



WARHAMMER 40,000

WARHAMMER 40,000 500 WORLDS DOUBLES EVENT

This event pack will help you prepare for the Warhammer 40,000 500 Worlds Narrative event held by Crossfire Gaming Club.

1.0 EVENT ESSENTIALS

System:	Warhammer 40,000
Battle Size:	Strike Force (2000 Points)
Board Size:	60"x 44"
Missions:	N/A
Number of Games:	3
Army Selection:	Follow Muster Your Army steps from the Warhammer 40,000 Core Rules
Publications in use:	500 Worlds: Titus
Tools of War:	Attendees should bring their army, dice, a tape measure, and all relevant rules publications (the Warhammer 40,00 App is acceptable; unofficial sources are not).

2.0 SCHEDULE

Registration will be from 9:00–9:15 on the day.

Pre-Event Brief	9:15–9:25
Round 1	9:30–12:00
Lunch	12:00–12:45
Round 2	12:45–15:15
Break	15:15–15:30
Round 3	15:30–18:00
Award Ceremony	18:15–18:30

3.0 GENERAL POLICIES

3.1 Army Construction:

Your army must meet guidelines set forth in the Warhammer 40,000 Core Rules and the most recent Tournament Companion. For army construction, the following are approved sources for rules on army construction and composition:

- Faction Indices
- Faction Codices
- Warhammer 40,00: The App
- The most recent Tournament Companion
- FAQs, errata, and commentary found via [Warhammer Community](#)

State of Play for this event will be locked at 00:00 on Saturday the 18th July (the submission deadline).



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Army Lists are to be presented in a clear to read format.

Lists should follow the standard Warhammer 40,000 Matched Play rules.

Legends units are not permitted.

Allied units are permitted.

3.2 List Submission

Teams should submit their lists by 00:00 on Saturday the 18th of July (one week before the event begins).

Each team should also submit two Force Dispositions for the event, in accordance with their chosen force.

More information on Force Dispositions can be found via [How Your Army Affects Your Mission](#)

3.3 Scoring and Pairings

Each team will be responsible for scoring and submitting their games.

Once the scores for each round have been submitted, pairings for the next round will be announced by the Event Organiser.

To help track and score your games, we recommend the use of third party apps like Tabletop Battles.

3.4 Modelling and Painting

All miniatures should be fully assembled and painted to a Battle Ready standard (minimum).

More information on Battle Ready can be found via [What is Battle Ready?](#)

Any teams using miniatures that do not meet this standard will lose the Battle Ready bonus for that game.

Third party models, proxies and conversions are allowed, provided the replacement model bears sufficient similarity, both in terms of size and appearance, to the model it is replacing. If you are in any doubt, or would like to check whether a model is suitable, please contact the Event Team prior to list submission.

All models should be based according to the current datasheet for that unit in the Warhammer 40,000 App.

The use of base adapters is allowed.

3.5 Round Progression

The pairings for Round 1 will be drawn randomly.

For all subsequent rounds, pairings will be determined by victory conditions and game score.

3.6 Player Brackets

We have 30 teams competing across three player brackets (10 teams per bracket).

Each team will compete vertically within their own bracket, and horizontally against teams in the other brackets.

- e.g.
- Team A climbs to the top of the first bracket, securing three victories on the tabletop battlefield.
 - Team B climbs to the top of the second bracket, securing three victories on the tabletop battlefield.
 - Team C climbs to the top of the third bracket, securing three victories on the tabletop battlefield.

The combined scores for Team A, Team B and Team C are now compared to reveal one overall winner.



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3.7 Timing

To help keep things on track, we're employing a hard "dice down" rule at the end of each Round. This means that all players should stop playing and submit their scores when the Round clock hits zero, regardless of whether or not you have concluded your game. While we expect all games to be played until completion, we understand this might not always be possible. In such instances, we will accept an equal amount of turns played, provided that both sides are in agreement.

