



2022

RENEGADES OPEN: DISTANT ECHOES



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WELCOME

It is with great pleasure that I welcome you to the Renegades Open: Distant Echoes. Echoes of War has sadly been postponed due to Covid-19 complications, but we are happy to announce its lighter substitute Distant Echoes! This one off event is taking place at the same time Echoes of War was supposed to and although it won't be as big and ambitious as Echoes of War, we hope that it will fill the void left by the postponement. This event is designed as a fundraiser for the club to try and improve the terrain for Echoes of War, although we definitely still intend to put on as good an event as we can. Please read on if you want to attend and we look forward to seeing you at the event!

EVENT DETAILS

VENUE

Firestorm Games (Cardiff)
Sloper Road
Cardiff
CF11 8AB
United Kingdom
Tel.: +44 (0) 2920 227117
www.firestormgames.co.uk



CLUB CONTACT DETAILS

If you have any questions about the rules packs or about the event in general please don't hesitate to contact the event organisers at valerenegades@gmail.com. We will be happy to respond to any queries you might have about the event.

TRAVEL AND ACCOMMODATION

The venue is easily accessible from the M4 and [Cardiff Airport](#) is a 30 mins drive or 45 mins train journey away from the venue and very easy to fly to direct from many European and UK airports. Alternatively you can fly into Bristol Airport. 2 train stations are nearby to the venue at [Ninian Park](#) and [Grange Town](#), and there are

many hotels located in the Cardiff area that are a short trip to and from the venue, we recommend using www.booking.com to find the best deals.

TICKET INFORMATION

Tickets for this event are £40 and can be purchased by sending the entry fee via PayPal to this email address: valerenegades@gmail.com. Purchasing a ticket will include the following:

- Entry to the event.
- Lunch on both the Saturday and Sunday.

The following items we expect and recommend that you bring them to the event as they will not be provided:

- A fully painted battle ready army.
- The core Warhammer 40K rules and any relevant army rules and FAQ's you are using.
- Dice, tape measures and any additional gaming aids you require.
- Plastic/Super glue for repairs.

FOOD

Hot food is provided on both days and will be served during the lunchtime period shown in the schedule below. The food available will be chosen from a selection of options available. Other food options are located nearby, but we recommend that you eat at the Firestorm Games Café.

TIMETABLE

Saturday		Sunday	
Registration	08:30 - 08:55	Arrival Time	09:00 - 09:20
Announcements	08:55 - 09:00	Announcements	09:20 - 09:30
Round 1	09:00 - 12:00	Round 4	09:30 - 12:30
Lunch	12:00 - 13:00	Lunch	12:30 - 13:30
Round 2	13:00 - 16:00	Round 5	13:30 - 16:30
Break	16:00 - 16:15	Scoring Break	16:30 - 16:45
Round 3	16:15 - 19:15	Presentation	16:45 - 17:00

EVENT FORMAT

THE INTERNATIONAL TOURNAMENT CIRCUIT

This event is an ITC registered event and thus is awarding ITC points depending on your final standing in the tournament. For more information about the ITC please follow this link: [ITC](#).

DOWN UNDER PAIRINGS

We are using down under pairings online software for list submission and pairings during this event, so we will require all players to register an account via this website: www.downunderpairings.com/. Once registered you will need to sign up to this event and submit an army list before the list submission deadline shown below. These will then be published as soon as possible after the list submission deadline, likely a day or two.

EVENT RULES AND GUIDELINES

This event will be played with a maximum sized army of 2000 points and will be using the Matched play recommendations from the Warhammer 40,000 Ruleset. The details for this format can be found in the Warhammer 40,000 main rulebook and any associated FAQ's and Errata.

This event will be using the ITC army composition rules and FAQ's found using this link: [ITC Tournament Format and FAQ's](#). The full GW FAQ's will be in use and are found within the ITC FAQ as a further link, we will have a cut-off date for any FAQ's or rules releases which will be a week before the list submission deadline on **Sunday 30th January**.

ARMY LIST SUBMISSION

All army lists should be submitted via the Down Under Pairings Website on or before **Sunday 6th February**. Use this [link](#) to find the event.

Army lists should be submitted in a easy to read format adding the paragraph shown below to the top of their army list, Battlescribe is accepted but please ensure you use the chat text format. Please ensure you fill in the paragraph below where necessary, and ensure that every section is completed (the secondary objectives section refers to what your list concedes, and enter a team name if you wish to be considered for the team awards explained under the awards section). Failure to achieve this will result in your lists being returned for resubmission and possible penalties if it is submitted late as a result.

