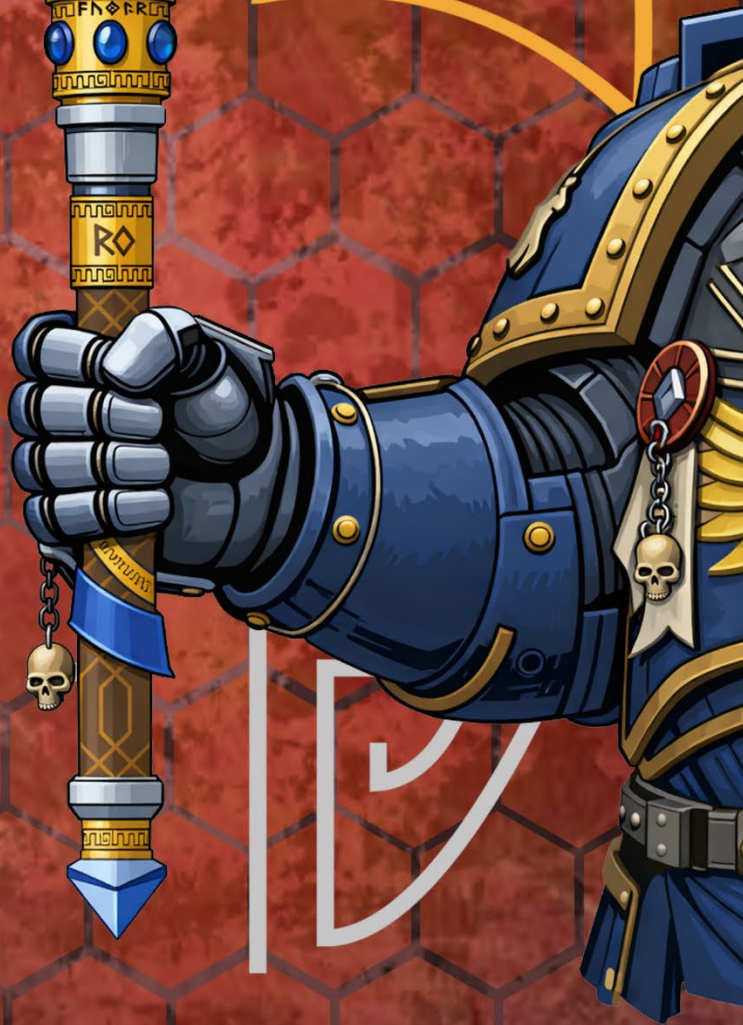


[DOUBLES EVENT]

2026

RICHMOND OPEN
TABLETOP GAMING
CONVENTION
RICHMOND, VA

hosted by
Away Games



2026 Richmond Open Doubles

Welcome to the **Richmond Open Doubles Event**, hosted by **Away Games™**!

'In the grim darkness of the far future there is only war' ...

The event takes place at the wonderful Meadows Down, on Friday, May 01. This exciting venue will provide Players with a wonderful experience and has its own food and beverages on site that caters to the players!

This event is a way to come hangout and roll some dice with friends. Play in all 3 rounds, or play early and leave, or show up for the later rounds and stay late. (We will accommodate pairings as needed.) This is about having fun and enjoying the event prior to the Grand Tournament the following days.

Away Games™ has constructed a battlefield in which players from novice to grandmaster have a chance to fight to the death for eternal glory...along with awards and prizes. No matter the faction, our competitive format will appeal to competitors of all levels throughout the Event and the team looks forward to hosting you.

As you enjoy competing in the venue, **Away Games™** will be attending to every detail, allowing players to relax and have their best tournament experience.

Players can expect **EVERY** table to have "GW Chapter Approved" standardized terrain and layouts, created with Away Games terrain, along with Dice Trays and Chess Clocks. (No need to bring your own.)

The Event will be using the GW Rules, Balance Dataslate and NTL FAQ.

The Event will have Carts to rent, as well as Objective Markers, Dice Trays, Dice and Laser Target Lines for purchase.

