



ROAD TO THE RUMBLE EVENT PACK



Version 1.1

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EVENT DETAILS

EVENT ESSENTIALS

Location	Firestorm Games, Sloper Road, Cardiff, CF11 8AB	
Ticket Cost	£25 per event (payable via PayPal friends and family to valerenegades@gmail.com)	
Event Dates	Event 1: Saturday 2 nd March	
	Event 2: Saturday 13 th April	
	Event 3: Saturday 4 th May	
	Event 4: Saturday 8 th June	
	Event 5: Saturday 13 th July	
	Event 6: Saturday 10 th August	
	Event 7: Saturday 14 th September	
	Event 8: Saturday 12 th October	
	Event 9: Saturday 9 th November	
	Missions	Event 1 (March) - Leviathan Mission Pool
Round 1		Mission C (Modified): The Ritual/Chilling Rain/Sweeping Engagement
Round 2		Mission J (Modified): Priority Targets/Hidden Supplies/Crucible of Battle
Round 3		Mission A: Take and Hold/Chilling Rain/Search and Destroy
Event 2 (April) - Leviathan Mission Pool		
Round 1		Mission F: Supply Drop/Chilling Rain/Search and Destroy
Round 2		Mission E (Modified): Take and Hold/Hidden Supplies/Sweeping Engagement
Round 3		Mission G: Sites of Power/Chilling Rain/Hammer and Anvil
Event 3 (May) - Leviathan Mission Pool		
Round 1		Mission D (Modified): Sites of Power/Chilling Rain/Search and Destroy
Round 2		Mission L (Modified): Scorched Earth/Hidden Supplies/Dawn of War
Round 3		Mission H: The Ritual/Chilling Rain/Hammer and Anvil
Event 4 (June) - Leviathan Mission Pool		
Round 1		Mission F: Supply Drop/Chilling Rain/Search and Destroy
Round 2		Mission I: Take and Hold/Hidden Supplies/Hammer and Anvil
Round 3		Mission K (Modified): Vital Ground/Chilling Rain/Crucible of Battle
Event 5 (July) - Leviathan Mission Pool		
Round 1		Mission M: Purge the Foe/Chilling Rain/Crucible of Battle
Round 2		Mission N (Modified): Priority Targets/Hidden Supplies/Sweeping Engagement
Round 3		Mission A: Take and Hold/Chilling Rain/Search and Destroy
Event 6 (August) - Leviathan Mission Pool		
Round 1		Mission C: The Ritual/Chilling Rain/Sweeping Engagement
Round 2		Mission B: Priority Targets/Hidden Supplies/Search and Destroy
Round 3		Mission O: Vital Ground/Chilling Rain/Crucible of Battle
Event 7 (September) - Leviathan Mission Pool		
Round 1		Mission F: Supply Drop/Chilling Rain/Search and Destroy
Round 2		Mission E (Modified): Take and Hold/Hidden Supplies/Sweeping Engagement
Round 3		Mission G: Sites of Power/Chilling Rain/Hammer and Anvil
Event 8 (October) - Leviathan Mission Pool		
Round 1		Mission K (Modified): Vital Ground/Chilling Rain/Crucible of Battle
Round 2		Mission I: Take and Hold/Hidden Supplies/Hammer and Anvil
Round 3		Mission D (Modified): Sites of Power/Chilling Rain/Search and Destroy
Event 9 (November) - Leviathan Mission Pool		
Round 1		Mission H: The Ritual/Chilling Rain/Hammer and Anvil
Round 2		Mission L (Modified): Scorched Earth/Hidden Supplies/Dawn of War
Round 3		Mission M: Purge the Foe/Chilling Rain/Crucible of Battle

Vale Renegades

No. Of Games	3		
Battle Size	Strike Force 2000 Points		
Army Selection	Follow army construction rules in the Warhammer 40,000 rulebook		
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 physical or digital copy of the mission pack. 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 Schedule			
Arrival + Registration	08:30 - 08:55	Break	16:15 - 16:45
Announcements	08:55 - 09:00	Round 3	16:45 - 20:00
Round 1	09:00 - 12:15	Break	20:00 - 20:30
Lunch	12:15 - 13:00	Awards + Tidy Up	20:30 - 20:45
Round 2	13:00 - 16:15	FSG Closing Time	21:00
The above times are a worst case scenario and we will speed the day up if possible.			