PLAYER NAME:
CLUB NAME:
TEAM NAME:
ARMY FACTION:
TOTAL STARTING COMMAND POINTS:
TOTAL ARMY POINTS:
TOTAL ARMY POWER LEVEL:
TOTAL REINFORCEMENT POINTS:
FREE RELIC:

SECONDARY OBJECTIVES

ASSASSINATION:
TITAN HUNTER:
BRING IT DOWN:
ABHOR THE WITCH:
NO PRISONERS:
TO THE LAST UNITS:

We would rather not penalise you for lists being incorrect so help us out and ensure you submit them on time and in the correct format please.

PLAYER LIST CHECKING

Although we are going to check through the lists as best we can with the resources we have, we are going to ask that you as players also check the lists. Once the lists are published we will contact all the players and assign them 2 lists to check over and ensure there are no errors. We will publish the lists as soon as possible during the week after the list submission deadline, and we ask that you send any errors you find to this email address: lists.valerenegades@gmail.com. Please detail what you have found in the email and then we will contact the appropriate player to amend the error and make the necessary update to the list document. We are going to check over as many lists as we can (all if possible of course), but we would greatly appreciate any help you can provide in making this process easier.

The final deadline for any list changes is Thursday 10th February. If a player has any list errors after that point then they are eligible for any penalties the judges feel necessary.

MODELLING AND PAINTING REQUIREMENTS

All models must be painted to the battle ready minimum as described in the Grand Tournament Pack. Any models found to not meet these criteria can be removed at any time from a 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. 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. Example: Your army has a detachment of White Scars Adeptus Astartes and a detachment of Ultramarines Adeptus Astartes. The models in these different detachments must be easily identified by your opponent. An example of this would be painting the White Scars white and the Ultramarines blue so your opponent can easily identify which units belong to which detachment. It is not acceptable to have an army with multiple detachments of Space Marines painted in the same scheme wherein some of them are using different <bracket> faction keywords.

FAIR PLAY RULES

EVENT ORGANISERS AND JUDGES

All judges and event 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 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 SYSTEM

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.

If during any of your games you think you are being treated unfairly or in an unsportsmanlike way, then first try to resolve the issue between you and your opponent, but if you are still feeling uncomfortable with the outcome then raise the issue with a judge, and they will try to help achieve a fair outcome and take action if necessary to address the issue.

We endeavour to avoid issuing any warnings or cards, but if there is no other option then these steps will be taken. The 3 steps we are using at this event escalate from a warning, to a yellow card, and then finally a red card. These warnings and cards are entirely issued at the judges discretion, and there is no strict order in which they can be issued, but instead the situation will decide what action is taken.

WARNING

If you are issued a warning it will not affect your tournament score, but it will result in the judges watching your remaining games closely to ensure that any foul play or unsportsmanlike behaviour is not taking place. If the judges deem a warning to be too lenient considering the accusations, then they will escalate the action taken.

YELLOW CARD

If you are issued a yellow card then you will receive a points penalty at the discretion of the judges, and then you will be on your final warning for the event. If a player is already on a warning and continues to cause issues, then at a minimum the judges will issue a yellow card.

RED CARD

This is a last resort if all other action fails to resolve a problem. A red card will mean ejection from the event immediately, and further attendance of our events will be under consideration. If a player is on a yellow card and further issues continue to arise, then a red card will be the only remaining action left to take.

OBSERVATION

All games will be watched by the judges as best they can and all judges have the power to issue any of the above if they feel they are required. 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. We're all here to have an enjoyable weekend free from any drama.

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 equal turns will be played and to set a turn to end the game. It is at this point that we encourage players to discuss how they will reach a minimum of 4 equal turns, and if achievable 5 equal turns without gifting one player a clear advantage, we are happy for players to talk through turns if need be, but it is important that a fair result is achieved for both players and talking through turns is avoided where possible.
2. 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.
3. Players are required to reach a **MINIMUM** of 4 equal turns in every game (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.

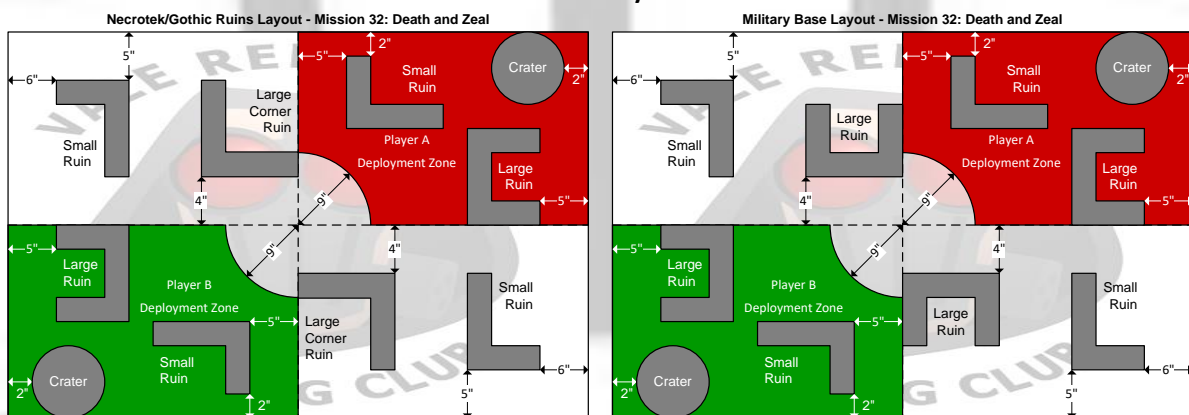
We appreciate that the above may seem harsh and draconian, but the issue of "slow play" can be real talking point that we are trying to avoid. If you have any concerns with the speed at which your opponent is playing, please do not hesitate to come and speak with us and we will attempt to resolve the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