In this packet you will find an overview of what to expect and how to get the most out of your tournament experience:

Quick Links To:

- Event Essentials**
- Registration**
- Important Dates and Cutoff Times**
- General Requirements**
- Notes Concerning the GW Pariah Nexus Tournament Companion**
- Army Construction and Painting Guide**
- Tournament Organizers and Policies**
- Rounds and Timing**
- Event Schedule**
- Event Guidelines**
- Terrain Guidelines**
- Paint Judging**
- Bye Round and Ringer Participation**
- Prize Support**
- Ticket Policy and Refunds**
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- Accommodations**
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Event Essentials

Important Dates and Times

Tournament Dates: Friday, May 01, 2026

Location: The Meadow Event Hall, 13191 Dawn Boulevard Doswell, VA 23047

Battle Size: Strike Force (2000 points)

Board Size: 60" x 44"

Format Size: Doubles (Two-Players)

Missions: TBD (Chapter Approved 10th Ed)

Layouts: TBD (Chapter Approved 10th Ed)

Terrain: GW Chapter Approved (**Away Games™**)

Rule Set: GW Rules, Balance Dataslate and Current NTL FAQ

Number of Games: Three Rounds

Pairing Process: Wins, Path to Victory, Random, Opp Win %, Battle Points (Swiss Pairings in the Final Round)

Round Length: 3.0 Hours Game Time

Ticket Fee: \$30.00 for Ticket which covers both players (Event pass required for the weekend but it covers parking!)

Prizes: Team Placing, Team Best Overall, Team Best Painted (Two trophies each)

Placing Process: Wins, Battle Points

Check In: 9:00 am, First Round Starts at 10:00 am

Late Arrival: Understandably issues arise, but please inform the Tournament Organizer if you are going to be late. Late check in for the Round One MAY result in a drop/loss. If a player arrives late to any Round, their game time will begin running on the clock. After 20 minutes the round will be started and late player will forfeit the Round, and the winner will receive 70-points.

Missions: Warhammer 40,000 10th Ed, from the Chapter Approved Tournament Companion.

Army Selection: Follow Muster Armies guidance in Warhammer 40,000 10th Ed, from the Chapter Approved Tournament Companion.

Tools of War: Each player is expected to bring their Army, Dice, Tape Measure, Tokens and all relevant rules publications. If you are using any electronic devices to carry your official rules references, please ensure they are charged and available for reference.

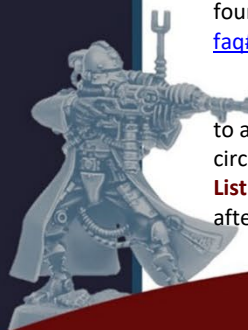
Scoring: At the end of each game, please record your results and post them digitally or present them to a Tournament Organizer for digital posting. (Players are responsible for all scoring and scoring mistakes.)

Painting: There are no paint minimums, so bring what you like. For painting scoring, if your army is fully Battle-Ready painted you will receive 10-points towards your round score. If your army is not fully painted, you will receive 0 points towards your round score. (For Hobby Paint Scoring, all fully Battle-Ready armies will receive a minimum of points with showcase armies scoring more. Painting matrices can be found at <https://theawaygames.com/paintmatrix.html>.)

Rules cutoff: New rules and materials will not be permitted after **Wednesday, 29 April 2026**. No new Codex or Detachment will be used until after its official release to the public. (Such as limited/starter set release or PDF prior to official release.) We will be using the GW Rules, Balance Dataslate and Current NTL FAQ, which can be found at <https://www.warhammer-community.com/warhammer-40000-downloads/> and <https://whatc.org/ntl-faq#0161039c-7bb7-4b29-bd27-f85ba58a598c>.

Proxy and Conversion: Proxy and Conversion: Requests must be submitted before **Wednesday, 29 April 2026, at 11:59 pm EST**. Any proxy submitted afterwards **WILL** be subject to a 10-point deduction to their Round One score and **MAY** receive a yellow card for the Event, pending circumstances.

