

2008 Flat Con  
Warhammer 40,000 Doubles Tournament

Rules and Guidelines:

1. Warhammer 40,000 Fifth Edition rules
2. 2,000 points per team. Up to 1,000 points per player. May use two codexi.
3. Each team shares a total force organization chart. Each player has the following limits – 1 HQ, 1-3 Troops, 0-1 Heavy, 0-1 Fast and 0-1 Elite.
4. Each player may have a ‘floater’ slot, but not be of the same type as his teammate. This floater slot may be a Heavy, Fast, Elite or Troop (Yes, Troop...making 7 total Troop slots in the whole team). No extra HQ’s allowed even if required.
5. If Codex:Demons is one of the two players, his 1,000 points is split per it’s codex for purposes of turn one summoning and beyond. If all 2,000 points are Codex:Demons, the split is from the whole 2,000.
6. Imperial Armor Units are allowed – with rules and book being made available to opponent. But any Apocolypse formations or strategems are not included. Space Marine Damocles command Rhino’s do get a preliminary bombardment as listed, but it will be one 7” diameter blast. Not an apocalyptic barrage. No warmachines, fliers, named demons or vehicle design rules vehicles.
7. Imperial Armor Army Lists (with exception of Armored Company) are allowed if book is made available for inspection. Example “Vraksian Renegades” and “Death Korps of Krieg”.
8. “Emperor’s Tarot” wargear will add +1 to “First Player” roll if works. Will add +1 to enemy’s First Player roll if fails. Note: A “Seizing of Initiative” can still be achieved by the Second Player in this event.
9. “Liber Hereticus” wargear works as normal, but the side must be chosen before the First Player roll.

Tournament General Outline:

1. Three rounds only. Please note, first regional event using 5<sup>th</sup> edition rules. Bugs will be present and worked out. Apologies ahead of time.
2. \$20 per team (\$10 per player). All funds awarded to participants somehow.
3. Conversions, non-Games Workshop or ForgeWorld models or allowed, but keep it as close to WYSIWYG as possible. You may submit models for pre-inspection to Luke at [orkboss@gmail.com](mailto:orkboss@gmail.com) if you wish.
4. Schedule:
  - Check In – 8:30 – 9:30
  - Game One – 9:30 – 11:30
  - Lunch/Appearance Judging – 11:30 to 12:30
  - Game Two 12:30 – 2:30
  - Game Three 2:45 – 4:45
  - Awards 5:00