



2023

RENEGADES OPEN: BROTHERS IN ARMS EVENT PACK



CONTENTS

WELCOME..... 2

EVENT DETAILS 2

EVENT ESSENTIALS..... 2

EVENT FORMAT 3

BEST COAST PAIRINGS 3

FAQ's 3

ARMY LIST SUBMISSION..... 3

PLAYERS LIST CHECKING 3

ARMY LIST SUBMISSION FORMAT..... 3

TEAM ARMY COMPOSITION..... 4

MODELLING AND PAINTING REQUIREMENTS..... 4

PAIRINGS PROCESS 5

FAIR PLAY RULES 6

TOURNAMENT ORGANISERS AND JUDGES 6

FAIR PLAY 6

WARNING..... 6

YELLOW CARD 6

RED CARD 6

OBSERVATION..... 6

TEAM COLLABORATION 6

TERRAIN..... 7

TOURNAMENT SCORING 12

BATTLE SCORE 12

AWARDS..... 13

WELCOME

It is with great pleasure that we welcome you to the Renegades Open: Brothers in Arms. This is a Warhammer 40,000 team tournament for teams of 4 players. Firstly we'd like to thank you for taking the time to read this event pack and for considering to attend our event. We hope that you'll like what we offer and hope to welcome you along to this event or any others we organise!

If you wish to attend the event then please read through the following event pack, any questions you have can be directed to valerenegades@gmail.com and we hope to see you at the event!

EVENT DETAILS

EVENT ESSENTIALS

Location	Firestorm Games, Sloper Road, Cardiff, CF11 8AB, United Kingdom	
Battle Size	Strike Force 2000 Points	
Missions	Leviathan Mission Pack	
	Round 1	Primary Mission: Supply Drop Deployment Type: Hammer & Anvil Mission Rules: Chilling Rain
	Round 2	Primary Mission: Priority Targets Deployment Type: Search and Destroy Mission Rules: Hidden Supplies
	Round 3	Primary Mission: Vital Ground Deployment Type: Crucible of Battle Mission Rules: Chilling Rain
	Round 4	Primary Mission: Purge the Foe Deployment Type: Sweeping Engagement Mission Rules: Hidden Supplies
	Round 5	Primary Mission: Take & Hold Deployment Type: Search and Destroy Mission Rules: Chilling Rain
No. Of Games	5	
Army Selection	Follow Muster Armies as explained in the Warhammer 40,000 Core Rules	
Tools of War	Attendees are expected to bring their army, dice, tape measure, objective markers, all relevant rules publications, at least 1 physical or digital copy of their army roster, and a leviathan mission deck or access to them digitally. 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.	
Event Dates	Saturday 4 th November 2023 and Sunday 5 th November 2023	
Ticket Cost	£200 https://www.thebattlefields.co.uk/events-at-the-battlefields/the-renegades-40k-open-brothers-in-arms-2023-cardiff	
Ticket Information	Purchase of a single ticket will cover the cost of a team of 4 players. That team ticket will allow all 4 players entry to the event and includes food on both days. Upon purchase of a ticket you are required to provide the names of all 4 players that are going to attend the event.	
Food	Food is provided on both days, you will be required to choose from a few options at the start of each day. If you have any dietary requirements, then please email us at valerenegades@gmail.com and we will accommodate you as best we can.	

Event Schedule	
Saturday	
Arrival + Registration	08:30 - 08:50
Announcements	08:50 - 09:00
Round 1	09:00 - 12:15
Lunch + Painting Competition	12:15 - 13:30
Round 2	13:30 - 16:45
Break	16:45 - 17:00
Round 3	17:00 - 20:15
Store Close	21:00
Sunday	
Arrival	08:30 - 09:00
Round 4	09:00 - 12:15
Lunch	12:15 - 13:15
Round 5	13:15 - 16:30
Break	16:30 - 17:00
Presentation	17:00 - 17:30
Store Close	18:00

EVENT FORMAT

BEST COAST PAIRINGS

We are using best coast pairings online software for list submission and pairings during this event, so we will require all players to register an account via the best coast pairings app. Once registered you will need to sign up to this event (<https://www.bestcoastpairings.com/event/UvRf8HTq2T>) and submit an army list before the list submission deadline shown below. These will then be published a day or two after the list submission deadline for player list checking, which is further explained below.

FAQ's

The full GW FAQ's and WTC FAQ's will be used at this event, they can be found using the links below. We will have a cut-off date for any FAQ's or rules releases which will be on the **15th October**.

