



2019

RENEGADES OPEN: COME THE APOCALYPSE EVENT PACK

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SPELLCROW



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WELCOME

It is with great pleasure that I welcome you to the Renegades Open: Seeds of Destruction. This is the 4th Seeds of Destruction and we would like to start by thanking all those who have attended past events we have run for their continued support. We keep trying to improve each year and this year is no different, so we hope that you have an excellent time and hope that you will look in to our future events as a result!

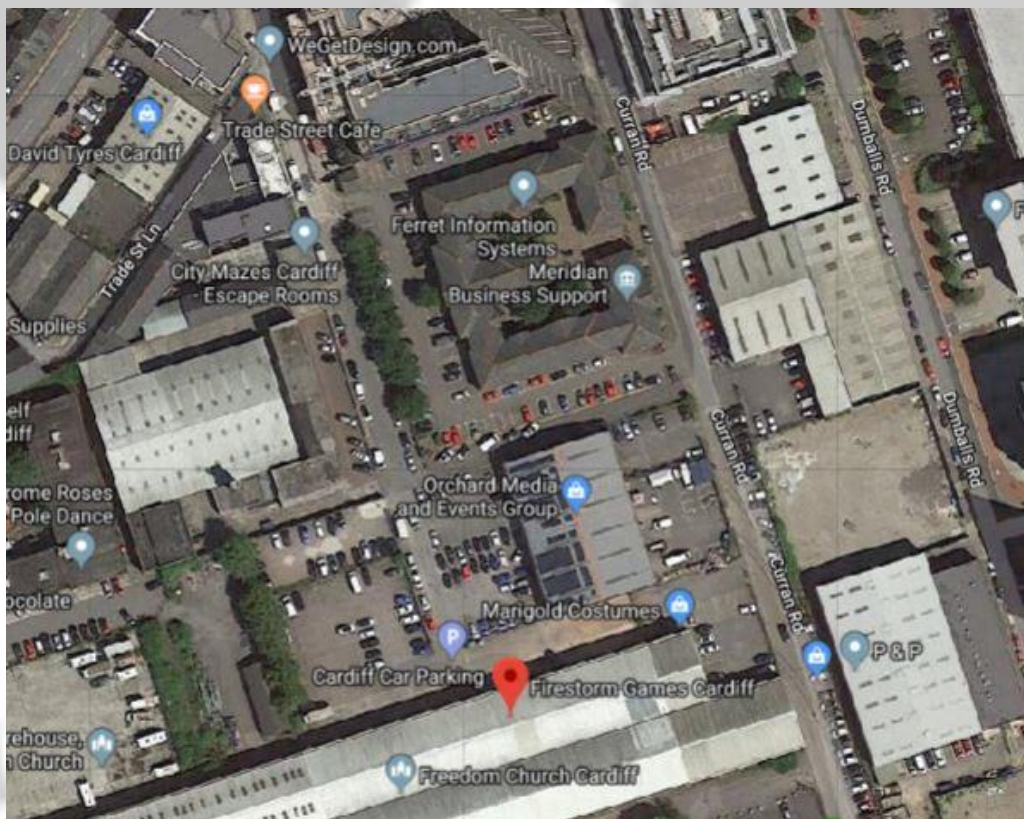
EVENT DETAILS

VENUE

Firestorm Games (Cardiff)
Trade Street, Penarth Road
Cardiff

CF10 5DT

www.firestormgames.co.uk



CLUB CONTACT DETAILS

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

TRAVEL AND ACCOMMODATION

The following information explains some of the options available regarding travelling to the event venue and some hotel options nearby the venue. We have provided these options to try and help you with travel and accommodation arrangements, but we recommend that you investigate further.

Travel	
Aeroplane	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.
Train	Cardiff Central Train Station is just a 10 mins walk from the venue.
Car	Check your route on Google maps , there is plenty of parking at the venue.
Accommodation	
Hotel	Travel Lodge - 2-Star Hotel Imperial Gate, St Marys Street, Cardiff, CF10 1FA 08719 846 224 Around £35 per person
	The Citrus Hotel - 3-Star Hotel Bute Terrace, Cardiff, CF10 2FE 02920 636 363 Around £42 per person
	Hotel IBIS Budget - 2-Star Hotel Tyndall Street, Cardiff 02920 458 131 Around £35 per person
	Sleeperz Hotel - 3-Star Hotel Station Approach, Saunders Road, Cardiff 02920 478 747 Around £44 per person
	www.booking.com
	Here is a handy link to try and make it easier for you to find other hotels nearby.

TICKET INFORMATION

We have 2 ticket options available for the Renegades Open: Seeds of Destruction:

1. The first option includes lunch (on both days) and is £40 for a single ticket.
2. The second option excludes lunch (on both days) and is £31 for a single ticket.