List submissions: List will be due by **Wednesday, 29 April 2026 at 11:59pm EST**. Any list submitted afterwards **WILL** be subject to a 10-point deduction in Round One and **MAY** receive a yellow card for the Event, pending circumstances.



Registration

Entry fee for the **2026 Richmond Open Doubles Event** is \$30.00 for Ticket which covers both players (Event pass required for the weekend but it covers parking!)

Event Tickets must be purchased [Here](#)

All tickets are digital. You will not receive physical tickets. For the event, refunds and transfers are permitted up until the morning of the Rules Cutoff date. There will be no refunds after this date.

Important Dates and Cutoff Times

The **2026 Richmond Open Doubles Event** will be a 1-day event, held on May01, 2026, at The Meadow Event Hall, 13191 Dawn Boulevard Doswell, VA 23047.

The following cutoff dates are firm and will not be adjusted/changed.

Proxy and Conversion requests must be submitted before **Wednesday 29 April 2026, at 11:59 pm EST.**

New rules cutoff and materials will not be permitted after **Wednesday 29 April 2026, at 11:59 pm EST.**

Registration deadline for the **2026 Richmond Open Doubles Event** is **Wednesday 29 April 2026, at 11:59 pm EST.**

Army Lists are due **Wednesday 08 April 2026, at 11:59 pm EST.** No new Codex or Detachment will be used until after its official release to the public. (Such as limited/starter set release or PDF prior to official release.)

2026 Richmond Open Doubles Event times: Friday Check in starts at 9:00am, Round 1 starts at 10:00am (3 games).

General Requirements

Players need to bring everything you need to play a complete game. Players are expected to bring their army, dice, tape measure, and all relevant rules publications. If you are using any electronic devices to carry your official rules references, please ensure they are charged and available for reference at all times.

Players should have their own deck of Secondary Missions or be prepared to use the Tabletop Battles app and ensure their opponents see them selecting random missions via the app.

Players should bring Wound Trackers for their army. GW Wound Trackers or any 10-sided die works perfect for this. Wounds should be marked as "Wounds Remaining" on the models.

It is strongly recommended that each player bring a laser pointer or Line Of Sight system and a display table or a rolling cart to place their books and unused models on during the event.

Dice apps will not be allowed at events.

Rules for the Doubles Event Armies

Each Player must construct their own unique 1000 point army. (Incursion unit limits.)

Each Players army may use up to two enhancements per detachment, but the enhancements chosen must be unique. (No duplicated enhancements.)

Each Player on the team must play a different faction from their teammate.

Army Rules and Detachment Rules, Auras, Psychic Powers, and other Abilities that benefit friendly units will only apply to the Player's own 1000 point army, even if they share a faction or keywords with their teammate.

Stratagems, Abilities, Powers, and Actions that are limited to once per Player, per phase, turn, etc. are instead limited to once per Team.

Each teams armies must be constructed so that no Battleline or Dedicated Transport unit appears more than 6 times in any combination of two lists, and no other unit appears more than 3 times in any combination of two lists.

Each Player can only have up to 500 points in Reserve/Strategic Reserves to begin the battle.

Rules for the Doubles Event Gameplay

Teams are treated as a single player for the purposes of gaining, generating, and refunding Command Points.

Teams may not embark in each other's transports, benefit from each other's buffs, or attach Leaders to each other's units.

Each Teams armies are considered friendly otherwise, and are not affected by auras, powers, or other abilities that only apply to enemy units.

Notes Concerning GW Chapter Approved Tournament Companion

Notes Concerning Chapter Approved Tournament Companion.

1. #5 Create Battlefield- Layouts are provided per round, if the terrain seems off please adjust using the companion measurements and have both players agree prior to deploying armies.
2. #10 Redeply Units- If a player decides not to resolve any steps, they are done resolving this step.
3. #12 Resolving Pre-Battle Rules- If a player decides not to resolve any steps, they are done resolving this step.