ARMY CONSTRUCTION AND PAINTING

Army Construction and Army Lists

All armies in these tournaments must be Battle-Forged according to the Warhammer 40,000 Core Book and the Strike Force guidelines set forth in the Chapter Approved: Warzone Nephilim Mission Pack.

When building your army, use all the most up to date Warhammer 40,000 rules found in the following list of Games Workshop and ForgeWorld publications prior to a publication dates shown in the table below:

Event 1	Saturday 24 th February
Event 2	Saturday 6 th April
Event 3	Saturday 27 th April
Event 4	Saturday 1 st June
Event 5	Saturday 6 th July
Event 6	Saturday 3 rd August
Event 7	Saturday 7 th September
Event 8	Saturday 5 th October
Event 9	Saturday 2 nd November

- Codexes/Indexes
- Warhammer 40,000: The App
- Leviathan Mission Deck
- FAQ's, Errata, and beta rules found via www.warhammer-community.com/faqs and <https://worldteamchampionship.com/wtc-rules/>

List Submission

Army lists **MUST** be submitted via Best Coast Pairings in **battlescribe chat text** and must be easy to read. Use the link below to register for the events you are attending and then submit your lists before the list submission deadline also shown below for each event.

Event 1 - March

- BCP Link: <https://www.bestcoastpairings.com/event/nt1qarpe>
- List Submission Deadline: Wednesday 28th February

Event 2 - April

- BCP Link: <https://www.bestcoastpairings.com/event/ce7cgxxb>
- List Submission Deadline: Sunday 7th April

Event 3 - May

- BCP Link: <https://www.bestcoastpairings.com/event/k2cv24f2>
- List Submission Deadline: Sunday 28th April

Vale Renegades

Event 4 - June

- BCP Link: <https://www.bestcoastpairings.com/event/093rb00w>
- List Submission Deadline: Sunday 2nd June

Event 5 - July

- BCP Link: <https://www.bestcoastpairings.com/event/ujmvhjpr>
- List Submission Deadline: Sunday 7th July

Event 6 - August

- BCP Link: <https://www.bestcoastpairings.com/event/9djtrk9w>
- List Submission Deadline: Sunday 4th August

Event 7 - September

- BCP Link: <https://www.bestcoastpairings.com/event/q3ytlkcv>
- List Submission Deadline: Sunday 8th September

Event 8 - October

- BCP Link: <https://www.bestcoastpairings.com/event/1vy5k2f2>
- List Submission Deadline: Sunday 6th October

Event 9 - November

- BCP Link: <https://www.bestcoastpairings.com/event/e94ve5uc>
- List Submission Deadline: Sunday 3rd November

List Checking

All players are expected to submit a legal and error free army list. The army lists will not be checked by the TO's or judges, so we ask that all players check the lists themselves and send any errors to valerenegades@gmail.com. We are not going to chase people, but we would ask that you check all your own factions army lists please. If any errors are found with anyone's list before, after and during the event, then they can be changed and will only suffer penalties at the judges discretion. If there is any foul play or attempts to take an illegal list on purpose then players will be penalised as heavily as is necessary. This can include being penalised for future or past events in the series.

Modelling and Painting

All miniatures in your collection must be fully assembled (**FULLY PAINTED IS NOT A REQUIREMENT AT THIS EVENT**), exceptions can be made so long as you email valerenegades@gmail.com asking for permission to use your models that do not meet the criteria required. Pictures must be submitted.

