



Where: St. Aidans Church Hall,
71 Mearns Rd,
Clarkston,
Glasgow,
G76 7LF

When: Saturday 10th October 2009

INTRODUCTION - DOUBLING UP!

The St. Aidans Warhammer Doubles Event is a competition to find the two best Warhammer Generals through their use of two allied forces. The following terms are used throughout this pack and have the following meanings:

FORCE is used to describe the units under one player's control.
ARMY is used to describe the combined forces of the two players.

Please do not expect anything other than slightly chaotic, hectic fun games, played within a competitive, but much looser framework than a Grand Tournament. As such, the rules of engagement are different; please take the time to read them before the event and contact us if you have any questions.

Competitors are advised that from the moment of entry into the event the decisions of all Judges and Refereeing Staff regarding the fair adjudication of the Event, and in all issues of health and safety are final. This applies to rules adjudications, the scores applied for any category of the Event and any issues that require the cooperation of the competitors. We require that all people attending the event are in possession of the Core Rulebook and the appropriate supplement books. This should help resolve any rules queries more quickly and efficiently, allowing minimal disruption to the games.

THINGS YOU WILL NEED TO BRING WITH YOU

Any gaming materials you require to play, specifically:

- Your rules pack (entry ticket)*
- Your fully painted miniatures*
- At least two legible copies of your Army Roster*
- Appropriate Rulebooks and Supplemental texts*
- Pen and paper*
- A tray to carry your models*
- Dice and templates*
- Reference sheets*
- Tape measure*
- Superglue*

THINGS THAT WILL BE PROVIDED FOR YOU

- A choice of Tea or Coffee with doughnuts on Saturday morning to get you started.
- A 6'x4' table with fixed scenery.
- A Main Meal for Saturday Lunch.

ARMY SELECTION

Only the main lists from the following Warhammer Armies books may be used. In the instance of a new Warhammer Armies book being released or updated, it will only be valid for use providing it has been on sale for one full calendar month prior to the event.

Warhammer Armies: Empire 60030202002	Emp
Warhammer Armies: Orcs & Goblins 60030209003	O&G
Warhammer Armies: Skaven 60030206001	Skv
Warhammer Armies: Warriors of Chaos 60030201005	Woc
Warhammer Armies: Tomb Kings 60030207003	Tks
Warhammer Armies: Vampire Counts 60030207004	Vcs
Warhammer Armies: Dark Elves 60030212003	Des
Warhammer Armies: High Elves 60030210003	Hes
Warhammer Armies: Wood Elves 60030204002	Wes
Warhammer Armies: Beasts of Chaos 60030201003	Boc
Warhammer Armies: Bretonnia 60030203001	Br
Warhammer Armies: Dwarfs 60030205003	Dfs
Warhammer Armies: Lizardmen* 60030208001	Lzm
Warhammer Armies: Ogre Kingdoms 60030213001	Okn
Warhammer Armies: Daemons of Chaos 60030215001	Doc

The official errata documents for the above armies can be found at: <http://uk.games-workshop.com/news/errata/3/> *The Southlands list from Warhammer Armies: Lizardmen may be used.

PLEASE NOTE: These are the only lists that we will be permitting at this event. If you have any queries regarding the validity of your chosen force, you must contact the events team for clarification.

ARMY CONSTRUCTION

You must follow the standard force organisation chart for the creation of your Army with the following exceptions.

2 Forces of no more than 1000 points each. You may not transfer unused points between forces.

Both players must each provide 1 Hero capable of acting as the Army general to lead their force and 2 Core choices.

Each Force must conform to the selection criteria as follows;

1 Hero, 2+ Core, 1 Special for every Core choice up to a maximum of 3 and 0-1 Rare.

Each Army will consist of 2 Heroes, 4+ Core, 0-6 Special and 0-2 Rare. This means that if you have 6 Special choices you need 6 Core choices.

Within the Army each individual Magic Item or Magic Banner may only be selected once.

Additionally:

If a race-specific selection criterion exists in your Army List then the rules about this are suspended; for example, a Bretonnian force need not take a Battle Standard Bearer. If the two Forces are Battle Brothers, for example, two Bretonnian forces, then they can choose to have a Battle Standard Bearer in the Army.

