

# 2018

## DOUBLE TAP 3 TOURNAMENT PACK

SPONSORS:



## CONTENTS

<b>EVENT DETAILS .....</b>	<b>2</b>
<b>WELCOME.....</b>	<b>2</b>
<b>TOURNAMENT FORMAT .....</b>	<b>2</b>
<b>DOUBLES FORMAT.....</b>	<b>2</b>
<b>VENUE.....</b>	<b>3</b>
<b>CONTACT DETAILS .....</b>	<b>3</b>
<b>TICKETS.....</b>	<b>3</b>
<b>THINGS YOU NEED TO REMEMBER.....</b>	<b>3</b>
<b>FOOD .....</b>	<b>3</b>
<b>TIMETABLE .....</b>	<b>3</b>
<b>ARMY SELECTION.....</b>	<b>4</b>
<b>ARMY COMPOSITION .....</b>	<b>4</b>
<b>OPEN LISTS.....</b>	<b>4</b>
<b>ARMY LIST SUBMISSION.....</b>	<b>4</b>
<b>ARMY LIST SUBMISSION FORMAT.....</b>	<b>5</b>
<b>ARMY LIST SUBMISSION POINTS.....</b>	<b>5</b>
<b>MODELLING AND PAINTING REQUIREMENTS.....</b>	<b>5</b>
<b>GAMING .....</b>	<b>6</b>
<b>ROUND TIMINGS AND GAME LENGTH .....</b>	<b>6</b>
<b>SPECTATORS RULING .....</b>	<b>6</b>
<b>FAIR PLAY CARD SYSTEM .....</b>	<b>7</b>
<b>SCORING .....</b>	<b>8</b>
<b>SUMMARY OF POINTS .....</b>	<b>8</b>
<b>PRIZES .....</b>	<b>8</b>
<b>SPORTSMANSHIP.....</b>	<b>8</b>
<b>BEST PAINTED ARMY.....</b>	<b>8</b>
<b>PAINTING MARKING .....</b>	<b>8</b>
<b>TRAVEL AND ACCOMMODATION .....</b>	<b>8</b>
<b>GETTING TO THE VENUE .....</b>	<b>8</b>
<b>MEDIA AND SOCIAL EVENING MEAL .....</b>	<b>9</b>
<b>PODCAST AND TWITCH LIVE STREAM.....</b>	<b>9</b>
<b>EVENING MEAL AND SOCIAL.....</b>	<b>9</b>

## EVENT DETAILS

### WELCOME

It is with great pleasure that I welcome you to Double Tap 3. This is the 3<sup>rd</sup> Double Tap and we would like to start by thanking all those who have attended past events we have run for their continued support. We are hoping to make this year's event the best yet!

### EVENT FORMAT

The event is a doubles event with 1000 points per player and 2000 points per team. It will run Warhammer 40K Matched play straight out of the book with some minor changes as shown below.

- In a mission that requires objective markers you must use markers that are no bigger than 2" in diameter. Additionally, when measuring distances to objectives use the full size of the marker rather than just the centre of the marker.
- Terrain will be pre-set by the judges, we aim for 3-4 large line of sight blocking terrain pieces along with some smaller blocking terrain and area terrain on each table. The first round is drawn randomly, we will avoid pairing up club mates as long as you have stated in your list submission email what club you are a part of. After this, the remaining 4 rounds will be using the Swiss Chess system. You must not play the same player twice, if you are drawn against someone who you've already played then let the tournament organisers know and they'll swap you with a player on the next table.

### DOUBLES FORMAT

#### Command Points Interaction

- The 3 command points awarded for bringing a battle-forged army will be awarded to a team and not to each player. e.g. Player A has a brigade for +9CP's and Player B has a battalion for +3CP's, these are combined together along with the battle-forged bonus points (+3CP's) to give the team a total of 15CP's.
- Players can use stratagems as normal with the teams' pool of command points available to both Players.

#### Abilities Interaction

- Any abilities that grant bonuses or bubble effects can only affect models from the same 1000 point army. e.g. If Player A has a space marine captain within 6" of Player B's space marine tactical squad, Player B's tactical squad cannot benefit from the re-roll hits of 1 aura from Player A's captain regardless of whether they normally would be able to.

#### Fate Cards

- Each team will be given a 36 card deck of fate cards to use during their games. At the start of every game each team must shuffle their deck and draw 5 fate cards each and then a further 1 card at the end of each of their turns.
- The cards will have clear instructions on their use and are designed to add to the randomness and enjoyment of your games.

#### Random Events Table

- There will be a random events table displayed at various points in the gaming hall. It contains events that will affect the games you play in different ways.
- This table will be rolled on at the beginning of every game, and a further 3 times during each game at 40 minute intervals. The results will be announced and must be enforced until the next event roll is made and changes the effect.

