



# WARHAMMER DOUBLES EVENT COMPANION

## VERSION 1.0

### INTRODUCTION

This companion is used alongside the Warhammer Event Companion to create the best experiences for all hobbyists playing a Doubles event. A Doubles event is one in which players compete in teams of two, with a team's armies fighting as a single force against another team's armies.

The recommendations are presented as follows:

- **Warhammer Doubles Event Mission Sequence:** Adjustments to the steps players would normally follow to generate a mission and prepare the battlefield.
- **Warhammer Doubles Event Terminology:** A description of the terminology used in Doubles events.
- **Warhammer Doubles Event Core Rules Changes:** Adjustments to the Core Rules to allow battles where players can fight alongside a teammate.

For all other recommendations – for example, regarding errata, FAQs and pairing and ranking methodology – please refer to the Warhammer Event Companion. Note that pairing and ranking in a Doubles event is done by team, rather than by player.

### WARHAMMER DOUBLES EVENT MISSION SEQUENCE

Before attending a Warhammer Doubles Event, each team – consisting of two players – completes the following step:

#### 1 MUSTER ARMIES

Muster armies as described in the Warhammer 40,000 app, with the following exceptions:

- **EPIC HERO** units, datasheets that cannot be included more than once in your army, **enhancements**, and any other 'once per army' items cannot be included more than once across both armies within a team.
- A particular Upgrade can be included more than once in a player's army following the usual muster armies rules, but cannot be included in both armies in a team (for example, a team could not include a Genestealer Cults Patriarch more than once, or the same Upgrade in both armies, even if both players have selected the same detachments).
- Each team selects one **CHARACTER** model from either army to be their team's **WARLORD**.
- Each team selects one Force Disposition card available to either of the armies in that team and records that on their roster.

**Designer's Note:** *Players within a team can choose to use the same faction keywords or different keywords, and can choose to use the same **detachments** or a different selection of **detachments**. See the Terminology and Core Rules Changes section for more information about how this affects your team's armies.*

A Warhammer Event battle is then waged by completing the remaining steps below:

#### 2 DETERMINE MISSION

Each team finds their opponents' Force Disposition symbol on their Force Disposition card. The Primary Mission that is listed below that symbol is that team's Primary Mission, which describes how to score VP.

### 3 DETERMINE A LAYOUT

Each combination of Primary Missions has three recommended layouts, labelled A, B and C. These can be found in the Warhammer 40,000 app and in the Warhammer Event Companion. As directed by the Warhammer Event organiser, the players either use the layout specified or randomly determine which of these layouts to use.

### 4 CREATE THE BATTLEFIELD

Missions are played on rectangular battlefields 44" by 60" in size. Players set up the **terrain areas** as shown in the selected layout, then set up **terrain features** on those **terrain areas** as shown in the selected layout.

### 5 DETERMINE ATTACKER AND DEFENDER


Players look at the selected layout and agree which edges of the battlefield the players have set up correspond with the Attacker's and Defender's battlefield edges labelled on the card.

Roll off: the winner decides which team will be the Attacker and which will be the Defender.

### 6 SELECT SECONDARY MISSIONS

Secondary Mission cards detail additional ways to score VP. Each team now secretly notes down whether they will use Tactical or Fixed Secondary Missions. If using Fixed Missions, they also note down which two Fixed Missions they will use (see below). Players then reveal these decisions.

#### FIXED MISSIONS

 Fixed Missions are those marked with the symbol shown on the left. If your team is using Fixed Missions, display your selected Fixed Mission cards face-up. Fixed Missions cannot be discarded and are active for your team throughout the battle.

#### TACTICAL MISSIONS

If your team is using Tactical Missions, shuffle your Secondary Mission deck face-down.

- At the start of your Command phase, draw two Secondary Missions face-up from your Secondary Missions deck; these Secondary Missions are active for your team.
- (Once per battle) At the end of your Command phase, you can spend 1CP to discard one of your active Secondary Mission cards and draw one new Secondary Mission card.

#### ACHIEVING SECONDARY MISSIONS

At the end of each team's turn, each team does the following, starting with the team whose turn it is:

- First, if your team met the conditions on one or more Secondary Missions, you can gain the VP specified on that card. If you do, and if you are using Tactical Secondary Missions, discard that Secondary Mission – it is achieved.
- Then, if it is your turn and you are using Tactical Secondary Missions, you can discard one or more of your active Secondary Missions. If you do, you gain 1CP.

### 7 DECLARE BATTLE FORMATIONS

Players secretly note down, in order:

- Which of their units will start the battle embarked within which **TRANSPORTS**.
- Which of their units will start the battle in **strategic reserves**.

Players then reveal these decisions.

### 8 DEPLOY ARMIES

Teams take it in turns to set up their units (excluding those in **strategic reserves**) one at a time, wholly within their deployment zone, starting with the Defender. If you set up a **TITANIC** unit when it is your team's turn to set up a unit, skip your team's next turn to set up a unit. Once your team has finished setting up your units, if your opponents have any units that have not been set up, they set up those units.

### 9 REDEPLOY UNITS

Some rules let you redeploy certain units after both armies are deployed. Unless otherwise stated, you resolve those rules in this step. Teams alternate resolving any such rules, starting with the Attacker. Units placed in **strategic reserves** in this step do not count towards the combined points value of your **strategic reserves** units.

### 10 DETERMINE FIRST TURN

Roll off: the winner takes the first turn.