Each Round will be 2h 30m. This works out as 1h 15m per team which can be broken down as follows:

Deployment:	10 Minutes
Turn 1:	15 Minutes
Turn 2:	15 Minutes
Turn 3:	15 Minutes
Turn 4:	10 Minutes
Turn 5:	10 Minutes

4.0 TERRAIN AND MISSIONS

4.1 Table Setup and Terrain Layout

For your convenience, all tables will be set up by our Event Team before the event begins. As this is a narrative event, every battlefield will be unique, using fully painted, immersive terrain. Footprints may be used, as required, to help visualise terrain layouts and features.

4.2 Force Dispositions and Determining Player Missions

Before every engagement, each team will select one Force Disposition to be active. Once both teams have selected their active Force Disposition, the Mission for that Round will be determined. More information on Force Dispositions can be found via [How Your Army Affects Your Mission](#)

4.3 500 Worlds Mission Modifiers

For this event we will be using the Mission Modifiers from 500 Worlds: Titus. These will be available in a printed format on each battlefield. After determining the Attacker and Defender, one of the Defenders should roll 1D6 to determine the active Modifier for that Mission.

4.3 Terrain Rules

With this being a narrative event, we have implemented the following Keyword rules make our battlefields immersive and functional.

- All **Sealed Building** structures are considered to block **Line of Sight** as if they were **Ruins**. Units with the **Infantry, Mounted** or **Beast** keywords may move through these buildings or climb on top of them, provided that every model's base clears the structure or can be placed on top of it without any part of the base overhanging. All other units must go around or over Sealed Buildings as normal.
- All **Open Building** structures, or other similarly design buildings that allow access into them, are also considered to block **Line of Sight** as if they were **Ruins**.



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- Any **gantries** and or **bridges** that connect **Sealed** or **Open Building** structures are considered to be part of that building's footprint, so block **Line of Sight** as they were **Ruins**, however these features may be passed through by units with the **Vehicle** or **Monster** keyword without penalty, provided the model's base allows them to clear it.
- All **Foliage** blocks **Line of Sight** as if they were **Ruins**, however all units may pass through or end their move within areas of Foliage provided the model fits, including units with the **Monster** or **Vehicle** keyword.
- Due to the varying height of our terrain structures, we do not allow use of the **Plunging Fire** rule.

5.0 PLAYER'S CODE AND CONDUCT

5.1 Player Conduct Policies

At Crossfire, we value player enjoyment above metrics like wins and losses. Often, the difference between victory and defeat comes down to a single dice roll—but creating a fun, memorable experience together is something everyone can play a part in. Try to be humble in victory and gracious in defeat. Celebrate your opponent's victories and commiserate their bad luck.

5.2 Judges

Our Event Team will be prominently visible throughout the event. If you can't agree on a rule interaction with an opponent, or simply require some additional clarification, just grab one of our Event Team.

All rulings by our Event Team are final. Where an obscure rule cannot be clarified, members of our Event Team will use a 'Judgement' Dice to determine the applicable interpretation. A result of 1-3 or 4-6 will determine the application of the rule.

If you make a mistake, don't worry. There are plenty of rules and we're all bound to get something wrong at some point. Intentional cheating however will not be tolerated. Such offenders will have their game score nullified and be removed from the venue.

6.0 Army List Construction, Faction Choice and Interaction

6.1 Army List Construction

Games will be played as Strike Force Missions at a combined total of 2000 points. .

Each player may bring a valid Incursion Force not exceeding 1000 points.

Players may include Epic Heroes (but duplicates are not allowed).

6.2 Faction Choice

Being a narrative event, we strongly support thematic pairings—in fact, there may even be an award for the most thematic combination.

The following restrictions however will be in place:



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Players in the same team can run multiples of the same Faction and / or Detachment, but cannot exceed the Datasheet limit for each unit.

e.g. Player A wants to bring Blood Angels, run Gladius Strike Force, and field 3 units of Vanguard Veterans
Player B wants to bring Ravenguard, run Gladius Strike Force, and field 3 units of Vanguard Veterans

This exceeds the Datasheet limit of 3 units for Vanguard Veterans, so would not be allowed.