MISSIONS

The missions used at this event are taken from the Chapter Approved Warzone Nachmund: Grand Tournament Pack. The missions and terrain layouts used for each mission are as follows (There are 2 layouts being used which will be explained during the announcements on Saturday):

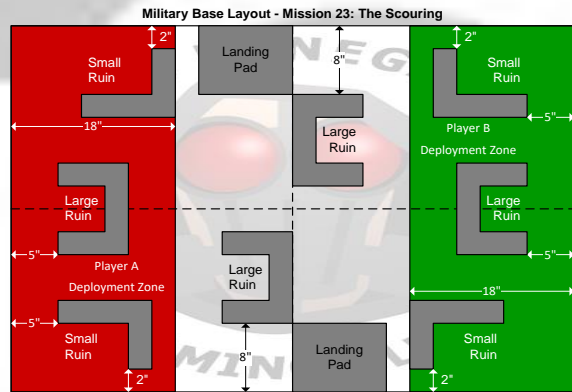
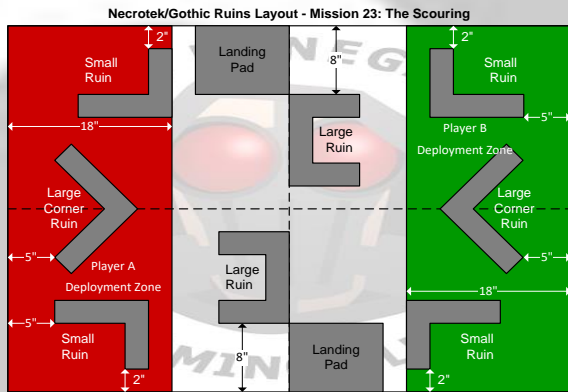
Round	Mission
1	Mission 32: Death and Zeal
2	Mission 23: The Scouring
3	Mission 33: Secure Missing Artefacts
4	Mission 31: Tide of Conviction
5	Mission 22: Conversion

Round 1 Layouts

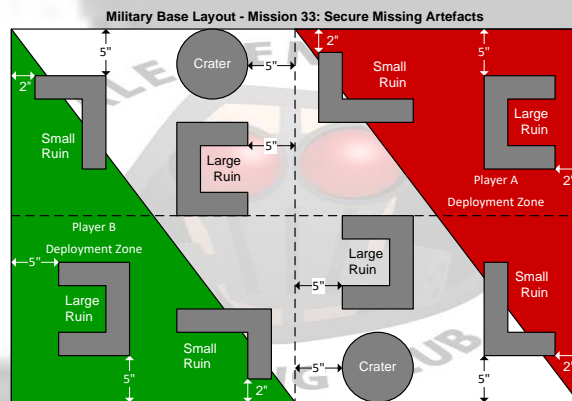
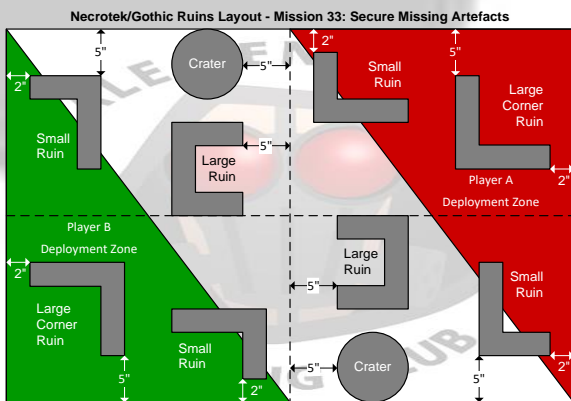