[GW FAQ](#)

[WTC Core Rules FAQ](#)

[WTC Army Specific FAQ](#)

ARMY LIST SUBMISSION

All army lists should be submitted via the Best Coast Pairings App on or before the **22nd October**.

PLAYERS LIST CHECKING

We will be asking you as the players to check over the lists for errors once they are published. Each team will be assigned another teams lists to check over, and we would like you to inform us of any errors you find, or if the lists have no errors then inform us of that. We will publish the lists as soon as possible during the week after the list submission deadline, and we ask that you send any communication to this email address: valerenegades@gmail.com. Please detail exactly what you have found in the email and then we will contact the appropriate team to amend the error and make the necessary update to the list document.

The final deadline for any list changes is Tuesday 31st October. If a player has any list errors after that point then they are eligible for any penalties the judges feel necessary. We would rather avoid this so please try and be as accurate as possible with your lists please so we don't have to penalise anyone.

ARMY LIST SUBMISSION FORMAT

Army lists should be submitted in either the GW App format or battlescribe chat text, or failing that a clear and readable format that is similar. Failure to achieve this will result in your lists being returned for resubmission

and possible penalties if it is submitted late as a result. If you have any queries then contact us via email (valerenegades@gmail.com) and we'll help as best we can.

TEAM ARMY COMPOSITION

Each team is only allowed to use each faction (index/codex) once across all 4 of their players armies. For example if Player A is taking Death Guard and allying in some Chaos Daemons, then no other player within that team can take Death Guard or Chaos Daemons units. All Space Marines (Adeptus Astartes) factions are classed as one faction, so if any player takes any units with the Adeptus Astartes faction keyword then no other player may take any units with that faction keyword.

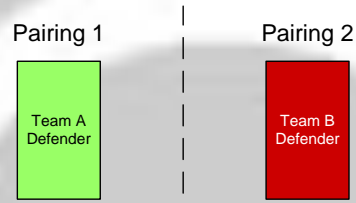
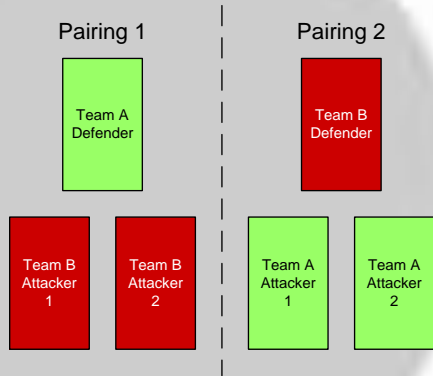
MODELLING AND PAINTING REQUIREMENTS

All models must be painted to a cohesive 3-colour minimum and must all have at least a form of textured basing (on the models that can) in order to be used at the event. Any models found to not meet these criteria can be removed from any game by a judge. Clear bases such as those found on skimmer models do not have to be painted and/or based in order to count as finished.

All models are expected to be WYSIWYG to a reasonable standard (exceptions will be made for themed units or armies) and using the correct base sizes, use this [document](#) to find out the correct base size for your models. Using a proxy model is not allowed. Using a reasonable substitute to "Counts As" another model, does not violate our policy. Confirm with the tournament organisers before the event if you are unsure of any models you wish to use.

PAIRINGS PROCESS

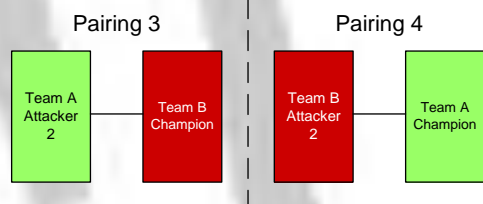
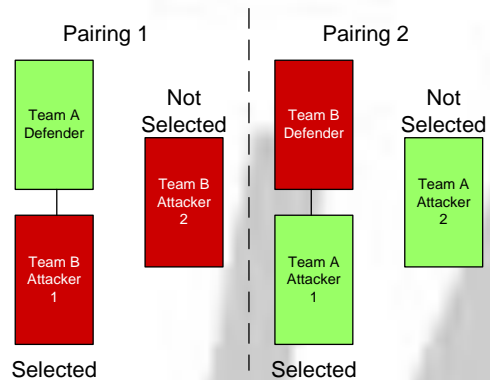
1. Teams A and B secretly choose one of their players and place their player card face down. This player is that team's defender. Once both teams have placed a player card face down, they are revealed simultaneously.



2. Both teams pick 2 more of their remaining players to possibly face the opposing team's defender and place them face down in front of that defender. These are each team's attackers and once chosen are revealed simultaneously.

