



Team Name.....

Player 1

Player 2

GLORIA GEMINUS is Roll With It's "Club members only" doubles event and is being run with an open invitation to you all. There's no entry charge so it's **free** for you to enter.

Allies Rules

Gloria Geminus will be a Combined Doubles event. This means that the turn sequence does not change; There will only ever be two player/team turns per game turn. To further clarify each team will have a single movement phase, shooting phase and assault phase per team turn. There are NOT four separate player turns per game turn.

Allies must adhere to the allies matrix set out in this rules pack. Additionally the following special rules apply.

Trusted Allies (T)

If your team are Trusted Allies you receive no modifiers. *(Well that's a bit boring!, but that's what you get for playing it safe.)*

Distruated Allies (D)

If your team are distrusted allies then at the start of your team's turn EACH PLAYER must roll a D6 and apply the results of the table below;

Result	Action
1	A Dish best Served Cold
2 - 5	Uneasy Alliance
6	Anything You Can Do

A Dish best Served Cold

Before any actions take place that player turn, each friendly unit must take a leadership test with a -1 modifier (vehicles count as Ld10). If the test fails then they must immediately shoot as if stationary at the nearest team mate's unit with line of sight. Units must shoot to the maximum of their ability (EG, You can't say you are shooting Bolt Pistols instead of Bolters so you are out of range - apply some common sense here). Units in transports that contain firing ports must also take the test.

Uneasy Alliance

When within 6" of any team mates units, any Leadership, Moral or Pinning tests are taken with a -1 modifier, until your next player turn.

Anything You Can Do

You are inspired by your new found comrades in arms. If you are within 6" of a team mates units you gain +1 Ld (to a maximum of 10) and +1A until your next player turn.

Hated Enemies (H)

The battles of Gloria Geminus are small scale affairs and are not perceived to hold enough value to forge an alliance with a Hated Enemy. As such you are NOT allowed to pair with a hated enemy.

Teams

As in a computer game, Player 1 has some special responsibilities. As Player 1 you are kind of you team's captain and as such have the following responsibilities.

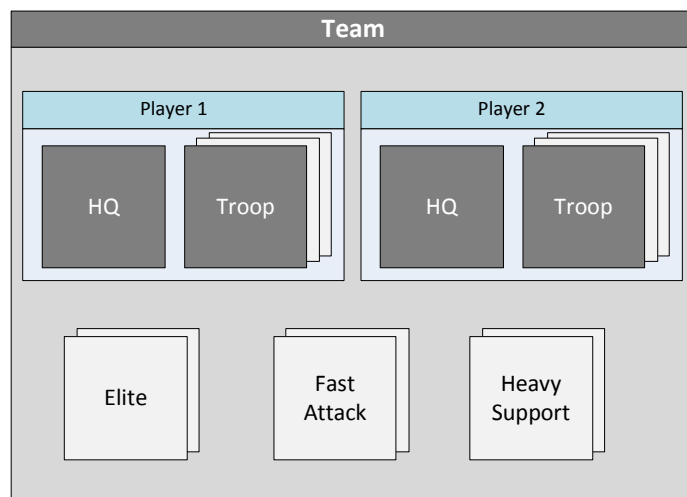
- Submit your Teams Army Lists prior to the deadline.
- Register your Team on the day.
- Submit your results sheet after each game.
- Sign up your team on the forum.

Forces and Points Allowance:

Each Team will consist of 2 players. Each player will have 500pts to spend, making a 1000pt team.

Each **Player's** F.O.C. is 1 HQ, 1 -3 Troop.

Each **Team** will then have a shared 0-2 Heavy Support, 0-2 Elite, and 0-2 Fast Attack. As the diagram below



Your army may be drawn from any current Codex, Imperial Armour volume or White Dwarf supplement (except Apocalypse units).

Army Construction Special Rules:

Each **Team** army must follow the Highlander rule (*there can be only one*). This means that you may not duplicate any units. If you have used Ctrl+C & Ctrl+V when writing your army list, then it is invalid.

Best Painted Force Award

Painted armies are **not** an absolute requirement (*but we would like to see 3 colour minimum at the least*). Of course it also goes without saying that to be eligible to win the Best Painted Force award you must have painted the army yourself. **Players** will also need to bring at least one objective marker, mounted on no bigger than a 40mm base.