## VENUE

Firestorm Games (Cardiff)  
Trade Street, Penarth Road  
Cardiff  
CF10 5DT  
[www.firestormgames.co.uk](http://www.firestormgames.co.uk)

## CONTACT DETAILS

If you have any questions about the rules packs or about the event in general please don't hesitate to contact the event organisers at [valerenegades@gmail.com](mailto:valerenegades@gmail.com).

## TICKETS

The tickets are £30 per team of 2 and include a hot lunch for both players. You can purchase the tickets off the firestorm games website by using this [Link](#).

What Your Ticket Includes:

- Entry to the event.
- Personalised player pack including mission pack.
- A choice of Lunch.

## THINGS YOU NEED TO REMEMBER

Below are a few of the things you will need to remember when attending the event:

- To book accommodation.
- A fully painted army.
- The main Warhammer 40K rule book and any relevant codex's/index's and FAQ's.
- Dice, tape measures and any additional gaming aids you require.
- Plastic/Super glue for repairs.

## FOOD

Hot food is provided during the lunchtime period shown in the schedule. The food available will be chosen from a selection of 5 or more options available.

## TIMETABLE

Sunday	
Registration	08:00 - 08:25
Announcements	08:25 - 08:30
Round 1	08:30 - 11:15
Lunch	11:15 - 12:00
Round 2	12:00 - 14:45
Break	14:45 - 15:00
Round 3	15:00 - 17:45
Scoring Break	17:45 - 18:00
Awards Presentation	18:00 - 18:15

## ARMY SELECTION

### ARMY COMPOSITION

Double Tap 3 will be using the ITC army composition rules and FAQ's found using this link: [ITC Tournament Format and FAQ's](#). The full GW FAQ's will be in use and are found within the ITC FAQ as a further link, we will have a cut-off date for any FAQ's or rules releases which will be the same date as the list submission deadline Sunday 22<sup>nd</sup> April.

Furthermore the following restrictions will also be in place:

#### Detachments

You are restricted to 2 detachments per player (4 per team) and the following detachments are not available when building your army list:

- Supreme Command Detachment.
- Super Heavy Auxiliary Detachment.
- Air Wing Detachment.

#### Datasheets (Per Player)

- Datasheets with the **character** keyword may not be duplicated. The only exception is HQ **characters** which can be duplicated once if you have taken 1 of every HQ **character** (excluding unique named characters) available to all of the factions you are using within your army list. e.g. An Adeptus Custodes army must take a Shield-Captain, a Shield Captain on Dawn Eagle Jetbike and a Shield-Captain in Allarus Terminator Armour in order to duplicate any of their HQ choices. If they do then they may take each HQ choice once more in their army list.
- Datasheets with the **primarch** keyword may not be taken.
- Datasheets with a starting model count of one with the **vehicle** keyword and of a power rating 6 or greater may only include the one model.
- Datasheets with the **titanic** keyword of a power rating 28 or greater may not be taken.

#### Command Points (Per Player)

- -1CP for each duplicate after the second datasheet in your army, excluding those with the **Troops** battlefield role and up to 3 **Dedicated Transports**, so for example, up to 2 Primaris Aggressor units can be selected without CP cost but a 3<sup>rd</sup> will cost 1CP, a 4<sup>th</sup> 2CP's and so on.
- +3CP's for including no duplicate datasheets in your army, excluding those with the **Troops** battlefield role and up to 3 **Dedicated Transports**.
- +3CP's if your entire army share the same sub faction keyword, such as *Blood Angels*, *Sautekh*, *Alpha Legion* etc.

#### Terrain

- We will not be using the bottom floor of ruins blocking line of sight ruling that the ITC has in their FAQ, so please ignore that section for this event.

### OPEN LISTS

All lists for the weekend will be open. The lists will be checked for legality by the organisers prior to the event and released as a PDF.

### ARMY LIST SUBMISSION

All army lists should be submitted to [valerenegades@gmail.com](mailto:valerenegades@gmail.com) on or before Midnight Sunday 22<sup>nd</sup> April.

## ARMY LIST SUBMISSION FORMAT

Army lists should be placed in the main body of the email with all space formatting removed. Remember to include the free relic you gain for your warlord, but not any you wish to purchase using command points as these are done during your games. Please ensure that both lists are submitted in the same email and they are submitted as per the following format:

Please title the email as follows; "Event Name, Warhammer 40K, Player Name, Doubles Team Name, Club Name (if appropriate)"

**[Player Name], [Full army name], [Total Command Points]**

[Detachment name], [Detachment points], [Detachment power level], [+command points]

[BATTLEFIELD ROLE] [unit name] [number of models]: [warlord], [option 1], [option 2], [option 3]  
**[points cost], [power level]**