Each model must accurately represent its entry on your army roster (What You See Is What You Get - WYSIWYG). For example, if your army includes a space marine equipped with a meltagun, the model must be equipped with a meltagun. Frag grenades that are included on every model within a unit, but not included on every model of that type, need not be modelled.

POLICIES

Judges

There will be a player organiser in charge of each of the events, and a few designated player judges around to resolve any rules queries that arise. The player organiser and judges for each event will be as follows:

Event 1 - March

- Player Organiser: Andrew Lewis
- Player Judges: Sam Jones, Nick Christensen-Secker, Ben C Griffiths, Chris Lewis, Martyn Bourge

Event 2 - April

- Player Organiser: TBA
- Player Judges: Sam Jones, Nick Christensen-Secker, Ben C Griffiths, Chris Lewis, Martyn Bourge

Event 3 - May

- Player Organiser: Andrew Lewis
- Player Judges: Sam Jones, Nick Christensen-Secker, Ben C Griffiths, Chris Lewis, Martyn Bourge

Vale Renegades

Event 4 - June

- Player Organiser: Andrew Lewis
- Player Judges: Sam Jones, Nick Christensen-Secker, Ben C Griffiths, Chris Lewis, Martyn Bourge

Event 5 - July

- Player Organiser: Andrew Lewis
- Player Judges: Sam Jones, Nick Christensen-Secker, Ben C Griffiths, Chris Lewis, Martyn Bourge

Event 6 - August

- Player Organiser: TBA
- Player Judges: Sam Jones, Nick Christensen-Secker, Ben C Griffiths, Chris Lewis, Martyn Bourge

Event 7 - September

- Player Organiser: Andrew Lewis
- Player Judges: Sam Jones, Nick Christensen-Secker, Ben C Griffiths, Chris Lewis, Martyn Bourge

Event 8 - October

- Player Organiser: Andrew Lewis
- Player Judges: Sam Jones, Nick Christensen-Secker, Ben C Griffiths, Chris Lewis, Martyn Bourge

Event 9 - November

- Player Organiser: Andrew Lewis
- Player Judges: Sam Jones, Nick Christensen-Secker, Ben C Griffiths, Chris Lewis, Martyn Bourge

Player Conduct, Judging, and Penalties

On a rare occasion, players may intentionally commit rules or sportsmanship fouls in the course of a heated or challenging battle. Behaviour such as bullying, rules abuse, moving models illegally, picking up dice before your opponent has the chance to see the results, lying to judges or opponents, or any other form of unethical or inappropriate conduct can result in substantial penalties during the event and any future events if necessary. While sometimes these errors are accidental, a "foul is a foul", and we treat them as penalties akin to those which occur during a sporting event.

In the event of any slow play occurring, players are encouraged to discuss with their opponent how to deal with this first and foremost, and both players are expected to ensure that they played the full 5 turns of a game, or are both in agreement that they had to finish earlier than intended. We are happy for players to talk out turns if the need arises, but ensure that both players are happy with the outcome and no fixing of a game has occurred. If this is unachievable then approach the player organiser or any of the player judges as soon you are concerned your game might not finish, and they will take any action necessary to ensure you reach a fair conclusion to your game. If we perceive a player to be unnecessarily slow playing in order to engineer a favourable result for themselves, then penalties will be applied to that player as a result, with the severity at the judges discretion.

TOURNAMENT FORMAT

Scoring

During each game, record your results and when you have completed your game, input your scores to BCP using the BCP Player App. The player TO and Judges will make sure that all scores are submitted to BCP and will chase up players if necessary, but it is the players responsibility to ensure their scores are submitted on time and before the round ends.

Victory Point and Battle Point Differential

At the end of every mission players will have a total of victory points they have earned from the 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. You will see this differential shown on BCP when you input your scores and the table below indicates what each player should score.