Vale Renegades

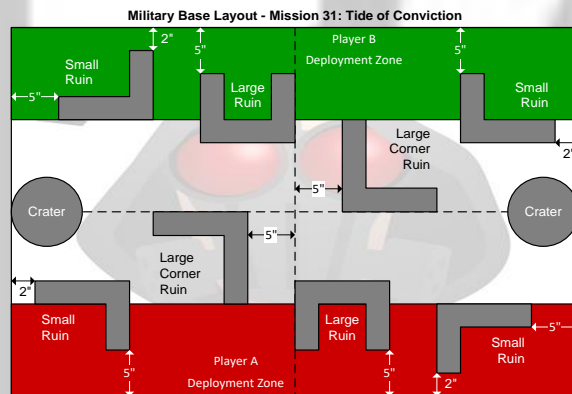
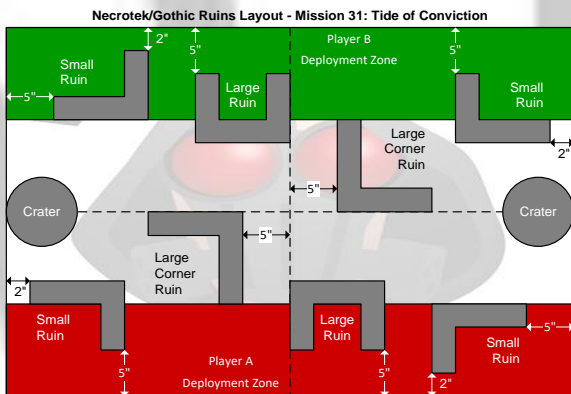
Round 2 Layouts



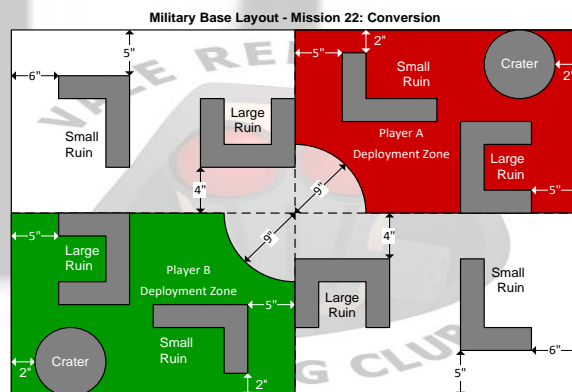
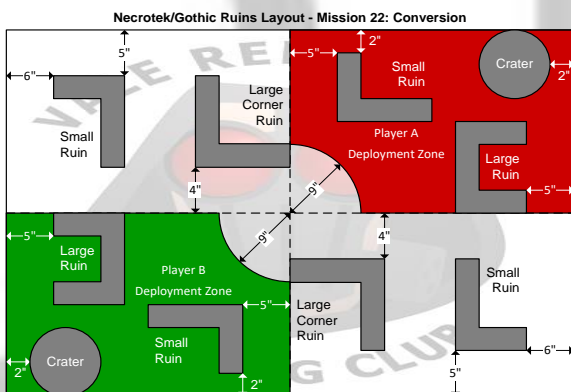
Round 3 Layouts



Round 4 Layouts



Round 5 Layouts



SCORING

Victory points will be scored during each game as explained in Chapter Approved Warzone Nachmund: Grand Tournament Pack using the relevant mission for each round. The maximum a player can score is 100 victory points, and the minimum is 10 victory points. All players will receive the battle ready score for each round as this is a minimum requirement to attend the event. Using both players total victory points, Down Under Pairings will determine a battle point differential using the following table:

Winning Player's Battle Points	Victory Point Differential	Losing Player's 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

In addition to the battle points above, both players will earn a further 10 battle points for a victory, 5 battle points for a draw and 0 battle points for a loss. Your battle score is used to determine your overall standing between each round and at the end of the event, with any penalties applied at the end of the event.

AWARDS

The following awards will be on offer at this event:

Award
Best General
2 nd Best General
3 rd Best General
Wooden Spoon
Best Sport
Favourite Army
Raffle

1ST, 2ND AND 3RD BEST GENERAL

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

WOODEN SPOON

This is awarded to the player who played the full 5 games and finished with the least overall battle points.

BEST SPORT

During the event no sports scores will be used, instead when you are handing in your final rounds scores we will need you to fill in a best sports slip provided by the event organisers and nominate your 2 best sports. A 1st place vote earns a player 10 sportsmanship points and a 2nd place vote earns a player 5 sportsmanship points. The player with the most sportsmanship points will win this award.

FAVOURITE ARMY

During lunchtime on Sunday players will be asked to set up their armies in a designated area shown by the event organisers. All players will be asked to vote for their 1st and 2nd favourite army using the voting slips provided by the event organisers. A 1st vote earns a player 10 favourite army points and a 2nd vote earns a player 5 favourite army points. The player whose army gets the most favourite army points will win this award.

RAFFLE

A raffle will take place after all the event awards have been given out, with a selection of prizes on offer for all attendees. Every player who has purchased an event ticket will be given a single raffle ticket upon arrival with their player packs, but in addition if you do wish to purchase more then we will have them available to purchase for 50p per ticket from the TO desk.