[BATTLEFIELD ROLE] [unit name] [number of models]: [warlord], [option 1], [option 2], [option 3]  
**[points cost], [power level]**

[BATTLEFIELD ROLE] [unit name] [number of models]: [warlord], [option 1], [option 2], [option 3]  
**[points cost], [power level]**

[Detachment name], [Detachment points], [Detachment power level], [+command points]

[BATTLEFIELD ROLE] [unit name] [number of models]: [warlord], [option 1], [option 2], [option 3]  
**[points cost], [power level]**

[BATTLEFIELD ROLE] [unit name] [number of models]: [warlord], [option 1], [option 2], [option 3]  
**[points cost], [power level]**

[BATTLEFIELD ROLE] [unit name] [number of models]: [warlord], [option 1], [option 2], [option 3]  
**[points cost], [power level]**

[Detachment name], [Detachment points], [Detachment power level], [+command points]

[BATTLEFIELD ROLE] [unit name] [number of models]: [warlord], [option 1], [option 2], [option 3]  
**[points cost], [power level]**

[BATTLEFIELD ROLE] [unit name] [number of models]: [warlord], [option 1], [option 2], [option 3]  
**[points cost], [power level]**

[BATTLEFIELD ROLE] [unit name] [number of models]: [warlord], [option 1], [option 2], [option 3]  
**[points cost], [power level]**

**Totals: [Points Cost] [Power Level]**

## ARMY LIST SUBMISSION POINTS

The following bonuses/penalties are applied for list submission.

Points Awarded/Deducted For	Points
List submitted on or before the deadline	20
List correct at submission deadline	10
List correction before submission deadline	0
Each list change after submission deadline	-5

## MODELLING AND PAINTING REQUIREMENTS

All models must be painted to a 3-colour minimum and based in order to be used at the event, any models found to not meet this criteria can be removed from any game by a judge. Clear bases such as those found on skimmer models do not have to be painted and/or based in order to count as finished.

All models are expected to be WYSIWYG to a reasonable standard (exceptions will be made for themed units or armies) and using the bases provided when purchased. Using a proxy model is not allowed. Using a reasonable substitute to "Counts As" another model, does not violate our policy.

When using detachments in your army that contain models with different <Bracket> Faction keywords, then they must be easily distinguished from other, similar faction models. Example: Your army has a detachment of White Scars Adeptus Astartes and a detachment of Ultramarines Adeptus Astartes. The models in these different detachments must be easily identified by your opponent. An example of this would be painting the White Scars white and the Ultramarines blue so your opponent can easily identify which units belong to which detachment. It is not acceptable to have an army with multiple detachments of Space Marines painted in the same scheme wherein some of them are using different <bracket> faction keywords.

## GAMING

### ROUND TIMINGS AND GAME LENGTH

As you have probably noted, there is a strict timetable we need to adhere to. This will ensure that the event will run smoothly and people are able to leave in a timely fashion. In addition, Warhammer 40K is a game of 5-7 equal turns. Failure to complete a game can result in the frustration of your opponent, advantages that would not normally have been gained and a general sense of annoyance about the game. Whilst we are aware that most players do finish their games on time occasionally this does not happen. To this end Double Tap has four provisions regarding the round timings and game length:

1. Announcements will be made throughout the round indicating the amount of time remaining. At this stage, we would strongly suggest that you complete your game, ensuring that equal turns have been played and to then submit your results. If you fail to hand in the results slip on time, you will be given a warning. If you fail to hand in the results slip a second time, your score (for both players) will be reduced to zero.
2. If a referee asks you to stop playing, and this request is refused, then both players will have their score for that round being reduced to zero. In addition, at the absolute discretion of the organisers a further point's penalty may apply to your tournament score.
3. On the score sheets will be a box to indicate the number of turns played. If a player fails to complete at least 4 turns in more than 2 games they will receive a point's penalty on their tournament score equal to 1 point for every turn that they have failed to complete during the event. This will of course be ignored if a game ends prematurely due to sudden death.
4. Notwithstanding the above; if a referee feels that a player is deliberately playing slowly despite warnings then they may be liable for a point's penalty.

We appreciate that the above may seem harsh and draconian, but the issue of incomplete games is becoming a hot topic at several tournaments. If you have any concerns with the speed at which your opponent is playing, please do not hesitate to come and speak with us and we will attempt to resolve the matter before it becomes a problem.

### SPECTATORS RULING

To ensure all players have an enjoyable experience we are putting a restriction on spectators, you will be allowed to spectate on a game but for no more than 15 minutes to ensure the players don't feel ganged up on and can enjoy the company of their opponents. This is also to ensure that we have the games being able to go the full distance in turns to get a fair and proper result.