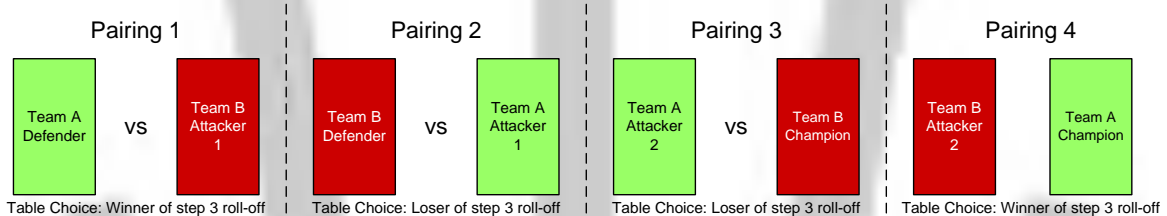
3. Both teams roll-off to determine the order of table selection. The winner of this roll-off will be able to choose their defenders pairing table first (pairing 1). The team that lost the roll-off chooses the 2nd and 3rd pairings tables. These tables are selected **immediately** after each pairing has been decided. The final pairing (pairing 4) will use the table not selected for pairings 1 to 3.

4. The defenders of each team then secretly choose which of the attackers they wish to play against and both teams reveal this selection simultaneously, this then creates the first 2 pairings. The team which won the roll-off from step 3 will select a table for their defender first.



5. Both teams will have a player remaining which is called a champion. The remaining attackers not selected from step 4 will play against the opposing teams champion (pairing 3 and pairing 4), with the winner of the roll offs defender being pairing 3.

6. The pairings achieved from the above process should then be as follows:



7. The pairings process is now complete and the teams can begin playing their games. Make sure that the tables have been decided as explained in step 3.

FAIR PLAY RULES

TOURNAMENT ORGANISERS AND JUDGES

All judges and tournament organisers have the authority to make any judgement calls or rulings on any games, although we will try to avoid this if possible and we encourage players to first consult their rulebooks or codices before asking any judges for help. If a judge does step in or is called over to make a ruling, then the decision they make is final and must be adhered to even if it is found out to be an incorrect decision at a later date. Of course the judges will endeavour to make the right calls, but they are human and mistakes can be made, we just ask that the respect they deserve is given to them.

Although we do want the players to resolve matters between themselves, we also want all players to compete fairly. So if you are ever in doubt of a rule or how something is interacting in your game, then please ask your opponent to explain and if necessary show you what the rules they are using. If this is proving difficult then get a judge over to help you in understanding it and if necessary that judge will make a call on that interaction or rule if they need to. We want to make sure that we avoid any regrets over how games are played at our events so please do not keep quiet if you are unsure over something.

FAIR PLAY

A fair play system will be in place to avoid any unfair play and resolve disputes fairly and properly, this is only to ensure that everyone enjoys the games they're playing and we keep the tournament played in the right spirit. We want all players to have an enjoyable weekend with no sign of cheating in any game and this system we believe will help achieve that. The following 3 steps will be taken in order if problems persist and action is required.

WARNING

You will be given a warning if any player complains about foul play or very unsporting behaviour (we urge players to talk to each other first about any issues rather than contacting a judge as we're all adults and should be able to resolve most situations ourselves). If we think a player is using this system against their opponents then this could result in them receiving a warning, so please consider the circumstances before reporting someone. A warning will not affect your tournament score but it will mean that the judges will be watching your remaining games more closely to ensure that any foul play is not taking place and further offence could result in points penalties.

YELLOW CARD

This will be issued if a problem persists from a warning or if a judge deems a situation too severe to just issue a warning. A yellow card is more serious than a warning and your goal as a player is to avoid being yellow carded at all costs. Once a yellow card is issued a player will have a points deduction from their tournament score and will continue to be watched very closely for the remainder of the tournament.

RED CARD

This is a last resort if all other action fails to resolve a problem. A red card will mean ejection from the tournament immediately.

OBSERVATION

All games will be watched closely for any foul play and all tournament organisers have the power to issue any action if they feel it is necessary. This is of course something we wish to be avoided, so as players we ask that you play the games in the correct way and do not take any unfair advantages to win your games.

TEAM COLLABORATION

The team captain is the only person within a team allowed to give information to players about points needed to win/tie and ask general information about how games are going but they are **NOT**

ALLOWED to give any tactical advice during games (this also goes for all members of the team). If any team is found to be breaking this rule then they can be punished at the judges discretion.

