

# 40K DOUBLES - INFORMATION PACK

## October 2023 - Dragon Fall



### CODE OF CONDUCT

We will be using ITC conduct guidelines found within this [link](#). Please review the Code of Conduct as it will be expected that all players,

spectators and organizers attending the event shall adhere to this, save for any changes deemed necessary by the organizers, which will be discussed the morning of the tournament. **Always remember the three golden rules of our events: play smart, be respectful and have fun!**

## ARMY BUILDING

This event will use all the rules found in the Warhammer 10th Edition Core Rulebook for fielding an army. Players will build armies of 1000 points or less. All other appropriate rules for matched play Incursion sized game will be in play (starting CP, CP generation each player turn, Rule of Three, etc).

Please reference the following Warhammer Community documents when mustering your army:  
<https://www.warhammer-community.com/warhammer-40000-downloads/>

Please use the **Core Rules** for mustering rules, **Munitorum Field Manual** for unit costs and your army's **Datacards** for unit specific rules.

## FRIENDLY UNITS & COMMAND POINTS (CP)

Teams of players will have individual CP pools that they will use for their own army's abilities, these cannot be shared between players. Also, abilities and stratagems may only affect units within a player's own army, never their partner's.

## CONVERSIONS / PROXY / 3D PRINTED MODELS

Please contact the TOs to get any conversions and/or substitute models approved before the list submission due date. Conversions, kit-bashes, third-party and 3D printed miniatures are allowed but must be an obvious interpretation of the datasheet being represented as well as being mounted to the

correct sized base for a typical model for that unit/datasheet. (Example: using an unconverted first-born Space Marine as an Ork Nob would **not** be an acceptable substitution as it is not on the correct base size and not easily distinguishable as an Ork model.)

## PAINTING REQUIREMENTS

We will not be enforcing a paint requirement for this event, all players will earn the maximum Battle Ready points each game.

## BEST COAST PAIRINGS (BCP)

The use of the BCP app is mandatory for Warpstorm 40k event participants. This app can be used to purchase event entries, submit army lists, reference the player packet, find table pairings and submit scores. BCP is free to use and is available for both Apple and Android devices. Lists are preferred to be uploaded, typed and not as an image file. This will be a casual event and as such scores will not be submitted to the ITC after the event.

## PLAYER SUPPLIES

Players are expected to bring the following items with them to the event:

1. Army list (Battlescribe format preferred)
  - a. Chosen Faction Keyword, designated Warlord, units and upgrades, and army enhancements must be completely listed.
  - b. Digital lists may be used for convenience and must be consistent with your BCP list.
2. Collection of miniatures, consistent with provided army list
  - a. Please play as close to 'what you see is what you get' (WYSIWYG) as possible. Though some proxying will be allowed (Opt equipment, Relic upgrades, etc), anything deemed excessive to this allowance by judges may be disqualified. When in doubt, seek approval from an official prior to the event.
3. An adequate amount of six-sided dice 'D6' (easily legible, traditional pips preferred)

4. Measuring devices, such as tape measures and engagement range tools
5. Warhammer 40,000 10th Ed. Core Rulebook
6. Army Datacard Index (physical or digital)
7. Optional: Misc. point trackers, dry-erase scoresheet, Stratagem Cards, Dice Tray, Objective Marker coins and/or neoprene mats

## SCHEDULE AND TIME MANAGEMENT

**Army Lists are due to be uploaded in BCP by midnight on Thursday, October 5th.** Lists submitted after this period may incur a 10vp penalty to their first game for each day they are late.

Player army lists will be viewable the morning of the event within BCP.