## **FAIR PLAY CARD SYSTEM**

A fair play card system will be in place to avoid any unfair play and resolve disputes fairly and properly, this is only to ensure that everyone enjoys the games they're playing and we keep the tournament played in the right spirit. We want all players to have an enjoyable weekend with no sign of cheating in any game and this system we believe will help achieve that. The 3 cards being used are orange, yellow and red and each card is explained below:

### **Orange Card**

You will be given an orange card if any player complains about foul play or very unsporting behaviour (we urge players to talk to each other first about any issues rather than contacting a judge as we're all adults and should be able to resolve most situations ourselves). If we think a player is over complaining then this could resolve in Them receiving an orange card so please don't report anyone unless you really have to. This card will not affect your tournament score but it will mean that the judges will be watching your game more closely to ensure the foul play does not continue.

### **Yellow Card**

This will be issued if a problem persists from an orange card. A yellow card is more serious than an orange card and your goal as players is to stay very far away from being yellow carded. Once a yellow card is issued a player will have a 10 point deduction from their tournament score and will be watched closely for the remainder of the tournament.

### **Red Card**

This is a last resort if all other cards fail to resolve a problem. A red card will mean ejection from the tournament immediately.



## SCORING

### SUMMARY OF POINTS

Area	Maximum
Gaming	90
Painting	20
List Submission	30

### PRIZES

The following prizes will be on offer at this event:

Overall Tournament Champions	1 <sup>st</sup> Place Overall on Tournament Points
Overall Tournament Runners-up	2 <sup>nd</sup> Place Overall on Tournament Points
Best Sport Team	Highest Overall Player Sports Score
Best Painted Army (Individual)	Highest Overall Painting
Wooden Spoon	Last Place Consolation Award
Spot Prizes	These will be awards for achieving specific actions within your games. They will be explained fully before every round.

If a player wins 3 or more prizes we will give them the choice of which 2 to win and award the other award to the next in line. This is to ensure we have more winners at the event to keep in line with the fun approach of our events.

### SPORTSMANSHIP

During the tournament no sports scores will be used. Instead when you are handing in your final rounds scores we will need you to fill in your best sports slips provided in your player packs and nominate your 2 best sports. A 1<sup>st</sup> place vote earns a player 10 sportsmanship points and a 2<sup>nd</sup> place vote earns a player 5 sportsmanship points. Should you have any issues with your opponent or would like to speak to the tournament organisers about your game, please approach a tournament organiser or come to the Scoring Station after your game.

### BEST PAINTED ARMY

During lunchtime players will be asked to set up their army. All players will be asked to vote for their 1<sup>st</sup> and 2<sup>nd</sup> favourite army using the voting slip provided in their player packs. A 1<sup>st</sup> player vote earns a player 10 painting points and a 2<sup>nd</sup> favourite vote earns a player 5 painting points. The player whose army gets the most votes will win the best painted army award.

### PAINTING MARKING

There are 20 tournament points awarded for painting. The following will be awarded to each player for painting:

Area	Points
Entire Army is a Cohesive 3 Colours Minimum	10
Entire Army has a Cohesive Basing	10

## TRAVEL AND ACCOMMODATION

### GETTING TO THE VENUE

#### Aeroplane

Cardiff Airport is a 30 mins drive or 45 mins train journey away from the venue and very easy to fly to direct from many European and UK airports. Alternatively you can fly into Bristol Airport.

#### Train

Cardiff Central Train Station is just a 10 mins walk from the venue.

#### Car

Check your route on Google maps, there is plenty of parking at the venue.

## MEDIA AND SOCIAL EVENING MEAL

### PODCAST AND TWITCH LIVE STREAM

We will be doing a pre-tournament podcast to do the 1<sup>st</sup> round draw and to discuss some of the tournament statistics being set with the submitted army lists, so please tune in to hear our light hearted banter. You can find us on Soundcloud and iTunes by searching renegades ramble, please like and follow us. We do a bi-weekly podcast about various subjects in the hobby, alternating between 40K and the ninth age.

Additionally, we will be live streaming a single game every round, we will be asking all of the entrants if you are happy to be on camera so rest assured if you don't want to be filmed you won't be. All of the details regarding this will be revealed in the announcements on Saturday. Please check out our YouTube channel for our newly began channel, we are only just starting out but we will be having regular battle reports in the near future, so please like, subscribe and enjoy the content.

Podcast: [Soundcloud](#), [iTunes](#)

[Twitch](#)

YouTube

### EVENING MEAL AND SOCIAL

A few of the tournament organisers and club members will be heading out afterwards for a meal and/or some drinks. We welcome anyone who wants to join us, just let us know on the day and we'll make sure to look for you after round 3 is over. Additionally firestorm will be open for a short while after the 3<sup>rd</sup> round so feel free to hang around for more drinks and to have a chat for an hour or so. **NOTE: The evening meal will NOT be included within the ticket price.**