ROUND TIMINGS AND GAME LENGTH

As you have probably noted, there is a strict timetable we need to adhere to. This will ensure that the event will run smoothly and people are able to leave in a timely fashion. In addition, Warhammer 40K is a game of 5 equal turns; failure to complete a game can result in the frustration of your opponent, advantages that would not normally have been gained and a general sense of annoyance about the game. Whilst we are aware that most players do finish their games on time occasionally this does not happen, and to this end we have the following provisions regarding the round timings and game length:

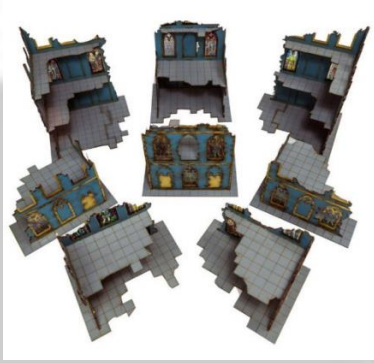
1. Announcements will be made throughout the round indicating the amount of time remaining. At the 30 minutes remaining stage, we would strongly suggest that you discuss the state of the game, ensuring that you will be able to complete the **full 5 turns**. Players are able to talk through turns to reach a completion if need be, but it is important that a fair result is achieved for both players and talking through turns is avoided where possible. If a player is seen to be stopping a game early when there is time to finish the last turn off then please contact a judge and they will endeavour to have the game reach a conclusion as fairly as possible. If a judge does deem a player to be slow playing and denying extra turns to gain an advantage, then they can take any action necessary to punish a player for trying to do that. Please ensure you approach a judge if this is happening to you.
2. If both players are unable to ensure the game will reach a completion at the 30 minute remaining mark or later in the round, then a player may request that chess clocks be used for the remaining time in the game (clocks will not be provided, so you will need to bring your own). Chess clocks are to be used as per the ITC standard, which can be found using this [link](#). Please ensure that the use of chess clocks is a last resort, we believe that 40k is more enjoyable without the use of them, but we understand that they must be used if games are not being completed within the time available. If there are any issues regarding this contact a judge and they will help resolve any confusion.
3. Players will be given as much extra time as is feasibly possible, but If a judge asks you to stop playing and this request is refused, then both players will have their score for that round being reduced to zero. In addition, at the absolute discretion of the organisers a further point's penalty may apply to your event score.
4. Players are required to **complete all 5 turns** in their games (excluding tablings and concessions), failure to achieve this **twice** will result in a points penalty at the discretion of the judges for each occasion after the first. Exceptions can be made at the discretion of the judges if they deem it necessary and fair.

We appreciate that the above may seem harsh and draconian, but the issue of "slow play" can be real talking point that we are trying to avoid. If you have any concerns with the speed at which your opponent is playing, please do not hesitate to come and speak with us and we will attempt to resolve the matter before it escalates.

TERRAIN

When creating the battlefield, players must refer to the terrain layouts shown below and in your player packs, each layout is specific to each mission so please ensure that you use the correct layout for the terrain set and the mission (all measurements are to neoprene mat edges, or to the base in the case of the woods). The terrain sets being used are shown in the images below. If you have any issues identifying which layout to use then please speak to a TO or judge to find out more. In addition, the terrain table below shows what terrain rules are being used at these events. We also have some adjusted or additional rules, so please make sure you understand how they are to be played. Any questions can be directed to a TO or judge.