Army Construction and Painting Guide

All armies in the event must be Battle-forged and follow guidance according to the Warhammer 40,000 Core Rule Book (10th Ed). Armies should utilize the most up to date rules provided in Games Workshop publications.

Players will post their lists in an easy-to-read format (such as the format found on the GW Warhammer 40K app) with all relevant war gear and unit upgrades. Please DO NOT use a different faction under player details from the one utilized you are playing in the Best Coast Pairing app.

Part of the experience includes showing off and playing against beautifully constructed and painted armies.

Away Games™ recommends that all armies be at least Battle Ready standard, as described in the Warhammer 40,000 Core Rule Book (10th Ed). (Armies that are not completely Battle Ready standard will not receive points awarded for painted armies on each scoresheet.) A Paint Judging matrix, found [HERE](#), will also be used for the Best Overall/Renaissance Award, along with Best Painted. Below are some examples of models painted to a Battle Ready standard.

Note: Each model should attempt to accurately represent its entry on each player's army list represented by WYSIWYG (What You See Is What You Get).

Conversions are great and are encouraged, though for fairness, all conversions should be comparable in size to the most current version of the model they represent. Players should not gain a benefit from converted models and will be subject to penalties for doing so. Any converted or scratch-built models, need to be approved prior to the list submission cutoff date. If players do not receive approval for conversions before this date, they run the risk of the model being removed from play, or possibly incurring score penalties or worse. For approval, please contact **Away Games™** at contact@theawaygames.com with **2026 Richmond Open Doubles Event** as the subject line and provide photos and a brief explanation of the model and what it represents.

We have also created a Proxy Request channel inside the NTL Discord (<https://discord.gg/Hs7zuGshZ5>). If a model receives approval there, that model/unit, specifically, is approved at all Away Games hosted events hence forth. However, if there are ANY updates to the model/unit (changing bolters to flamers, load-out, etc.), they will need to receive an updated approval. It is the responsibility of the Player to ensure their Proxy Approval is here and remains for events they are attending.



Note: Models should be based according to the current Games Workshop Base Size Guide located [here](#).

Tournament Organizers and Policies

Away Games™ will provide a Tournament Organizer (Head Judge) and other Judges throughout the event. Organizers will be in distinctive attire during the event to ensure they are visibly seen. Prior to a Judge being called over for rulings, players should attempt to resolve their questions or issues beforehand. If a Judge is needed, please call out “judge” and hold up your hand for visibility. Please be prepared to provide any relevant rules for the particular situation. Judges’ rulings will always be based on correct rules interpretations rather than adhering to previous precedent. If a player is unhappy with a call, they can request the Head Judge for final ruling, however this is the final say on all game rules and issues.

Judges will be “active judges” and will actively stop instances of illegal play, with or without a player’s specific request for intervention. Understandably there will not be Judges at every table, and all instances of foul play cannot be prevented. The goal of **Away Games™** is to do the best we can to ensure all the games are as enjoyable as possible for all players.

Players should know that behavior such as bullying, rules abuse, moving models illegally, picking up dice before your opponent has the chance to see the results, lying to tournament organizers or opponents, or any other form of unethical or inappropriate conduct can result in substantial in-game penalties, an automatic loss assessment, permanent removal of parts of your army for the duration of the event, removal from the event itself or any future **Away Games™** events. Accidental errors will always occur, however, a “foul is a foul,” and Judges will treat them

as penalties. The Tournament Organizer is empowered to apply both in game and scoring penalties equivalent to the level of the foul.

Rounds and Timing

First round opponents will be randomly determined. Subsequent rounds will use “Win-Path” to pair opponents in each round thereafter. By doing this, players will pair against someone with the same record and who won and lost their games in the same rounds. Examples of this are players losing round one, versus round two will have different algorithms when paired. Pairings are conducted in this way to ensure players with a similar strength of schedule pair off and to ensure an increasing level of skill parity and sportsmanship with each subsequent round.