Vale Renegades

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**. We expect both players to ensure the game reaches a conclusion, be this via a concession or completing the 5 battle rounds. If players are failing to complete the full 5 rounds in games and any complaints of slow play are made, then the judges may issue points penalties if necessary.

Concession Scoring

If either 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. This must be what you record on your BCP scorecard if a concession occurs.

Event Awards

There are awards for each event, and they are as follows:

Best General	Highest overall battle points
Second Best General	Second highest overall battle points
Third Best General	Third highest overall battle points
Most Improved	The most improved player in the form of attitude and results (voted by the judges)

Pairings

The first round will be randomly drawn on the Thursday before the event (as long as all lists have been submitted on time and correctly). The following rounds will then follow a Swiss Wins/Battle Points/Strength of Schedule system.

RENEGADES RUMBLE QUALIFICATION

All of the Road to the Rumble events are qualification events for the Renegades Rumble, with your best 3 scores from each Road to the Rumble event determining what position you will finish in the qualification table.

A qualification table with scores will be maintained on the clubs website alongside this event pack. This will get updated after every event. The exact scoring method used will be shown at the bottom of the qualification table.

You are competing to qualify for the Renegades Rumble top 8 and a chance to try and compete for the bragging rights of being the best player at the club! If we have high enough attendance then we will look to expand to more brackets or larger brackets. Those of you who miss out on qualification can still attend the best of the rest event which will be an event run at the same time for everyone who didn't qualify for the top 8.

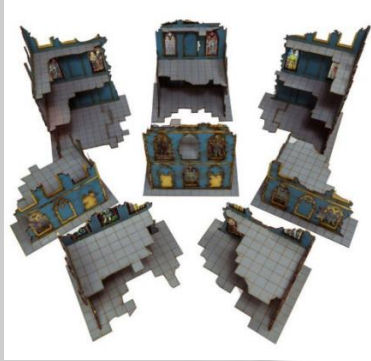
WTC RULES AND FAQ'S

The full WTC rules and FAQ's are used for all of these events and can be found using this link:

<https://worldteamchampionship.com/wtc-rules/>. We recommend you familiarise yourselves with these FAQ's as they make tweaks and changes to some of the core rules to improve the way the game plays. Any questions about these can be directed to the club email (valerenegades@gmail.com) and we'll try to help as best we can.

TERRAIN

When creating the battlefield, players must refer to the terrain layouts shown below, 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 the walls of each terrain piece, or to the base in the case of the craters/landing pads). 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 categories and traits 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.