Vale Renegades



Gothic Ruins



Military Base



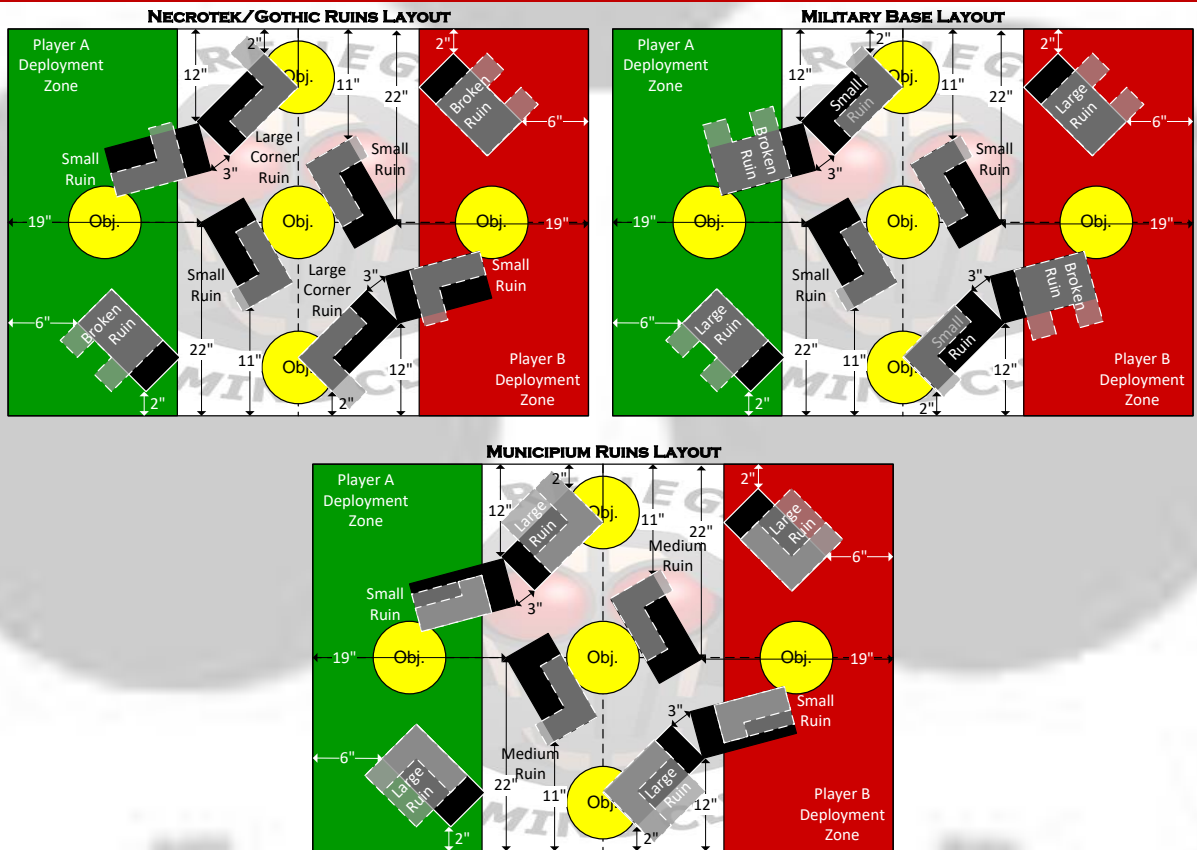
Necrotek Ruins



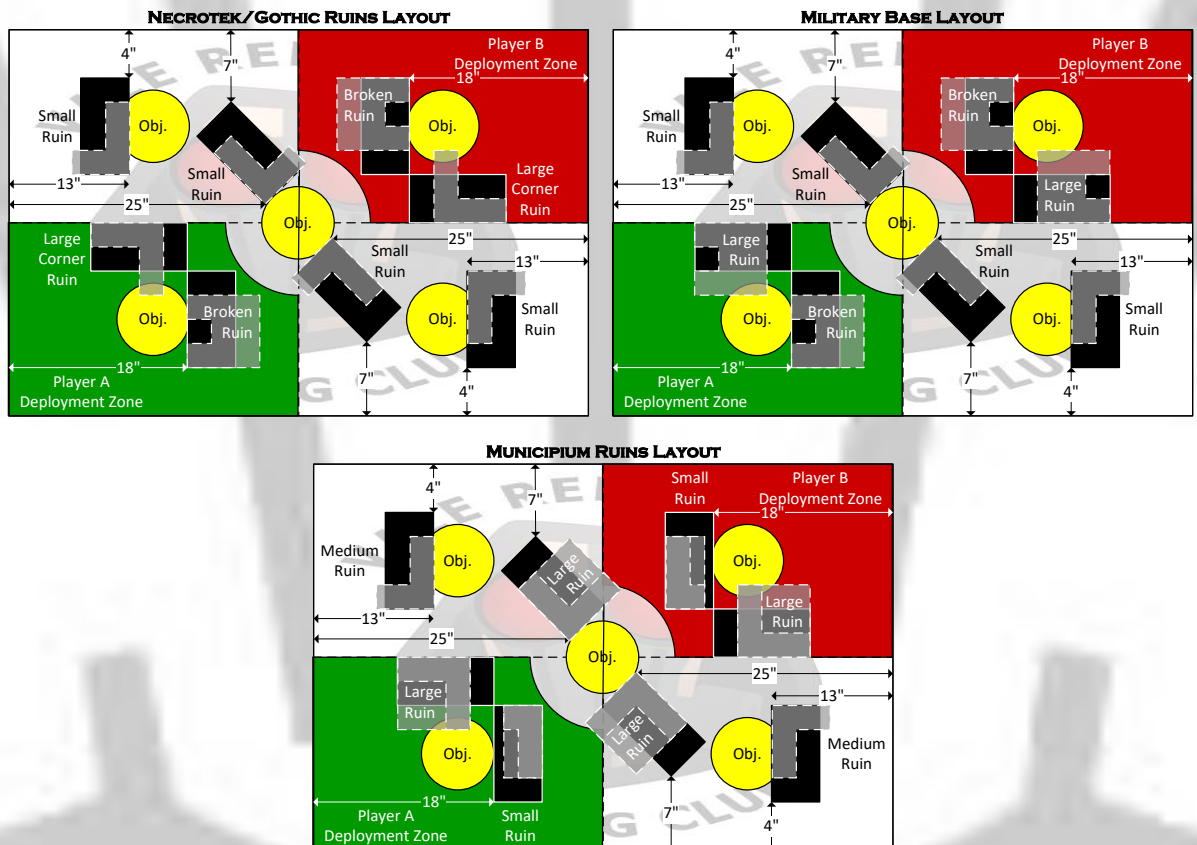
Municipium Ruins

Terrain Traits/Rules Table	
Terrain Name	Terrain Rules
Large Corner Ruin	Ruins: Use the ruins rules from the main rulebook. In addition every floor of this ruin (except the top floor) is assumed to block line of sight. Any windows or openings cannot be seen through.
Large Ruin	Ruins: Use the ruins rules from the main rulebook. In addition every floor of this ruin (except the top floor) is assumed to block line of sight. Any windows or openings cannot be seen through.