During each round, tournament organizers will announce the time remaining in the round, throughout the round. These announcements are used to help keep the flow of play moving and afford players a “pace of play.”

If a player wishes to utilize a clock, both players at the table will use the clock. Both players will be afforded the same amount of time on the clock and should sync the time with the amount of time in the round. Also, if a player wishes to use a clock after a round has started, the remaining time will be split evenly, and the clock will be used.

Players are encouraged to finish their games. If a game is not on a clock, and there is under 10 minutes remaining in a round, besides round 5, players can choose not to start another battle round. The players have to both agree to start another round. If one player does not want to start another round, the round will not be started. If a game is on a clock, players can play until their time expires, as long as it aligns with the Master Clock or BCP Clock. (We strongly encourage using a clock so there are no disagreements on players utilizing more or less time than their opponents.) There is a hard “dice down” policy for games once the round time is complete. This means if the round timer ends and players have not completed their game, it ends where it is. There will be no 'end game scoring' mechanics. Additionally, players attending should feel comfortable playing a complete game within the allotted time with the army they are utilizing. (Intentionally leveraging the clock to disadvantage your opponent should never happen and if identified, can create penalties.)

Note: The use of a chess clock is mandatory for all games of the top 4 in the Event’s final two Rounds. Failure to use a clock in the final two Rounds **MAY** result in penalties.

Event Schedule:

Event Area: The Meadow Event Hall

Day One: Friday May 01, 2026

Rounds	Start Time	End Time
Check In	9:00 am	10:00 am
Round One; Mission TBD	10:00 am	1:00 pm
Lunch	1:00 pm	1:30 pm
Round Two; Mission TBD	1:30 pm	4:30 pm
Break	4:30 pm	4:45 pm
Round Three; Mission TBD	4:45 pm	7:45 pm
Awards and Prizes	7:45 pm	

Event Guidelines

Terrain Guidelines

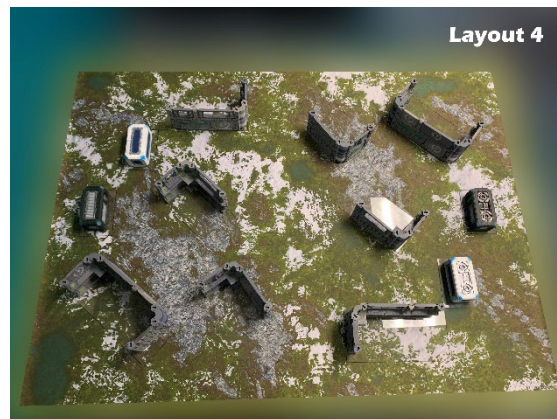
While each table may have a different custom created **Away Games™** aesthetic or theme, every table will use the same layout in any given round of the event. However, these standard layouts could change depending on the round of the event. The layout chosen for a given round will be determined based upon the Tournament Mission Pool from the GW Chapter Approved Tournament Companion (10th Ed).

There are two main reasons that layouts change during the event; to provide players with a varied experience during the event and to ensure the placement, orientation, and function of each terrain piece is balanced for a wide variety of army types during each particular mission.

