Far Harbor Gaming Presents:

All Aspects Doubles 40k Event

Updated 8/18/2022: All changes will be marked in red for easy identification.

ARMY CONSTRUCTION:

Each player of a team of two will construct a 1,000-point army list, combining to make a 2,000-team army.

Each player's detachment(s) must follow the battle forged guidelines laid out in the Warhammer 40k rulebook. However, your teammate can use a different army as long as all units in the detachment(s) also follow the battle forged guidelines. Forgeworld units are allowed.

Each player must construct their list using one of the Detachments in the Core Rulebook. Each team can include 1 instance of a given Detachment in their combined force, no duplication's allowed. Named characters are unique per team.

Each player will be allowed to take one warlord trait and relic in their detachments. One player will need to mark on their roster the “Head” warlord for secondary objective scoring requirements. Players still pay CP for any Warlord Traits or Relics they choose to include.

If teams are using the same Codex and sub faction, abilities and auras are shared. For example, if both players are playing World Eaters the team's Chaos Lord grants re-roll hit rolls of 1 to both player's units.

Psychic powers can only be used once per team. For example, if both players are playing Eldar and both take the Fortune psychic power, only one of the players can attempt to cast that power.

We will be using Best Coast pairings for battle points and pairings. Lists will need to be submitted to BCP by midnight EST, Sept 23rd.

Missions will be taken from the Chapter Approved: War Zone Nephilim book.

Secondary Objectives must be chosen from the current Chapter Approved. Faction specific secondaries ARE allowed, but many only be achieved by that players units/models and NOT by their teammates, regardless of faction. Faction specific Secondaries MUST be chosen from War Zone: Nephalim.

POINTS BREAKDOWN:

BATTLEPOINTS

Battle points break down to the actual points players score during the missions. you keep the points you earn. The format does not make use of points differentials or points padding to create separation.

Battle points are used exclusively for matching players in subsequent rounds of the tournament. Other scores are only taken into account after the final round to determine overall standings. Players with similar battle points play one another. Battle points will be the average of the three games played.

COMPOSITION

Perhaps the most controversial scoring rubric of Warhammer 40k format is the Composition score. This score is awarded to each player by their opponent after each match. This is not meant to be a closet Sportsmanship score and mature hobbyists should be able to objectively judge an opponent’s force regardless of victory or defeat. It is completely possible and acceptable to have a great game against a fantastic opponent and yet award them a low composition score or vice versa. The composition score is meant to judge how closely an opponent’s army adheres to the background or is simply meant to take advantage of only the most powerful units and exploit possible loopholes in the rules. See composition rubric inside the attached rubric guide document.

THEME

This is an army composition score awarded by the tournament judge. It utilizes similar criteria as the player awarded composition score, but with a stronger emphasis on how a particular force adheres to the 40K universe and army background. This will also include the narrative behind your force. There will also be points awarded for team spirit. A theme rubric will be released shortly to allow players to see what points are available to receive. See theme rubric inside attached rubric guide document.

PAINTING

This score takes into account painting and other aspects of the hobby such as army displays, basing, creative modeling, and conversions. The Painting score is awarded by a tournament judge. A painting rubric will be released shortly to allow players to see what points are available to receive. See painting rubric inside attached rubric guide document.

AWARDS

The following awards can be expected to be given out at the end of the event:

Best Overall- This will be awarded to the team with the highest combined points in all categories.

Best Theme/Composition- This will be awarded to the team with the highest theme/comp score.

Best Imperial Team- This will be awarded to the Imperial team with the highest combined score, excluding battle points.

Best Xenos Team- This will be awarded to the team with the highest combined score, excluding battle points.

Best Heretical Team- This will be awarded to the pure Heretical team with the highest combined score, excluding battle points.

Best Hybrid Team- This will be awarded to the team with mixed faction keywords with the highest combined score, excluding battle points.

UPCOMING RULES

Players can expect the following rules to be added to this packet shortly.

-Painting rubric

-Theme rubric

TERRAIN

We have asked several players, done a few polls, and asked during our primer event if we should match the 40k Championship event for our terrain rules modifications. We have chosen to use those, so please be sure to read up on them!

QUESTIONS

Please direct any questions or points requiring clarification to your tournament organizer. Good Luck and Have Fun!