VALE RENEGADES GAMING CLUB

ITC

2024

Renegades Open: Echoes of War 6 (V1.0)

Contents

WELCOME

It is with great pleasure that we welcome you to the Renegades Open: Echoes of War 6. This is a Warhammer 40,000 competitive singles tournament. 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. Set for each round and to be announced soon.
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, 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 always charged and available for reference.
Event Dates	Saturday 17th February 2024 and Sunday 18th February 2024
Ticket Cost	£50 https://www.thebattlefields.co.uk/events-at-the-battlefields/the-renegades-open-echoes-of-war-6
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 - 13:15
Round 2	13:15 - 16:30
Break	16:30 - 16:45
Round 3	16:45 - 20:00
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/HQJRPUHFBA) 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 **3rd February**.

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 **4th February**.

PLAYERS LIST CHECKING

We will be asking you as the players to check over the lists for errors once they are published. Each player will be assigned another players list 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 Sunday 11th February. 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.

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 bases provided when purchased. 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.

When using detachments in your army that contain models with different <Bracket> Faction keywords, then they must be easily distinguished from other, similar faction models.

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 there opponents then this could resolve 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 players 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 take 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.

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

Terrain Layouts coming soon. Please see previous event packs for examples of our layouts here: http://vale-renegades.weebly.com/uploads/7/5/4/2/75422711/renegades_rumble_2024_event_pack.pdf

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.
Woods	**Woods**: Use the woods rules from the main rulebook.
Blue Ruins	**Ruins**: Use the ruins rules from the main rulebook.
Black Ruins	**Ruins**: Use the ruins rules from the main rulebook. All models are obscured behind this terrain feature regardless of any rule that may allow them to use true line of sight (e.g. Towering).

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.

Awards

The following awards will be on offer at this event:

Award
1st Place
2nd Place
3rd Place
Wooden Spoon
Best Sport
Best Army
Best Single Miniature
Best in Faction

1st Place, 2nd Place, and 3rd Place

These awards are for the players who score the 1st, 2nd and 3rd most battle points.

Wooden Spoon

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

Best Sport

At the end of the event all players will be asked to vote for their favourite opponents and the player with the most votes will win best sport.

Best Army

All players 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.

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.