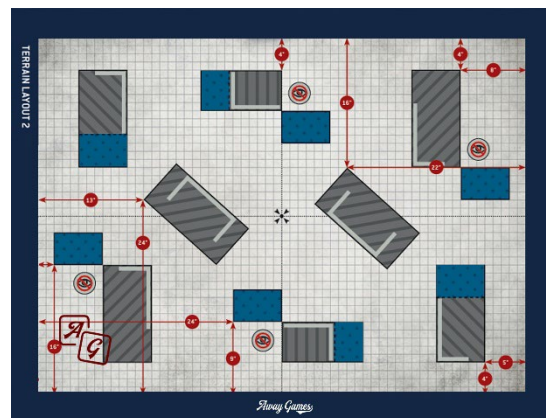
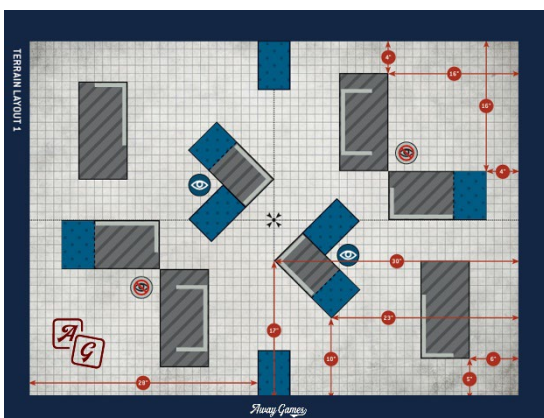
Note: Upon reaching your table, if the layout does not closely match one of these four layouts, please adjust the terrain appropriately. Please note that its on the players to discuss and ensure all the terrain is fair and equal. If uncertain whether the layout is precisely correct, please call a Judge over for assistance.

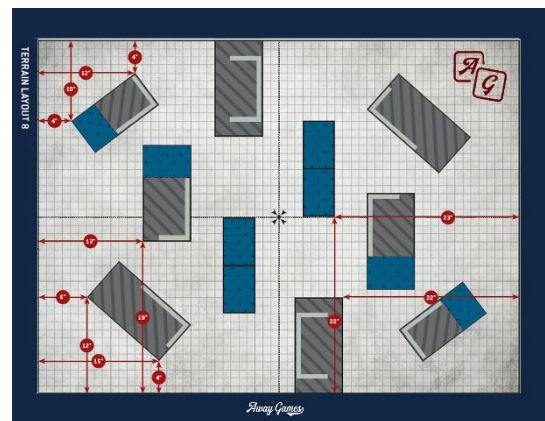
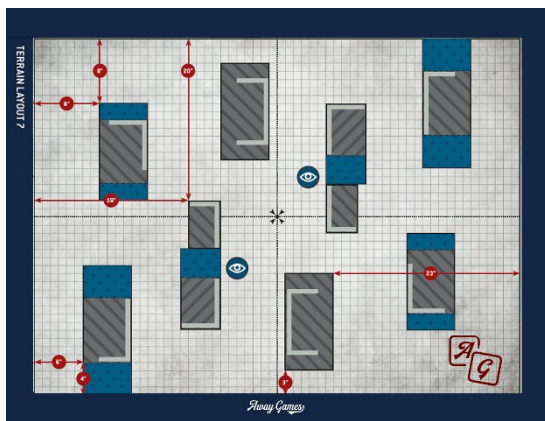
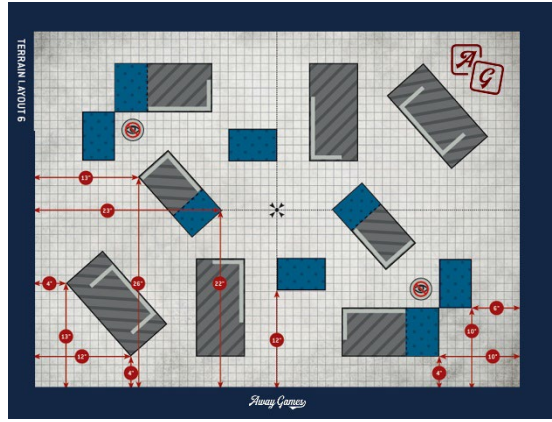
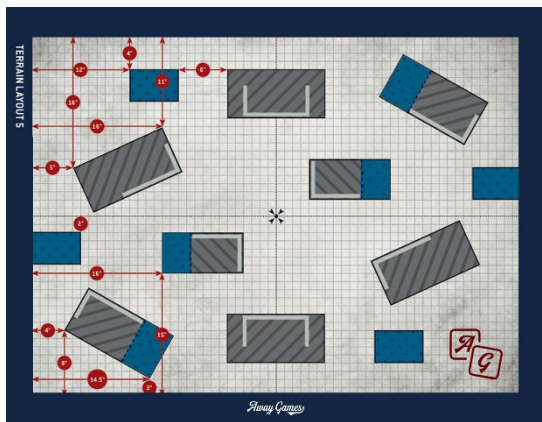
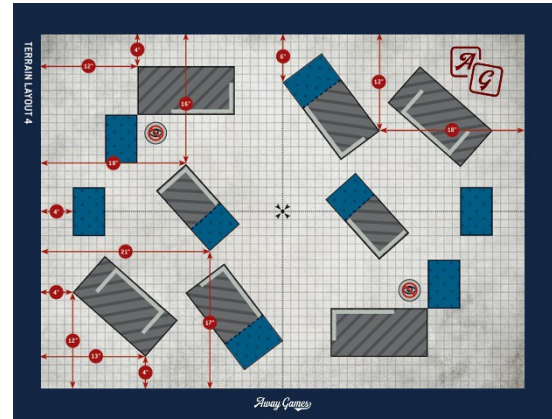
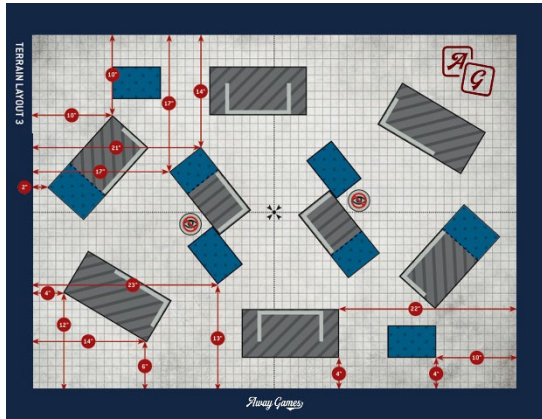
Away Games™ Examples