6.3 Faction Interactions

For this event the following rules will be in effect:

Where armies share an Army rule, that rule will be in effect simultaneously for both forces.

e.g. Player A and Player B are both playing as Space Marines, with the Oath of Moment Army Rule.
Player A and Player B must select one shared target.
Oath of Moment is now in effect for both players against that target.

Player C and Player D are both playing as Orks, with the Waagh! Army Rule.
Player C and Player D must decide when to call the Waagh!
The Waagh! is now active for both players.

Player E and Player F are both playing as World Eaters, with the Blessings of Khorne Army Rule.
Player E and Player F roll 4D6 each to determine the Blessings of Khorne.
The chosen Blessings are now active for both players.

Detachment Rules however will operate independently.

e.g. Player A and Player B are both playing as Space Marines, running Gladius Strike Force.
Player A decides to use the Tactical Doctrine, to Fall Back, Shoot and Charge.
Player B decides to support them and use the Assault Doctrine, to Advance and Charge.

For teams that do not share an Army Rule, there will be no interaction between those rules, with the following exceptions:

- Deathguard's Contagion *will* debuff enemy units for both players in that team.
- Objectives / Areas of Terrain held by a friendly Chaos force will count towards the Shadow of Chaos.
- Objectives / Areas of Terrain held by a friendly Imperium force will count towards the Hallowed Ground.
- Enemy units destroyed by a friendly unit will generate Pain Tokens for that team.
- Enemy units destroyed by a friendly unit can generate Blood Tithe Tokens for that team.

If you have any questions about this, please contact the Event Team.



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7.0 EVENT AWARDS

7.1 The 500 Worlds Award

The team with the most victories and with the most Victory Points will receive the 500 Worlds award. In the event of a tie between two or more teams, the victor will be determined by a live-action Warhammer 40,000 trivia round.

7.2 The 500 Paints Award

This one is for the best painted army and for this one, we'll be judging each player individually. After the first round, we'll ask all players who wish to enter to leave their armies on display, for our judges to view and consider during the lunch break.

7.3 The 500 Picks Award

This one is for the most thematic combined submission, as determined by our Event Team. There's no secret hack here, no insider tip. This one is simply our favourite faction and list combination—*the fluffier the better!*

7.4 The 500 Miles Award

Forget the wooden spoon! This one's for those who marched in the face of unrelenting defeat, just to turn up at our door and proclaim the need for some more dice rolling! We salute you, even if there's not much left of your force to salute.

8.0 DISQUALIFICATION

At Crossfire Gaming Club we seek and encourage a friendly, respectful environment in which to enjoy tabletop gaming. Any form of physical or verbal violence and harassment, either at the event or through our social media channels, will not be tolerated. Players who demonstrate aggressive or demeaning behaviour to staff or other attendees, who repeatedly break the rules or follow the instructions of the Event Team, may be disqualified and removed from the event without refund. The Event Team reserves the right to remove players from the event at our discretion.

9.0 PHOTOGRAPHY AND FILMING

Photography and filming may take place throughout the event by the Event Staff. If you do not wish to be photographed or filmed, please notify the Event Staff during registration and we will issue you with a sticker to indicate to our media team. Any photos or video footage taken may be used by Crossfire Gaming Club for promotional purposes. No financial compensation will be given for use of the photos or footage.

10.0 DATA PROTECTION AND PRIVACY

10.1 Data Protection

All data submitted as part of event registration is protected, in accordance with the Data Protection Act 2018. This includes, but is not limited to, your name, address, email address, phone number, and your participation in this event. This data may not be shared with third parties without your permission.

10.2 Winners' Details

By entering this event, you agree that in the case of winning a prize, your name may be shared publicly by Crossfire Gaming Club.



10.3 Data Retrieval

At any time, you may request your personal data by contacting Crossfire Gaming Club.

11.0 DISCLAIMER

Crossfire Gaming Club reserves the right to make changes to the event rules or schedule, for any reason, at any time, without prior notice.