TEAM ALLIANCES

Each force may ally with only the races shown on the Alliances chart below. Simply cross-reference the races you wish to ally with. The following notations represent;

B = Battle Brothers - same race, so no problems

T = Trusted Allies – no special rules, alliance is permitted

D = Distrustful Allies – permitted, but allied units and characters within 6” of each other suffer a –1 Leadership penalty (after other modifiers)

X = Disallowed - cannot ally under any circumstance

You may only select to play with a team-mate who has a race you are permitted to ally with.

	Emp	O&G	Skv	Woc	Tks	Vcs	Des	Hes	Wes	Boc	Brt	Dfs	Lzn	Okn	DoC
Emp	B	X	X	X	X	D	X	T	D	X	T	T	X	T	X
O&G	B	D	D	X	X	D	X	X	D	X	X	X	T	X	X
Skv	X	D	B	T	X	X	D	X	X	T	X	X	D	T	X
Woc	X	D	T	B	X	X	D	X	X	B	X	X	D	T	T
Tks	X	X	X	X	B	D	X	X	X	X	X	X	X	D	X
Vcs	D	X	X	X	D	B	X	X	X	X	D	X	X	D	X
Des	X	D	D	D	X	X	B	X	X	D	X	X	D	T	X
Hes	T	X	X	X	X	X	X	B	T	X	T	X	D	T	X
Wes	D	X	X	X	X	X	X	T	B	X	T	X	X	D	X
Boc	X	D	T	B	X	X	D	X	X	B	X	X	X	T	X
Brt	T	X	X	X	X	D	X	T	T	X	B	T	X	X	X
Dfs	T	X	X	X	X	X	X	X	X	X	T	B	X	D	X
Lzn	X	X	D	D	X	X	D	D	X	X	X	X	B	T	X
Okn	T	T	T	T	D	D	T	T	D	T	X	D	T	B	T
DoC	X	X	X	T	X	X	X	X	X	X	X	X	X	T	B

ARMY ROSTER

When you arrive at the event you must bring two legible, preferably typed copies of your Army Roster; one is for the Referees to refer to and check over the day, while the other is for you to use during the event. It must contain the following information:

Player Name, Force Names (if desired) and Team Name. The name of the models used in your army, as well as their points value. Any extra equipment or special items must be clearly marked along with their points cost.

Should any error in the roster be detected then the appropriate players may call a Referee and, if the error is verified, the Roster Penalty (discussed later in this pack) will be applied. Any changes made to the Roster without informing the Chief Referee may result in action taken against you.

HOW THE DOUBLES EVENT WORKS

The Tournament consists of three games or rounds, each lasting 2 hours, including the warm-up and roster check. In the first round, Armies will be matched randomly against an opposing team. In each subsequent round, teams will be facing appropriate opponents according to their ranking.

Before battle commences there will be a five-minute ‘warm-up’ period. During this period players must first show their opponents all the models in their forces. Players are allowed to ask their opponent questions about the forces and the rules that apply to them.

Please note that there is no access until 9.15am

START TIME	END TIME	ACTIVITY
09:15	09:45	Earliest entry and registration
09:45	10:00	Briefing
10:00	12:00	FIRST GAME
12:00	13:00	Lunch
12:00	12:45	Best Army Selection Judging
13:00	15:00	SECOND GAME
15:00	15:15	Afternoon Break
15:15	17:15	THIRD GAME
17:30	18:00	Awards Ceremony and Close

After inspecting the forces, all players should discuss the terrain for the battle, and how each feels it will affect the models in play. They can also discuss any other rules points that they think may come up in the battle.

Before each battle the General must be decided using the following rules:

Each player on the team rolls a die, with the opponents witnessing the roll – re-roll any ties. The highest rolling player will lead the Army in this battle. Their chosen Hero acts as the General. Both forces will react to the General as per the Warhammer rules.

Note that Special Rules relating specifically to the General only apply if the chosen Hero has been selected to lead the Army for that game. Each battle will be fought on a 6" by 4" table with fixed scenery; if you are unhappy with the scenery layout, alert a Referee who will ensure the layout is fair, however the Referee may insist you use the table "as is".

HOW THE DOUBLES EVENT IS SCORED

Once you've finished your game, you must fill in the results card provided:

Result of the game (Win, Lose, Draw or Concede)
The number of Victory Points both you and your opponent scored.

Teams will be ranked in order of Tournament Points. If there is a tie, then teams that have scored the same number of Tournament Points will be separated by their total Cumulative Victory Point total.