(Note all Windows, Doors and Cracks are closed on both 1st and 2nd floors.)



GW Chapter Approved Layouts





The following battlefield recommendations are intended primarily for newer organisers and those looking for a steer in building up a terrain collection for regular tournament play. These layouts will be seen at most Games Workshop matched play events, and reflect the type of terrain density that creates risk-and-reward decisions that a wide variety of army types can engage with. They are by no means the only way to set up a battlefield for balanced play, but represent a reliable starting point when in doubt.

These are the terrain layouts we use for balance and internal testing within the Warhammer Design Studio. We feel they reflect how a battlefield should look for balanced play in the current edition of Warhammer 40,000. They are by no means the only way to set up a battlefield for balanced play, but represent a reliable starting point when in doubt. These layouts were designed with a few key principles in mind:

Using the area terrain outlines detailed above, all of the battlefield recommendations have preset measurements provided. This allows for organisers to easily set up the tables, or allow the players themselves to set up their own tables at the beginning of each round.

OBJECTIVE MARKERS: Objective markers can and sometimes will be either hidden within terrain or placed in the open.

AREA TERRAIN SIZE	QUANTITY
6" x 4"	4
10" x 5"	2
12" x 6"	6

USE OF RUINS: The following layouts primarily use the Ruins terrain feature. This efficiently achieves a good amount of line-of-sight blockage and cover appropriate for balanced games, thanks to the natural abstraction of line of sight within the rules for Ruins. Remember that a variety of terrain heights not only adds to the immersive nature of the battlefield, but is also important for line of sight and rules such as Plunging Fire. For organisers and players with a more robust terrain collection (especially elements that block true line of sight), incorporating features such as Woods, Barricades and Hills into your chosen layouts is perfectly acceptable

TERRAIN KEY – SUGGESTED TERRAIN HEIGHT

MORE THAN 4" **2" OR LESS**

For model mobility purposes, we have shaded the area terrain outlines in the above colours to show our recommendations for how tall the terrain should be in each section.

Below are examples of Ruins terrain placements within area terrain sections, as well as icons that denote if connected area terrain outlines are a single area terrain section or separate area terrain sections when determining line of sight.