Broken Ruin	Ruins: Use the ruins rules from the main rulebook. In addition the bottom floor of this ruin is assumed to block line of sight. Any windows or openings cannot be seen through.
Small Ruin	Ruins: Use the ruins rules from the main rulebook. In addition the bottom floor of this ruin is assumed to block line of sight. Any windows or openings cannot be seen through.
Black Ruins (Neoprene Mat)	Ruins: Use the ruins rules from the main rulebook.

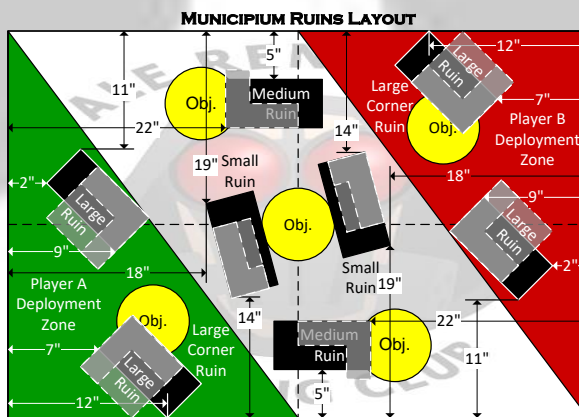
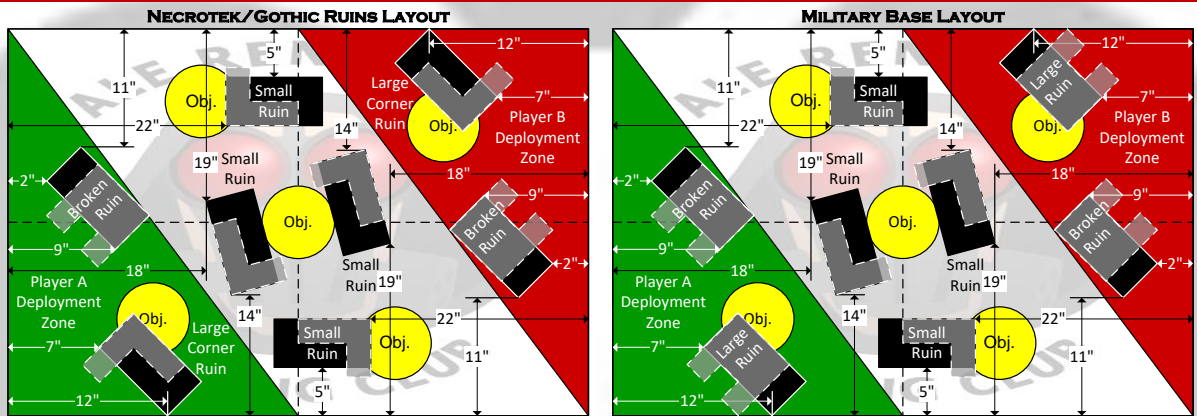
Round 1 Layout - Hammer and Anvil