Tournament Points are awarded as follows:

Degree of Victory Score	
Win	30
Draw	10
Loss	1
Concede	0

Victory Bonus Points are awarded to recognise the level of victory achieved in each round. Victory Points are used as they appear on pages 102 and 103 in the core rule book, with the following exceptions:

Table quarters are now worth 50 points.

If you have slain the enemy General, or if they are fleeing or have fled the table, you gain +50 VPs. Please remember to be clear about which Hero in your Army is the General in this game. Banners are worth +50 points each.

Victory Bonus Points are awarded as follows:

Action	Winner's Score	Loser's Score:
Massacre	3	0
Solid Victory	2	0
Minor Victory	1	0

Please Note: the Victory Bonus Points are separate from the Tournament Points score. They will be used as a decider in the event of two teams having the same Tournament Points score.

AWARDS CEREMONY

The award ceremony will take place as soon as possible after the conclusion of the final game. There will be several awards handed out at the end of the tournament. These include:

'Best Generals' - A trophy for the team that wins the Tournament.

'Best Force' award for the force that received the most votes for having the Best Painted Army.

'The Light Brigade Award' – the players who gave away the most cumulative victory points over the course of the day.

BEST FORCE AND USING 'BOUGHT' ARMIES

Entry into the Doubles Event requires that you have a force, which has all the models fully painted and based in an appropriate manner. The minimum standard we want to see is '3 colours, based', however if any part of your force is unpainted it will automatically be ineligible for winning Best Force.

We do want to make sure that the Best Force award goes to the player who painted their entire force themselves, so players are encouraged to declare their force ineligible for this award if they were 'bought'. The way the Best Force award will be given works as follows:

After the First Game is finished, please set up your forces on the table. Each player will be given a St. Aidans club die to use as a voting tool. Inspect the forces on show and leave your die next to your choice. In the case of a tie, all votes are re-cast between the tied forces in a second round of voting.

REFEREES & RULES QUERIES

If you encounter a rules problem during one of your games and cannot find the answer in the rulebook or any other Games Workshop resource, for a quick resolution, and in order to avoid arguments, we recommend that you dice off to decide on a temporary answer and get on with your game.

REFEREES

Sometimes at the tournament you will seek to resolve a rules question. Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can clarify that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves!

If you want a Referee to resolve a rules question, then you are free to call one over, and our Referees may intervene if they see an argument. You should also note that the prime duty of our Referees is to make sure that the majority of players in the tournament get a nice friendly game where winning is secondary to having a good time. The decision of the Referees is final, and no discussion will be entered into.

PENALTIES

As the purpose of this event is to have fun, acting in an unsporting or unfriendly way is unacceptable. If the tournament Referees become aware of anyone acting in this way then they will be asked to play in an appropriate manner, or face the consequences. Players that have been asked to play in a sporting manner and who fail to do so will be penalised through a simple Yellow and Red Card system issued at the Event Teams' discretion.

ROSTER PENALTY

Rosters will be checked during the event by Referees. If you detect an error in your opponent's army roster you must report the matter immediately. If an error is detected in an army roster a penalty of 10 Points will be applied to that team's score for each game the army has been used, inclusive of the current game. All penalties will be applied at the end of the tournament. The Referees will discuss the changes that are needed to correct the roster with the player concerned. Failure to comply with the Referee's decision will lead to Exclusion.

THE YELLOW & RED CARD SYSTEM

Initially, for the most common offences, the Referee will show the offending player(s) a Yellow Card and deduct 10 points from their Tournament Points score. A second Yellow Card will result in the Referees showing a Red Card.

Players who continue to offend or who commit the most serious offences will be shown a Red Card by a Referee. A Red Card will cause the loss of the game being played. A further Red Card offence will lead to a player being excluded.

Players that argue with a Referee, continue to offend after being shown a Red Card, or who act in an especially unpleasant or violent manner will be asked to leave the tournament. The decision of the Referee is final, and no discussion will be entered into. No refunds will be issued to players who are excluded.

If you've any questions about rules, registration details, or the event, please e-mail either:

James Jamieson: tatsujin@hotmail.co.uk

Or

Alan Hobbs: macdonald317@hotmail.com

Please visit the club website at:

<http://www.ukclubs.org/info/StAidans/>