These tickets can be purchased off the firestorm games website by using this [link](#). Purchasing a ticket will include the following:

- Entry to the event.
- Personalised player pack including mission pack.
- Lunch on both the Saturday and Sunday (lunch ticket option only).
- Complimentary player goodie bag (first 40 players only).

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

- To book accommodation.
- A fully painted army.
- The main Warhammer 40K rule book and any relevant codex's/index's and FAQ's.
- Dice, tape measures and any additional gaming aids you require.
- Plastic/Super glue for repairs.

FOOD

Hot food is provided on both days for those of you who purchased lunch included tickets and will be served during the lunchtime period shown in the schedule below. The food available will be chosen from a selection of 5 or more 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

RENEGADES RAMBLE PODCAST

We will be doing a tournament podcast to discuss the event, tournament statistics and some of the stand out lists being played at the event as well as some coverage of the weekend itself. You can find us on Soundcloud and iTunes by searching Renegades Ramble, and if you like what you hear then please like, subscribe and follow us. We have a regular episode each month for 40k, AOS and T9A (The Ninth Age) where we talk about various subjects in the hobby, and occasionally we will have special episodes for events or any other interesting developments within the community.

Podcast Links: [Soundcloud](#), [iTunes](#)

FIRESTORM GAMES TWITCH LIVE STREAM

A live stream of a single game every round will be taking place throughout the weekend. Each round we will place a pairing on the live stream table when the pairings are revealed. If you do not wish to play on the live stream, then please let a tournament organiser know, and we'll look to replace you with another game. We do not want any entrants unhappy to be on camera so rest assured if you don't want to be filmed, then let us know and we'll ensure you won't be.

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 a day or two after the list submission deadline.

TOURNAMENT FORMAT

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.

ARMY COMPOSITION GUIDELINES

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 22nd September**.

ARMY LIST SUBMISSION

All army lists should be submitted via the Down Under Pairings Website on or before **Sunday 29th September**.

PLAYERS LIST CHECKING

As with our last few events we will be asking you as the players to check over the lists for errors once they are published. 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: 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 October. If a player has any list errors after that point then they are eligible for any penalties the judges feel necessary and will not earn the bonus points on offer.

ARMY LIST SUBMISSION FORMAT

Army lists should be submitted as per the following format:

PLAYER: JOHN SMITH

PRIMARY ITC ARMY FACTION: ADEPTUS MECHANICUS

SECONDARY FACTIONS: BLOOD ANGELS

TOTAL COMMAND POINTS: 13

TOTAL ARMY POINTS: 1992

POWER LEVEL: 107

TOTAL REINFORCEMENT POINTS: NOT APPLICABLE

FREE RELIC: THE HAMMER OF BAAL

Battalion Detachment, Blood Angels [32 Power Points] [573 Points] +5CP

HQ: Captain with Jump Pack (93), Storm Shield (10), Thunder Hammer (21)

[6pls] [124pts] - WARLORD

HQ: Captain with Jump Pack (93), Storm Shield (10), Thunder Hammer (21), the Hammer of Baal (free)

[6pls] [124pts]

HQ: Mephiston (160)

[8pls] [160pts]

TR: 5x Scouts (55), 5x Combat knife and bolt pistol (0)

[4pls] [55pts]

TR: 5x Scouts (55), 5x Combat knife and bolt pistol (0)

[4pls] [55pts]

TR: 5x Scouts (55), 5x Combat knife and bolt pistol (0)

[4pls] [55pts]

Battalion Detachment, Adeptus Mechanicus, <Mars> [75 Power Points] [1389 Points] +5CP

HQ: Tech-priest Enginseer (30), Omnissian axe (0), Servo-arm (0)

[3pls] [30pts]

HQ: Tech-priest Enginseer (30), Omnissian axe (0), Servo-arm (0)

[3pls] [30pts]

HQ: Tech-priest Enginseer (30), Omnissian axe (0), Servo-arm (0)

[3pls] [30pts]

TR: 5x Skitarii Rangers (35), 5x galvanic rifles (0)

[4pls] [35pts]

TR: 5x Skitarii Rangers (35), 5x galvanic rifles (0)

[4pls] [35pts]

TR: 5x Skitarii Rangers (35), 5x galvanic rifles (0)

[4pls] [35pts]

FA: 6x Sydonian Dragoons (354), 6x Broad spectrum data-tether (0), 6x Taser lances (54)

[18pls] [408pts]

FA: 6x Sydonian Dragoons (354), 6x Broad spectrum data-tether (0), 6x Taser lances (54)

[18pls] [408pts]

FA: 6x Sydonian Dragoons (354), 6x Broad spectrum data-tether (0), 6x Taser lances (54)

[18pls] [408pts]

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. 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

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 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 CARD SYSTEM

A fair play card 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 3 cards being used are orange, yellow and red and each card is explained below:

ORANGE CARD

You will be given an orange card 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 over complaining then this could resolve in them receiving an orange card so please do not report anyone unless you really have to. This card 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.