These height and Ruin placement guidelines help provide a balanced tournament experience; as organisers you are free to adjust this to suit your terrain collection.

RECOMMENDED RUINS TERRAIN PLACEMENT

SINGLE AREA TERRAIN SECTION

SEPARATE AREA TERRAIN SECTIONS

Paint Judging

For paint scoring, if your army is fully Battle Ready painted you will receive 10 points towards your round score. If your army is **NOT** fully painted, you will receive 0 points towards your round score. There is no minimum painting for this event, so bring what you like.

Armies that go above and beyond the requirements will be in the running for the "Best Painted" award. (For Hobby Paint Scoring, all fully Battle Ready armies will receive a minimum of points with Showcase armies scoring more.)

Examples of exceptional armies are quality highlights, layering, basing, conversions and even a display board.

[Painting Matrix](#)

Competitors will be notified that their army is eligible for additional judging before the conclusion of the first round/day.

Round Bye and Ringer Participation

In the event there is an odd number of players in a round, a “ringer” army MAY be utilized to ensure all players are afforded the opportunity to play all of their games. The “ringer” will always be paired as having lost all their games. When playing the "ringer," even if the player loses, the player will still receive a win and a minimum of 70-points. The opponent of the “ringer” can also elect not to play the game, taking a 70 -point win.

Prize Support

Awards will be given for Team Placing, Team Best Overall, Team Best Painted (Two trophies each), so make sure you are bringing your creative masterpieces to the tournament.

Note: Awards and prize support will be based on attendance.

Ticket Policy and Refunds

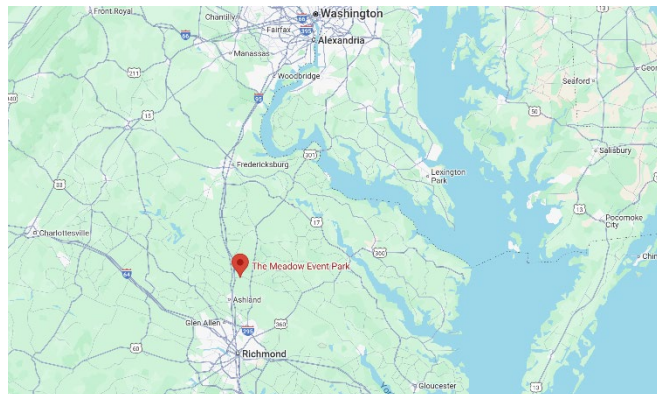
Tickets can be purchased [Here](#). Tickets can be refunded up to the Sunday prior to the Event, minus fees. If a refund is desired, please understand that refunds can take up to a week to process.

Media Policy

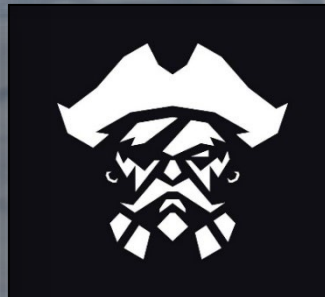
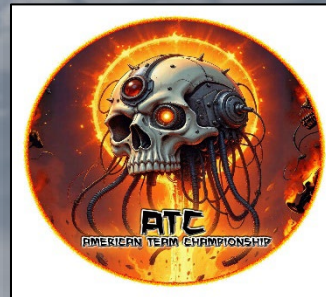
By purchasing a ticket for the event, I hereby grant the **Away Games™** permission to use my likeness in a photograph, video, or other digital media (“photo”) in all of its publications, including web-based publications, without payment or other consideration.

I understand and agree that all photos will become the property of **Away Games™** and will not be returned.

Location



Sponsors



Away Games Charities

Our team is honored to be able to give back to charities we believe make an impact in our communities. We have thoughtfully chosen charities that are related and important to our team. We humbly invite you to learn about each charity and partner, in addition if possible to make a meaningful contribution while you enjoy the game and friendship the 40K community provides us all.



SCAN ME

TABLEWAR CHARITIES



SCAN ME



VETERAN OWNED AND OPERATED