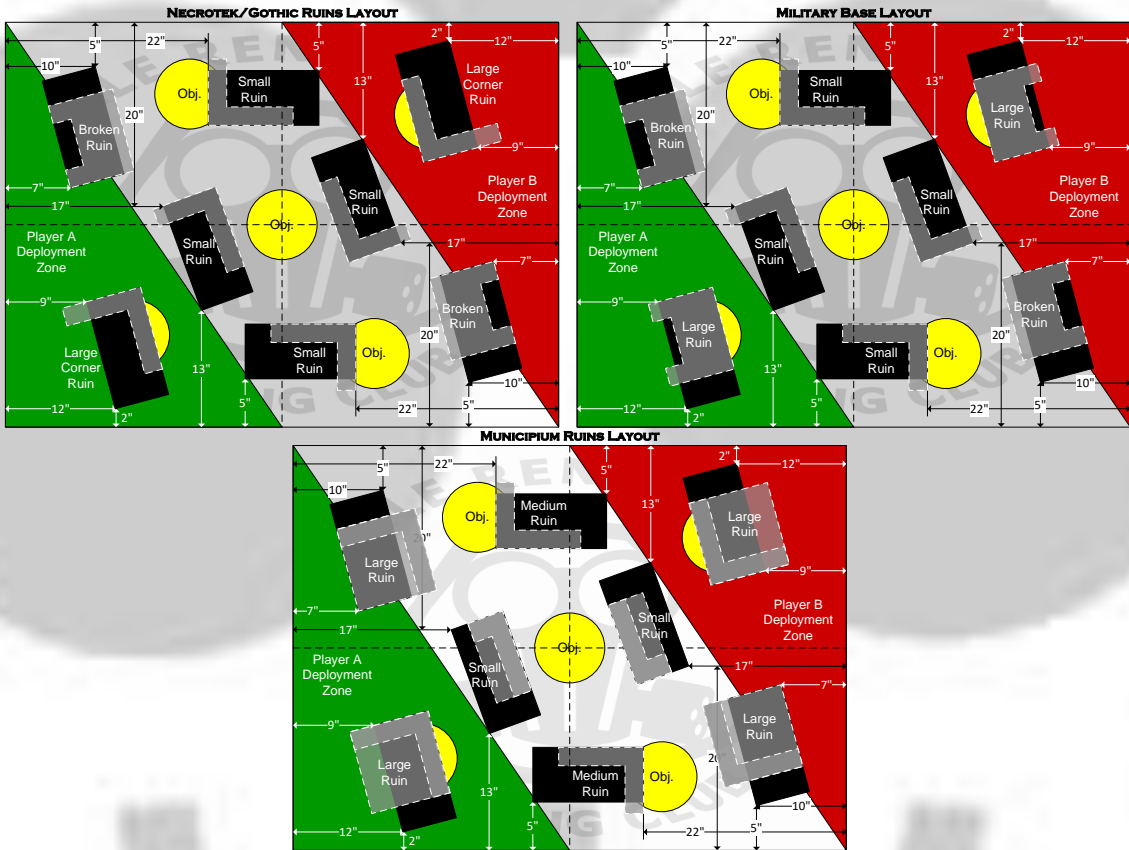
Gothic Ruins	Military Base
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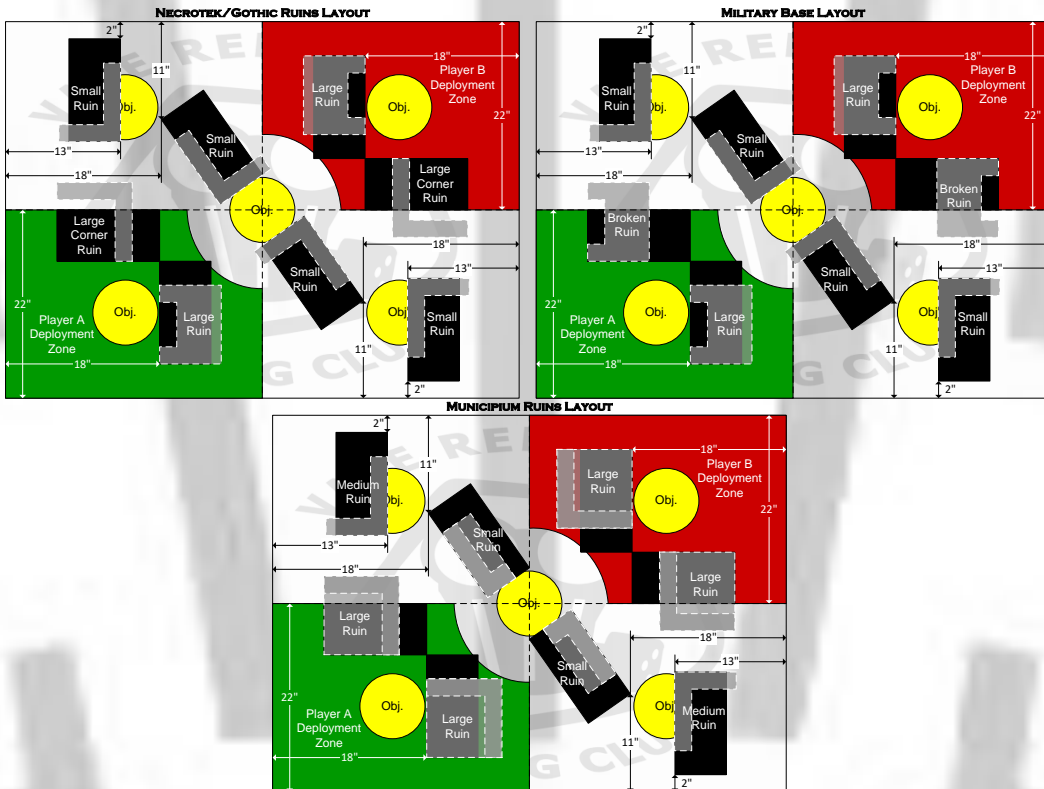
Necrotek Ruins	Municipium Ruins
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Terrain Traits/Rules Table	
Terrain Name	Terrain Rules
Large Corner Ruin	Ruins: Use the ruins rules from the main rulebook. In addition every floor of this ruin (except the top floor) is assumed to block line of sight. 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.