Army Lists and other assorted gubbins

Players will need to bring all the usual gaming gubbins such as: Tape measures, templates, dice and two **WORD PROCESSED** copies of each of their army lists.



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Tournament Schedule

08:00-09:00	Arrival and registration
09:00-10:20	Mission 1
10:20-10:30	Trash talking break
10:30-11:50	Mission 2
11:50-12:50	Lunch
12:50-14:10	Mission 3
14:10-14:20	Trash talking break
14:20-15:40	Mission 4
15:40-15:50	Trash talking break
15:50-17:10	Mission 5
17:10-17:30	Trash talking Break
17:30-18:00	Prize presentations
18:00-19:00	BBQ
19:00 – Late	Evening festivities

Tournament Rules

The tournament will be played using the Warhammer 40,000 5th edition rules (This will likely be the last); in addition we will also be using the latest FAQs available from both the Games Workshop and Forge World websites. The tournament referees will be David, Chris, Co and Matt. Though with any luck, you won't need them with any frequency. As usual it's best for opponents to reach an agreement themselves where possible. In addition, we all know we want to win, but it's also meant to be a day of fun, so please; no interfering with anyone else's game, coaching or general tinkering.

The Swiss Chess System

The draw for the first round will be completely random and made on the morning of the tournament. Subsequent rounds will be drawn according the Swiss Chess System which will ensure that player's will be playing against opponents of similar ability.

Deciding who wins the tournament.

The player who receives the highest number of mission points will win the tournament. You can score mission points by winning, drawing or loosing each game.

Mission Points

After each mission both you and your opponent must hand in your scores together to the admin staff so that we can update the rankings and arrange your next match up. Your missions will be scored using the table below:

Mission Results		
Win	Draw	Loss
20pts	10pts	1pts

The Battlefield

Missions will be played on a 6 x 4 table. The tables will be laid out prior to the event, and we would ask that players refrain from moving the terrain. As Maelstrom Games have a varied selection of terrain it is important to agree with your opponent exactly what each piece constitutes as regards to cover saves and LOS. Guidelines as to what different types of terrain offer are detailed in the Warhammer 40,000 5th edition rulebook. If you have any issues with terrain please speak to one of the tournament referees on the day.

Prizes and Presentations

Prizes will be awarded for First Place Team, Second Place Team, Third Place Team, Most Sporting Team, Best Painted Team and The Wooden Spoon award. The Best Painted Team competition will be independently judged (most likely by members of Maelstrom's staff).

No amount of bribery or torture will enable you to find out what the top secret prizes are from our security servitor, so it's not worth trying! A presentation ceremony will be held at the end of the day.

Deadline For Entrants

All army lists should be submitted to events@rollwithit.org.uk by the closing date of June 22nd 2012 for pre-tournament checking. Army lists should be provided in a word processed format. Due to the tight time scales of organisation late list submissions will receive a 20tp penalty.

Got questions?

Any queries or question can be submitted via email or on the Roll With It forums. Alternatively grab one of the club committee team at a Thursday Night Gaming session at Maelstrom Games.

Missions

Missions will be announced before each round but will be a combination of basic Rule Book Missions & Deployments. (We don't want to over complicate things what with all this double' craziness going on)

Legal Notes:

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Results Sheet

Mission 1

Opponents

Mission Points []

Victory Points []

Mission 2

Opponent s.

Mission Points []

Victory Points []

Mission 3

Opponent

Mission Points []

Victory Points []

Mission 4

Opponent

Mission Points []

Victory Points []

Mission 5

Opponent

Mission Points []

Victory Points []

NOTES:



Allies Matrix

T = Trusted Ally, D = Distrusted Ally

	Chaos	Dark Eldar	Eldar	Imperial Guard	Gay Knights & Sisters	Space Marines	Necrons	Orks	Tau	Tyrannids
Chaos	T	D	D	D	D	D	D	D	D	D
Dark Eldar	D	T	D	D	D	D	D	D	D	D
Eldar	D	D	T	D	D	D	D	D	D	D
Imperial Guard	D	D	D	T	T	T	D	D	D	D
Gay Knights & Sisters	D	D	D	T	T	T	D	D	D	D
Space Marines	D	D	D	T	T	T	D	D	D	D
Necrons	D	D	D	D	D	D	T	D	D	D
Orks	D	D	D	D	D	D	D	T	D	D
Tau	D	D	D	D	D	D	D	D	T	D
Tyrannids	D	D	D	D	D	D	D	D	D	T