### 11 RESOLVE PRE-BATTLE RULES

Teams alternate resolving any pre-battle rules units from their army may have, starting with the team who will take the first turn.

### 12 BEGIN THE BATTLE

The first battle round begins. The players in a team take their turn together, as if they were a single player.

### 13 END THE BATTLE

The battle ends after five battle rounds have been completed. Even if your team has no models remaining in your army at the start of your turn, teams continue to play out their turns until the battle ends.

### 14 DETERMINE VICTOR

Each team scores 10VP if their armies are painted to a Battle Ready standard. At the end of the battle, the team with the most VP is the victor. If the teams are tied, the battle is a draw. The maximum VP that can be scored from each source of VP is listed below. Any VP your team scores in excess of these maximums are ignored.

VP SOURCE	MAXIMUM VP
PRIMARY MISSION	45VP Up to 15VP per battle round
SECONDARY MISSIONS	45VP Up to 15VP per battle round*
BATTLE READY ARMY	10VP

\* In addition, you can gain a maximum of 20VP per Fixed Secondary Mission card.

## 'CUMULATIVE' AND 'OR' CONDITIONS

Some cards include a condition marked as 'cumulative' that follows a normal condition. If a player achieves the cumulative condition, they gain the VP for both that and the normal condition.

Some cards include one or more conditions marked 'or' that follow a normal condition. A player can only gain VP for one of these conditions or the normal condition.

## LEAVES THE BATTELEFIELD

Some cards refer to a unit or units leaving the battlefield. A unit leaves the battlefield if it is destroyed, if it embarks on a **TRANSPORT**, or if a rule removes that unit from the battlefield (e.g. to place it in **strategic reserves**).

## ONE

When a card states 'one', underlined, it means exactly one, not one or more.

## VP UP TO A LIMIT

Some cards award VP up to a limit, e.g. (up to 5VP). In such cases, any VP you score in excess of this limit are ignored.

## WHEN DRAWN

Some Secondary Mission cards begin with a 'When Drawn' section. Note that this section only applies if you are using Tactical Secondary Missions.

# WARHAMMER DOUBLES EVENTS TERMINOLOGY AND CORE RULES CHANGES

## TERMINOLOGY

Warhammer Doubles Events use the following terminology:

- **Force:** The combined armies of a pair of players.
- **Unified Force:** A **force** where both armies have all the same faction keywords in common.
  - For **ADEPTUS ASTARTES forces** to be a **unified force**, units in one army do not need to have the same Chapter keyword as units in the other army.
- **Force of Convenience:** Any **force** which is not a **unified force**.

**Designer's Note:** *Ignore units included as allies – for example, an **IMPERIAL KNIGHTS** unit included in another **IMPERIUM** army – when determining whether a **force** is a **unified force** or a **force of convenience**.*

## CORE RULES CHANGES

Warhammer Doubles Events use the following Core Rules modifications:

### UNITS AND MODELS 01.02

In a **unified force**, models/units in both armies that make up that **force** are friendly models/units.

- For example, in a **unified force** with the **ADEPTUS ASTARTES** faction keyword, units in one army can benefit from the Blessings of the Omnissiah ability of a Techmarine in their teammate's army.

Otherwise, models/units in your **force** that are not part of your army are neither friendly nor enemy models/units.

- For example, in a **force of convenience**, units in one army (even one in which units have the **IMPERIUM** keyword) will not benefit from their teammate's ability that affects friendly **IMPERIUM** units.

### GAIN CORE CP 08.02

Each **force** (rather than each player) gains 1 Command Point (CP). **Forces** may not generate more than one extra CP per battle round.

### USING STRATAGEMS 15.01

A **force's** CP total is shared by both players on the team. Rules limiting the use of **stratagems** are applied to a **force**, rather than to each player or army.

- For example, a unit in your **force** can only be the target of one of your force's **stratagems** per phase, and use of the **Insane Bravery stratagem** is limited to once per battle, per force.

### TRANSPORTS 18.00

In a **unified force**, units/models from one army can embark within/begin the battle embarked within a **TRANSPORT** model from the other army, as long as that unit could normally embark within that **TRANSPORT**.

- For example, in a **unified force** with the **ADEPTUS ASTARTES** faction keyword, a Techmarine from one army can embark within/begin the battle embarked within an Impulsor from the other army.

## ARMY AND DETACHMENT RULES

In a **unified force**, the **force** uses its army rules as if it were a single army.

- For example, if a **unified force** has the **DRUKHARI** faction keyword, there will be one **pain token** pool, and the force (rather than each army in the force) will gain **pain tokens** as described in the Power From Pain rule.

Otherwise, each army within a **force** uses its own army rules.

In a **unified force**, if both players have chosen the same **detachments**, the **force** uses its **detachment rules** as if it were a single army.

Otherwise, each player's **detachment rules** can only affect enemy units and units in their own army (even in a **unified force**).

- For example, if the players of a **unified force** with the **ADEPTUS ASTARTES** faction keyword have selected different **detachments**, one player could not target the other player's units with a **stratagem** (even a **stratagem** that targets a friendly **ADEPTUS ASTARTES** unit), or grant them the benefit of any **detachment rules** (even those that affect all friendly **ADEPTUS ASTARTES** units).

## POINT RESTRICTIONS

Rules that have restrictions based on the size of a player's army are based on the points limit of the army of that individual player.

- For example, if a player wishes to bring Chaos Daemons as allies, doing so would be based on the points limit of that player's army within their **force**.