**TERRAIN LAYOUTS
CRUCIBLE OF BATTLE**

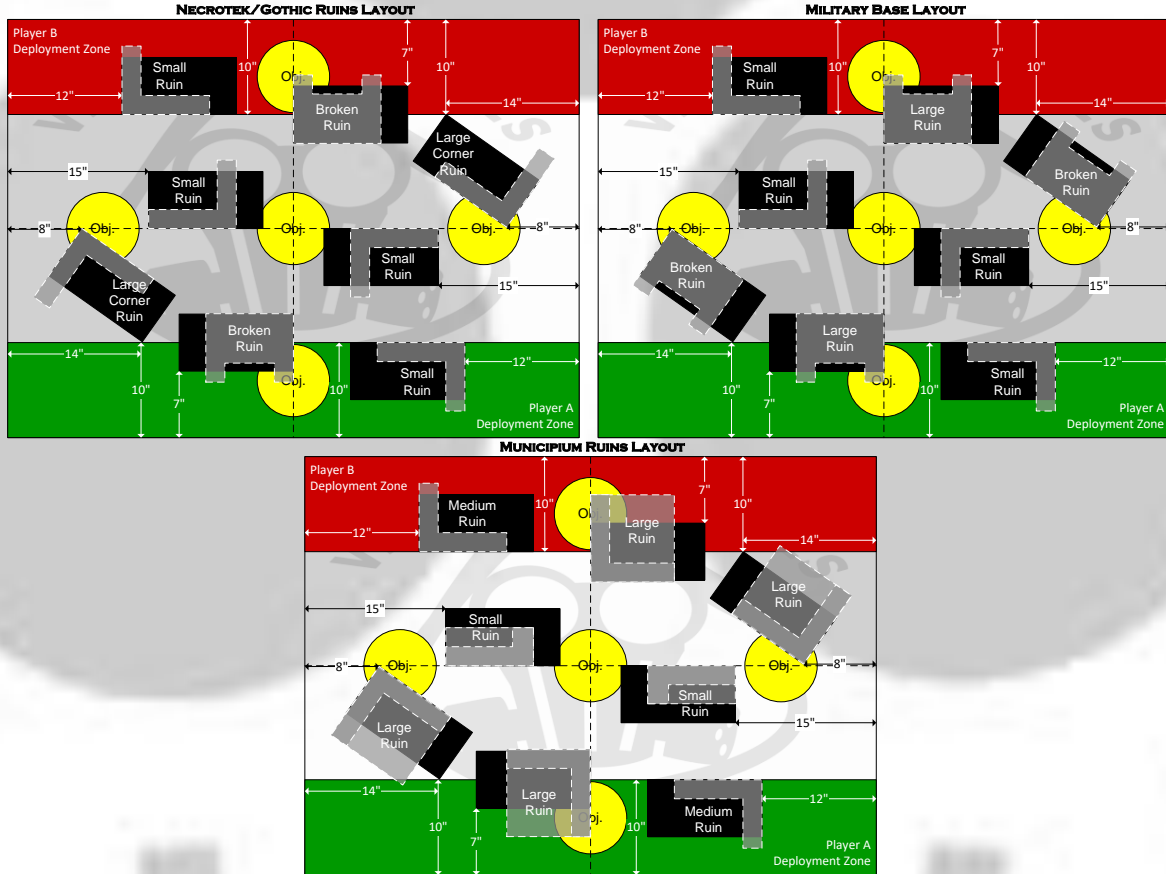


SEARCH AND DESTROY

