GULF TOURNAMENT CIRCUIT

UNCUT

UNCUT & UNPAINTED

EVENT PACK

1,000 PTS CHAOS DOUBLES

CASUAL · PAINT OPTIONAL

SUNDAY 25 OCTOBER · UNCUT DIFC

AED 150 · BREAKFAST AND LUNCH INCLUDED

Warhammer 40,000, 11th Edition. Used alongside the Warhammer Doubles Event Companion v1.0 and the Warhammer Event Companion. Where this pack differs from those documents, this pack wins. Anything marked HOUSE RULE is specific to this event.

1 THE SHORT VERSION

- Bring a **1,000 point army**. It is locked for the whole day.
- You get a **new partner every round**.
- Your two armies form a **Force** of 2,000 points and fight as one side.
- Everyone gets the **10VP for a Battle Ready army**, painted or not.

2 THE EVENT

This is our **inaugural event at Uncut in DIFC**, and we are very grateful to them for opening their doors to us on a Sunday.

Your ticket is **AED 150**. That covers the cost of putting the event on, and it feeds you for the day.

THE DAY

TIME	WHAT IS HAPPENING
09:30	Doors open. Breakfast, registration, find your first partner.
10:00	**Round one**
14:00	Lunch
15:00	**Round two**
19:00	Finish

Two rounds, four hours each. You get a different partner for each one, so across the day you will share a table with six other people.

SIGNING UP

Register through **Best Coast Pairings**. **Payment is taken at the door** on the day.

QUESTIONS

Your TO for the day is **Matt**. Anything you are unsure about, before or during the event, reach him on **+971 52 315 0076**.

BREAKFAST

Croissants and coffee on arrival.

LUNCH

A main course, a dessert, a drink and coffee.

MAINS

- **Home pasta.** Lamb ragoût, or chicken pistachio pesto.
- **Burger and fries.** Truffle, blue cheese, Banh Mi, lamb, or classic cheeseburger.
- **Gnocchi and tofu.** Chilli flakes, basil pesto and stracciatella.

DESSERT

- Grandma cake
- Pineapple tiramisu
- Chocolate pie
- Pistachio cheesecake

THE BAR

The bar is **open all day** and serving as normal at standard prices.

3 YOUR ARMY

1,000 points, mustered as described in the Warhammer 40,000 app.

Your list is **locked for the day**. You will use the same one every round, so bring something you are happy playing all day.

> **HOUSE RULE**
>
> **3DP Detachments are allowed.** They are normally restricted to 2,000 point games. At this event you may use them at 1,000 points.

4 TEAMS AND PAIRING

You will be teamed with a **different partner every round**. Over the day you will play alongside, and against, as many people as possible. That is the entire point of the event.

> **HOUSE RULE**
>
> **Pairing and ranking are done by individual player**, not by team. The Companion ranks by team, but teams here only last a single round, so your results follow you rather than your partner.

Your two armies together are called a **Force**. Your Force fights as a single side against the opposing Force.

5 FORMING YOUR FORCE EACH ROUND

When you sit down with your new partner, do these four things before anything else.

5.1 WORK OUT WHAT KIND OF FORCE YOU ARE

You are either a **UNIFIED FORCE** or a **FORCE OF CONVENIENCE**.

UNIFIED FORCE. Both armies share **all** the same faction keywords.

FORCE OF CONVENIENCE. Anything that is not a Unified Force.

> *For **ADEPTUS ASTARTES**, units in one army do **not** need to share a Chapter keyword with units in the other army. Two different Chapters still make a Unified Force.*

Ignore units included as allies when working this out. An **IMPERIAL KNIGHTS** unit inside another **IMPERIUM** army does not change what kind of Force you are.

Because partners are drawn fresh each round, **you will usually be a Force of Convenience.** Section 6 explains exactly what that changes. Read it before you write your list, because it affects what is worth bringing.

5.2 PICK YOUR TEAM WARLORD

Select **one CHARACTER model** from either army to be the team's Warlord.

5.3 DETERMINE YOUR FORCE DISPOSITION

HOUSE RULE

The Companion has each team choose a Force Disposition from those available to their armies. **At this event you roll for it at the table instead, when you meet your opponents.**

1D6	FORCE DISPOSITION
1	Purge the Foe
2	Take and Hold
3	Priority Assets
4	Reconnaissance
5	Disruption
6	*You get to choose*

5.4 DUPLICATE ITEMS ACROSS A TEAM

> **HOUSE RULE**
>
> **There is no restriction on a combined Force containing multiples of the same thing.**
>
> If you and your partner both turn up with the same **EPIC HERO**, the same Enhancement or the same one-per-army datasheet, play them both. Nobody has to drop anything.