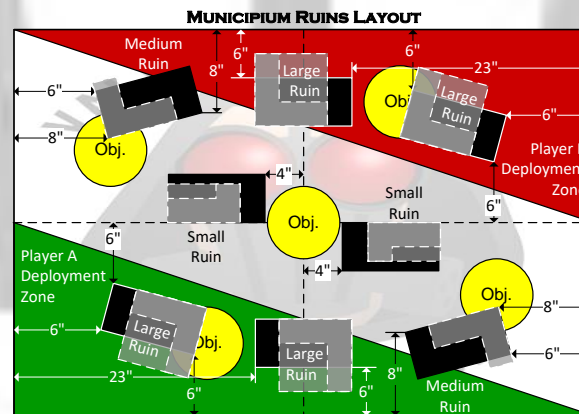
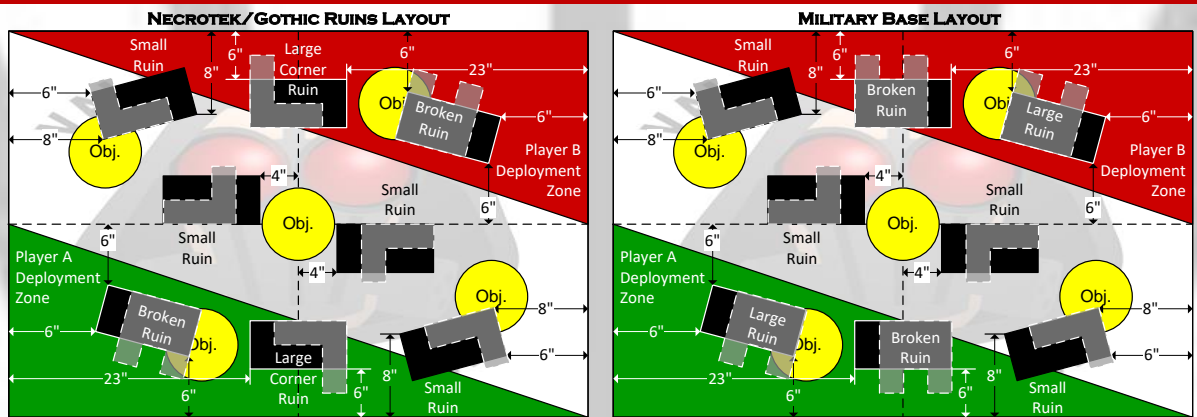
Round 2 Layout - Search and Destroy