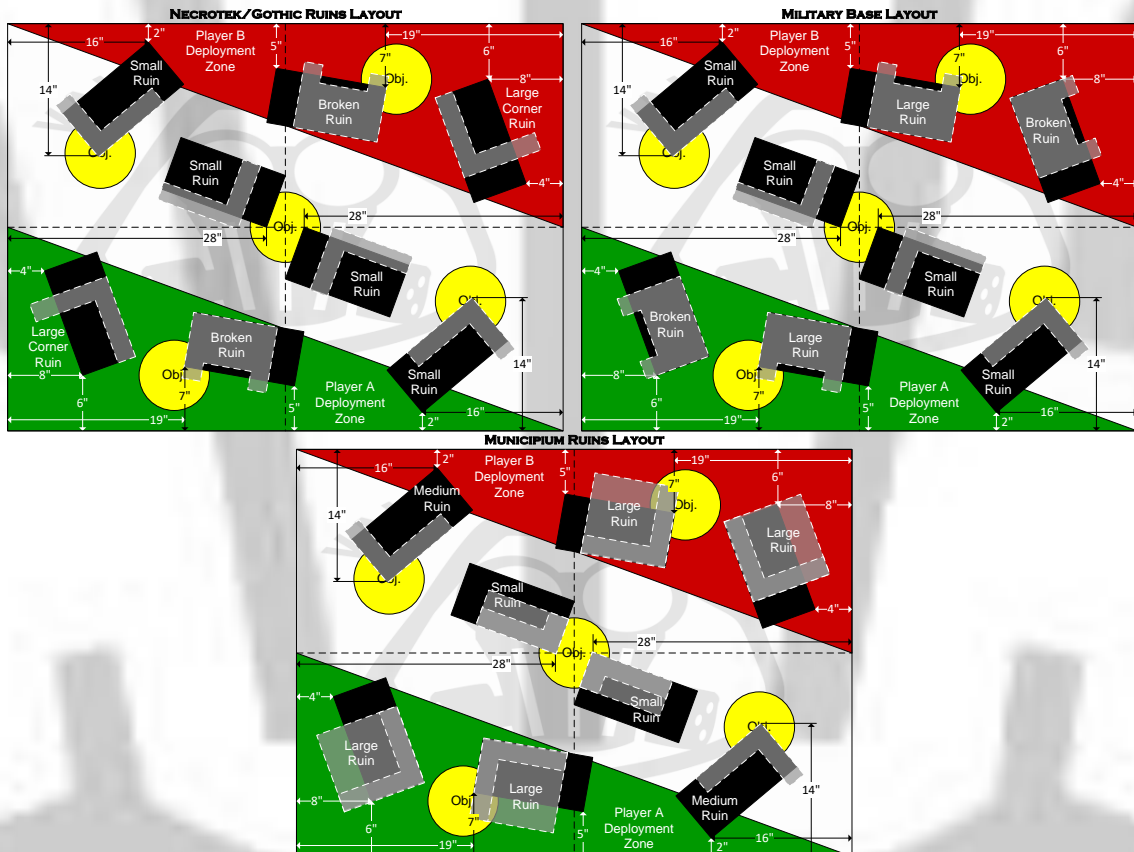


Vale Renegades

DAWN OF WAR



SWEEPING ENGAGEMENT



HAMMER AND ANVIL