6 HOW YOUR TWO ARMIES INTERACT

UNITS AND MODELS

In a Unified Force, models and units in both armies are **friendly** to each other.

> *A unit in one army can benefit from the Blessings of the Omnissiah ability of a Techmarine in their teammate's army.*

In a Force of Convenience, models and units in your Force that are not part of your own army are **neither friendly nor enemy** to you.

> *Units in one army will not benefit from a teammate's ability that affects friendly **IMPERIUM** units, even if both armies have the **IMPERIUM** keyword.*

ARMY RULES

In a Unified Force, the Force uses its army rules as if it were a single army.

> *A Unified Force with the **DRUKHARI** keyword has **one** pain token pool. The Force, not each army, gains pain tokens under Power From Pain.*

Otherwise, each army in the Force uses its own army rules separately.

DETACHMENT RULES

In a Unified Force where both players chose the same Detachment, the Force uses its Detachment rules as if it were a single army.

In every other case, including a Unified Force where the two players picked different Detachments, your Detachment rules can only affect **enemy units and units in your own army**.

> *In a Unified **ADEPTUS ASTARTES** Force with two different Detachments, one player could not target their teammate's units with a Stratagem, even a Stratagem that targets a friendly **ADEPTUS ASTARTES** unit, and could not grant them the benefit of any Detachment rule.*

TRANSPORTS

In a Unified Force, units and models from one army can embark within, or begin the battle embarked within, a **TRANSPORT** from the other army, as long as that unit could normally embark within that **TRANSPORT**.

> *In a Unified **ADEPTUS ASTARTES** Force, a Techmarine from one army can start the battle inside an Impulsor from the other army.*

This does not apply in a Force of Convenience.

What this means for your list. Build a list that stands on its own two feet. Anything that only works if a specific kind of teammate shows up will spend most of the day doing nothing. Support pieces, buff auras and transports are all fine in your own army. Just do not count on lending them out.

7 COMMAND POINTS

Your combined Force gains 1 CP per battle round between the two of you. Not one each. A Force may not generate more than one extra CP per battle round on top of that.

The CP pool is shared. Both players spend from the same total.

Stratagem limits apply to the Force, not to each player or each army.

> *A unit in your Force can only be the target of one of your Force's Stratagems per phase. Insane Bravery is once per battle* **per Force**, *not once per player.*

Make sure you talk to your partner throughout the game, as managing your CP pool between the two of you will be essential.

8 MISSIONS, LAYOUT AND SCORING

All normal rules for Warhammer 40,000 11th Edition apply.

> **HOUSE RULE**
>
> **Every team scores the full 10VP for Battle Ready, painted or not.** Seek TO approval for proxies and conversions: Matt, +971 52 315 0076.

9 ROUND CHECKLIST

1. Meet your partner. Work out if you are Unified or Convenience.
2. Pick the Team Warlord, one **CHARACTER** from either army.
3. Determine your team's Force Disposition at random.
4. Agree roughly how you are splitting CP.
5. Compare Force Dispositions with your opponents. Find your Primary Missions.
6. Roll for layout A, B or C. Set the terrain.
7. Agree the Attacker and Defender edges. Roll off for Attacker and Defender.
8. Secretly pick Tactical or Fixed Secondaries. Reveal.
9. Declare Battle Formations. Reveal.
10. Deploy, Defender first.
11. Redeploy, Attacker first.
12. Roll off for first turn.
13. Pre-battle rules, first-turn team leads.
14. Play five battle rounds.

10 THE TONE OF THE EVENT

This event is not strictly competitive and there are no ITC points awarded. There's still plenty of room for skill expression, but the priority is that everyone has a good day. You're playing with your partner and your opponents, not just against them.

You get a new partner every round, so across the day you'll share a table with as much of the community as we can fit in, and you'll be on someone's side about as often as you're across from them.

Bring the models you enjoy. The stranger the better. Bring the unit that never quite makes the cut, and the thing you've been meaning to finish painting.

Help your partner out, especially if they're newer than you. Play your turns together and talk them through rather than running two separate games on the same table, and aspire to be the teammate you'd want to be drawn with.