YELLOW CARD

This will be issued if a problem persists from an orange card. A yellow card is more serious than an orange card and your goal as players is to stay very far away from being yellow carded. Once a yellow card is issued a player will have a 25 point 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 cards fail 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 of the fair play cards 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.

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 6 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 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 and talking through turns is avoided as much as possible.
2. Players will be given as much extra time as is feasibly possible, but if a referee 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 tournament score.
3. On your score sheets will be a box to indicate the number of turns played and whether a tabling occurred that we require to be filled in after every game. We will require both players to fill this in and report it to the tournament organisers so that we can ensure the correct amounts are being submitted. Players are required to reach a **MINIMUM** of 4 equal turns in every game (excluding tablings and concessions), failure to achieve this on 2 or more occasions will result in a yellow card for each occasion after the first.

We appreciate that the above may seem harsh and draconian, but the issue of "slow play" is becoming a hot topic at several tournaments. 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 having to issue any fair play cards.

FAIR PLAY VOTING

On the score sheets will be a fair play box to highlight either "thumbs up" or "thumbs down" that we require to be filled in after every game. We will require both players to fill this in and report it to the tournament organisers. You must highlight "thumbs up" if you think that your game was played without any foul play and/or your opponent was not unnecessarily aggressive or confrontational, or "thumbs down" if you feel as though there was foul play and/or your opponent was unnecessarily aggressive or confrontational. The first "thumbs down" a player receives will result in an orange card, a second "thumbs down" can result in yellow

cards if the judges deem them necessary, and any further “thumbs down” will result in at least a yellow card, and possible further penalties. Anyone voting dishonestly will be penalised heavily if the judges deem it necessary, we have included this voting system to try and remove cheating and bad sportsmanship, so please only vote based on the game you have played as opposed to any past experiences or opinions.

SPECTATORS

To ensure all players have an enjoyable and fairly uninterrupted experience during their games we ask that all spectators do not interfere in any games at all. We accept that players will of course have a joke and a laugh between tables, but please bear in mind that games do need to be finished in a timely fashion, and any help during games to gain an unfair advantage is not acceptable. If you feel as though this is happening, then seek out a tournament organiser immediately and we will resolve the issue. If interference persists, then the use of yellow cards will be enforced, and if needed red cards.

TOURNAMENT SCORING

Below is a summary of the tournament points players can score or be deducted. The maximum tournament points a player may score is 210.

Description	Tournament Points
List submission	5
List Corrections	5
Final Deadline List	15
Battle Score	160
Modelling and Painting Requirements	25
Orange Card	0
Yellow Card	-25
Red Card	Disqualification

LIST SUBMISSION

If you submit your list on or before the list submission deadline, then you will earn the bonus points listed above.

LIST CORRECTIONS

If your list that you submitted on or before the list submission deadline did not need any corrections then you earn the bonus points listed above.

FINAL DEADLINE LIST

If your list has no errors found after the final deadline then you earn the bonus points listed above.

BATTLE SCORE

Your battle score is what you earn during your games. You will score between 0 and 20 points depending on the final differential score, and then a further 12 points for a win, 6 points for a draw and 0 points for a loss.

MODELLING AND PAINTING REQUIREMENTS

If you're modelling and painting standards meet the minimum requirements we ask of at this event then you will score the points listed above. Remember that if any models do not meet these criteria then a judge can choose to also remove them from your games and prevent you from using them in future games as well.

ORANGE, YELLOW AND RED CARDS

If a player is issued any of these cards, then they will incur a point's penalty equal to the points listed above or in the case of a red card they will be disqualified from the tournament.

AWARDS

The following awards will be on offer at this event:

Award
Tournament Champion
Tournament Runner-up
3 rd Place
Best Sport
Favourite Army
Favourite Individual Miniature
Wooden Spoon
Best in Faction

TOURNAMENT CHAMPION, RUNNER-UP AND 3RD PLACE

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

BEST SPORT

During the tournament 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 tournament 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 tournament organisers. All players will be asked to vote for their 1st and 2nd favourite army using the voting slips provided by the tournament 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 votes will win this award.

FAVOURITE SINGLE MINIATURE

During lunchtime on Saturday players will be asked to setup a single individual miniature of their choice. All players will be asked to vote for their 1st and 2nd favourite miniature using the voting slips provided by the tournament organisers. A 1st vote earns a player 10 favourite single miniature points and a 2nd vote earns a player 5 favourite single miniature points. The player whose miniature gets the most votes will win this award.

WOODEN SPOON

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

BEST IN FACTION

All players will be categorised in to factions depending on what their ITC 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 tournament points 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 and the highest overall tournament score between those players will win that award.