

# 11<sup>th</sup> October 2025 Doubles

A Warhammer 40000 10<sup>th</sup> Edition doubles tournament.

1 team = 2 players with 1000 points each

<https://www.bestcoastpairings.com/event/3fxLdnmAVjVs>

## Timings:

- Registration: 09:30 – 10:00
- Game 1: 10:00 – 13:00
- Lunch: 13:00 – 14:00
- Game 2: 14:00 - 17:00
- Game 3: 17:15 - 20:15
- Awards: 20:30

Awards for;

1<sup>st</sup> place

2<sup>nd</sup> place

3<sup>rd</sup> place

Best Sportsman

Best Painted army

Wooden Spoon

## Cost

£50 per team (£25 per player)

## Registering

Lists should be submitted 3 working days beforehand (23:59 28<sup>th</sup> August 2024) so they can be checked ahead of time.

Pairings will be assigned using Best Coast Pairings

Please register to allow for smooth uploading of lists and points

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Payments through PayPal to support@phoenix40k

### What do I need to bring:

- A 1000 point legal army as per the latest Games Workshop Balance Dataslate and Munitorum Field Manual (<https://www.warhammer-community.com/warhammer-40000-downloads/>) .
- Proxies are allowed for unit composition, however your opponents must be clearly able to distinguish between different units and different loadouts within a unit. Proxies should also be comparable in size. For any proxies you should seek approval a minimum of 1 week ahead of the tournament. If you have not received approval then you risk not being able to use that model, being penalised or not being allowed to play. If in doubt please contact us 1 week (7 days) before the event.
- Your army does not have to be painted and based HOWEVER you will not receive the 5 points for a painted army per player if you are unpainted, for a total of 10 per team. For information on what painted means please see <https://www.warhammer-community.com/2019/05/21/introducing-battle-readygw-homepage-post-1fw-homepage-post-1/>
- Dice
- Tape Measure
- Any army rules you need
- A good attitude

### What is included

- Table fees
- Terrain
- Opponents
- Prizes
- Judging
- Free on site parking
- Lunch is included in the price of your ticket. This will be catered for by the wonderful Chefs at 7<sup>th</sup> City Collectables.

### Need a partner?

Contact us at [support@phoenix40k.co.uk](mailto:support@phoenix40k.co.uk) and we'll try to find you a partner.

### Considerations for Doubles:

- Players cannot share points i.e. MAXIMUM of 1000 pts per player.
- Reinforcement, deep strike and strategic reserves points apply PER player.
- Players may use different factions (even if they would normally be unable to ally in the lore).
- Army abilities only affect a player's own units EVEN if they are the same faction.
- During games, any references of PLAYER become TEAM. E.g. each team gets 1 CP per round.
- Teams share secondaries.
- Deployment: Each team deploys one unit per player. So 2 for Team A then 2 for Team B.
- The same datasheet cannot be included in both player's rosters (e.g. you can't both have Guilliman).
- Each enhancement can only be taken once per team.
- All references of "player" become "Team"
- Secondaries are chosen as 2 per team

### Pairings

Pairings will be assigned using Best Coast Pairings

Please register to allow for smooth uploading of lists and points

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1<sup>st</sup> round pairings will be random then using Swiss scoring against players with similar results to yourself.

### Scoring

Scoring will be done using the latest Warhammer 40000 Mission Pack

### Terrain and rulings

The Judge's word is FINAL!

In the event of a disagreement / accusation of poor sportsmanship / cheating then please call a judge IMMEDIATELY. We cannot help you after the fact, however if you raise the issue straight away then we can probably help resolve it.

Minor rules offences will be given a warning (we all make mistakes).

Intentional cheating can result in penalties ranging from a points penalty between 10-100 points / automatic losses / disqualifications and / or barrings from future events.

Intentional lying, bullying or intimidating behaviour will not be tolerated.

Any dataslate must have been in place for 7 days before the event (00:01 the Saturday beforehand)

### Conceding

Please play out the game as much as possible, you never know, you may be able to turn it around. However, any conceding will assume you score 0 further points for that game from that point on. Please call a Judge to verify this action. In the events of emergencies of course we can be flexible.

### Losses

It happens, we all lose, it is part of the game and experience of becoming a better player. Laugh it off, congratulate your opponents and ask for advice.

### Chess Clocks

Chess clocks are not required however they are recommended to resolve any disputes about players playing slow on purpose (don't do this!) Anybody caught purposely slow playing will be penalised.

UKTC rules in place. All rules and copyright relating to UKTC tournament packs belongs to UKTC.

Terrain & Mission pack can be found here:

<https://docs.google.com/document/d/1ZOdJ84lHoKCwzRg-MATaDzV0COh05KxcKdHrF14lr3o/edit?tab=t.0>

The ground floor of ruins have NO WINDOWS. Upper floors it is true line of sight.

Judges rulings:

<https://docs.google.com/document/d/10u4bb4mgqvhFew4MicY4bqnYeZ7Ws57Q6elj95nOPiA/edit?usp=sharing>

We will play UKTC Mission 5, 4 & 3 in that order (subject to change of the UKTC mission pack). Cut off will be 7 days before the event.

Contact

[support@phoenix40k.co.uk](mailto:support@phoenix40k.co.uk)