Event schedule will be as follows:

<b><u>DAY 1</u></b> CHECK-IN	8:30a	9:20a
ASSIGNMENTS	9:20a	9:30a
ROUND 1	9:30a	12:30p
LUNCH BREAK	12:30p	1:15p
ROUND 2	1:15p	4:15p
SHORT BREAK	4:15p	4:30p
ROUND 3	4:30p	7:30p
<b><u>SUNDAY DAY 2</u></b> ROUND 4	10:00a	12:45p
SHORT BREAK	12:45p	1:15p
ROUND 5	1:15p	4:00p
AWARDS	4:30p	5:00p

Each game round will be 3 hours long, the pairings will go up 10 minutes before the listed time for that round. If a player has not reported to their assigned table 10 minutes after the

round begins, they will forfeit their match and their opponent will score 70 points.

Judges will notify time remaining aloud at certain intervals during the event. When the 30 minutes remaining notice is announced, judges will come around and check in on the current battle round each table is in.

### **No table should begin a battle round for the following two reasons:**

- 1) There is 10 or less minutes left in the round AND / OR
- 2) Both players would be unable to finish their turns in the remaining time.

In these cases, the current end of battle round will count as the last battle round of the game and end of game scoring will occur at that time. This can happen even if you and your opponent are only on the second battle round after two and a half hours, so please be conscious of your time while playing. No “talking out turns” will be allowed to be factored into final scores submitted to judges.

### **CHESS CLOCKS**

Chess clocks may be used and only need to be requested by one player at a table in order to be implemented. Each player will equally have 1:30 (h:mm). Time may not be stopped by either player nor adjusted once time has begun. Only an official may pause or adjust a clock during a round. Once a player has run out of time, they **may only** roll saving throws, explosion and morale checks (only take these actions if any are applicable). They **may not** begin actions, move, use abilities, use psychic powers, shoot, charge, fight, heroically intervene.

### **MISSIONS**

As 10th edition is still fresh on the scene, we are still determining the best course of action to reduce the amount of randomness in setting up

a game of Warhammer. The Primary Mission, Deployment map and Mission Rule will all be determined by the Tournament Organizers and will be given the morning of the event.

### **TERRAIN AND P.O.T. GUIDELINES**

See Terrain Addendum at the end of this packet for our Player Optimized Terrain pieces, rules and dimensions.

### **AUTHORITY OF OFFICIALS**

The term “Officials” when used to this packet will refer to both the Tournament Organizer (T.O.) and their associate Judges.

Officials may actively judge games as they walk by the tables. This means that if they witness an action that needs correction or clarification, they may intervene without a player asking for intervention. Any player may call an official at any time, and before calling should have any rules prepared for review along with a quick summary of the interaction at play. If a chess clock is being used the time of the requesting player will be on unless corrected or paused by an official.

To keep gameplay on time, please adhere to an official’s ruling as soon as it is provided. **No appeals may be made during the round.** If a player feels absolutely necessary to appeal a ruling between rounds, they may raise the decision to the T.O., then at that time the issuing official’s ruling will either be upheld, modified or overturned for the remainder of the event, but not effective retroactively.

**Officials may issue penalties to attendees as they see fit, this includes players and spectators.**

Verbal Warning – no action

Yellow 1 - 10pt deduction this round  
Yellow 2 - forfeit this round (70-0 given)  
Yellow 3 (in a day) / Red - eject from the current event and next scheduled (no refunds)  
(These items are different than those found in the ITC Code of Conduct, but those may be referred to in rare instances by officials)

### **AWARDS / PRIZES**

Best in Chaos - Trophy  
Best in Xenos - Trophy  
Best in Imperium - Trophy  
Best in Space Marines - Trophy

Various Additional Raffles!

### **AFFILIATES**



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## USEFUL LINKS

[-Warhammer 10th Ed Downloads](#)

[-ITC 40k 9th Ed. Guidelines](#)

[-Warpstorm Player Resources \(Player Packet, Terrain Set-up Guide, Terrain Rules, Scoresheet\)](#)



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— GOOD LUCK AND HAVE FUN! —

Warpstorm Games & Lounge Staff

Warpstorm Tabletop Event Committee