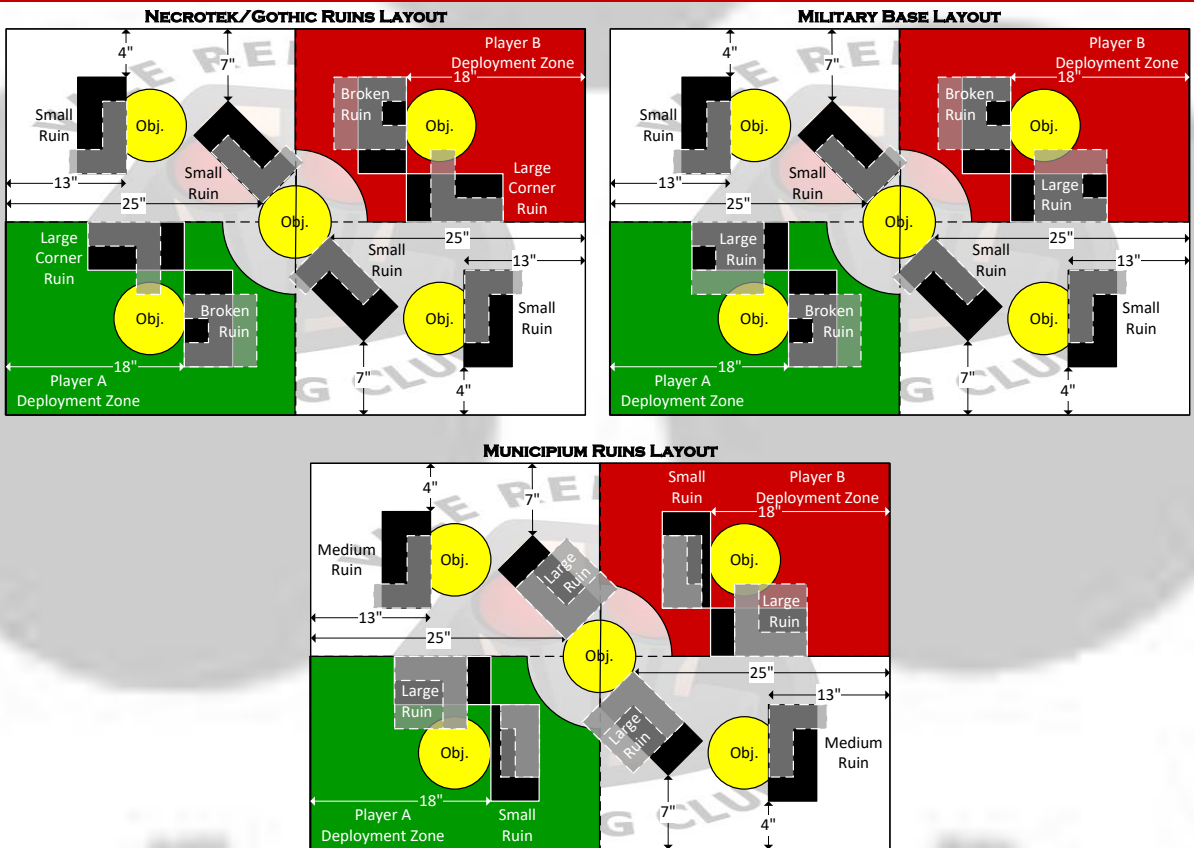
Round 3 Layout - Crucible of Battle



Round 4 Layout - Sweeping Engagement



Round 5 Layout - Search and Destroy



TOURNAMENT SCORING

BATTLE SCORE

Victory Point and Battle Point Differential

At the end of every mission players must total up the victory points they have earned from the primary and secondary mission objectives. These totals are then used to calculate a differential between the 2 players, the table shown below will then indicate what the winning and losing player's battle score is based off that differential. Players need only to record their victory point score and BCP will calculate their battle point score.

Winning Players Battle Points	Victory Point Differential	Losing Players Battle Points
10	0-5	10
11	6-10	9
12	11-15	8
13	16-20	7
14	21-25	6
15	26-30	5
16	31-35	4
17	36-40	3
18	41-45	2
19	46-50	1
20	51+	0

Game Length

Each game lasts **5 Battle Rounds** and we expect every game to reach a full conclusion of those 5 battle rounds unless a concession occurs. Failure to achieve this on 2 or more occasions will result in possible point's penalties for your team at the discretion of the event officials. We would rather avoid penalising anyone, but these rules are to ensure that games are concluded as fairly as possible.

Concession Scoring

If one player chooses to concede before the game has come to a natural conclusion, they automatically score 0 victory points and 0 battle points, and their opponent scores 100 victory points and 20 battle points.

TEAM BATTLE SCORE

At the end of each round, the team captains must collect all of the games battle and victory points scores and work out each team's final battle score, recording them on the team scoresheet. The final battle score is calculated by adding together each players battle score on a team, and then teams will score round points depending on how many battle points their team has scored. Use the table below to work this out.

Team Total Battle Score	Result	Round Points Scored
44+	Victory	2
37-43	Draw	1
0-36	Defeat	0

AWARDS

The following awards will be on offer at this event:

Award
Champions
Runner-ups
3 rd Place
Wooden Spoon
Best Sport
Best Army
Best in Faction

CHAMPIONS, RUNNERS-UP AND 3RD PLACE

The team with the most overall round points will be crowned champions, with the 2nd and 3rd teams with the most overall round points being the runners-up and 3rd place respectively. In the case of a tie on overall round points, path to victory, then battle points will be used to break any ties.

WOODEN SPOON

This is awarded to the team who played the full 5 games and scored the lowest overall battle points.

BEST SPORT

At the end of the event all players (**not teams**) will be asked to vote for their favourite opponents and the player with the most votes will win best sport. This will be a single player award and not a team award.

BEST ARMY

All players (**not teams**) can display their army for voting during lunch time on the Saturday. All players will be asked to vote for their favourite army during that period. The player with the most votes will win best army. This will be a single player award and not a team award. In the interest of fairness we would ask you not to vote for own team mates.

BEST IN FACTION

All players will be categorised into factions depending on what their primary faction is. Every faction with 2 or more players in will have a best in faction award and the player with the highest overall standing in each faction will win their respective best in faction award. Any factions with only single players represented will be placed in to a 'best of the rest' best faction award and the highest overall standing between those players will win that award.