Grey	Blue	Red	Green	Blue	Red	Red	Red	Blue	Grey
Orks	Grey	Grey	Red	Blue	Red	Red	Red	Blue	Blue	Green	Grey	Red	Red	Red	Blue	Grey
Sisters of Battle	Red	Blue	Grey	Grey	Blue	Red	Red	Blue	Green	Red	Grey	Green	Blue	Blue	Red	Grey
Space Marines	Green	Green	Grey	Grey	Green	Red	Blue	Blue	Green	Red	Red	Blue	Green	Green	Green	Grey
Space Wolves	Green	Green	Grey	Grey	Blue	Red	Blue	Blue	Green	Red	Red	Blue	Green	Green	Blue	Grey
Tau	Blue	Blue	Red	Blue	Blue	Red	Green	Blue	Blue	Blue	Blue	Red	Green	Blue	Green	Grey
Tyrannids	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Grey	Green

- Brother in Arms
- Grudging Allies
- Unholy Alliance
- Cannot Ally

