



DOUBLE TAP!!

TOURNAMENT PACK

NAME: _____



Introduction

The Vale Renegades proudly presents Double Tap. This is a 1000 points Warhammer 40,000 doubles tournament starting on Saturday 27th August and finishing on Sunday the 28th August. Please take the time to read carefully through the tournament pack and any questions you have can be directed to our tournament organisers using the following email address: valerenegades@gmail.com.

Tickets

The entry fee for the tournament is £15 and is purchased by sending the fee to the following PayPal address: valerenegades@gmail.com. Tickets will be available for purchase until the day before the event, but you risk losing out on bonus points the later you enter. Your ticket will include entry to the firestorm games battlefields for both days of the tournament.

Registration

Army lists must be submitted prior to the event, by August 14th at the latest. If you do this you will be awarded 1 bonus tournament point. If you submit your list after this date you will still be able to attend the tournament but you will miss out on all army list bonus points. All army lists must be submitted to valerenegades@gmail.com in the same format as shown below:

Double Tap

Thomas Davies

Vale Renegades (If you have no club then leave this blank)

Overall Army Points Total: 335

Detachment: Combined Arms Detachment

Detachment Points Total: 335

Unit Type: Troops

Unit Name and Size: Tactical Marines (5 man)

Unit Upgrades: 1 Meltagun, Drop Pod dedicated transport

Total Unit Cost: 115

Unit Type: Troops

Unit Name and Size: Tactical Marines (5 man)

Unit Upgrades: 1 Meltagun, Drop Pod dedicated transport

Total Unit Cost: 115

Unit Type: HQ (Warlord)

Unit Name and Size: Chaplain (1 man)

Unit Upgrades: Jump Pack

Total Unit Cost: 105

Your warlord must be declared on your army list. 1 tournament point is awarded to each player who submits their army list in the correct format and brings 2 copies of their list to the event. Additionally 1 tournament point will be awarded to each player who submits a list which is completely legal within the tournament restrictions.

Tournament Schedule

Saturday

Registration: 09:30 - 10:00
Announcements: 10:00 - 10:15
Round 1: 10:15 - 12:45
Lunch: 12:45 - 13:45
Round 2: 13:45 - 16:15
Break: 16:15 - 16:30
Round 3: 16:30 - 19:00

Sunday

Registration: 10:00 - 10:30
Announcements: 10:30 - 10:45
Round 4: 10:45 - 13:30
Lunch: 13:30 - 14:30
Round 5: 14:30 - 17:15
Presentation: 17:30

Doubles Format

All entrants will be randomly paired up on the Saturday morning before round 1. All pairings will treat their allies army as an 'ally of convenience' (regardless of their alliance) as per the main rulebook. Each player will have their own warlord and warlord trait, with a warlord trait only being able to apply to the controlling players army (for example player A and player C are paired together, if player A rolls conqueror of cities as his warlord trait then only player A's army not player C may benefit from it). Additionally both players warlord's can be used for the slay the warlord objective but only 1 point is awarded regardless of if you kill both warlords.

Mission Overview

The missions can be found in a separate pack shown on our website alongside this document. They include the 5 missions used for the tournament and a scoring aid which can be used to help with recording your in game scores. This scoring aid is just to help players track their scores in game and does not need to be submitted to the TO along with the scoresheet, it is purely to help you play your games. The list below shows the names of the 5 missions and the rounds they will be played:

Round 1 - Cleanse and Control

Round 2 - The Relic

Round 3 - Purge The Alien

Round 4 - The Scouring

Round 5 - Big Game Hunter

Army Composition

- All armies can contain up to 1000 points taken from any legal rules released before August 12th. Any new rules released after August 12th will not be permitted.
- Only battle forged armies are allowed and no unbound lists will be permitted.
- An army may be built using up to 3 detachments.
- An army may duplicate a single detachment, one time. Example: A list may include 2 CAD's, but not 3 CAD's. Or a single CAD and 2 allied detachments. Or 3 formations, 2 of which are the same formation etc. Note: This includes "Decurion style" detachments which are comprised of multiple datasheets and formations. They may only take a single duplicate formation, one time within the "Decurion style" detachment, although they may take duplicate data slate units within the detachment if permitted to do so. Example: Necrons may take the decurion with 2 canoptek harvest formations within it, but no other duplicate formations.
- A Detachment may not be included in an army if it is Come the Apocalypse allies with another Detachment in the army.
- All current source material is allowed, including GW Codexes, Data Slates, Formations, current and experimental Forge World units. The Forge World army lists below are allowed. Please note, Horus Heresy/30K Forge World units are not allowed.
 - Neither the Imperial Space marine or the Death from the Skies Supplement are being used in standard ITC tournaments at this time.
 - Army lists in Imperial Armor 14: The Siege of Vraks: The Death Korps of Krieg and Renegades of Vraks.
 - Army lists in Imperial Armor 13: War Machines of the Lost and the Damned: Renegades and Heretics.
 - Army lists in Imperial Armor 12: Minotaurs Chapter, and the Death Korps of Kreig Assault Brigade. *Note: All units in these Army List are played exactly as they are listed, points cost, stats, etc. You can not use the stats or points cost listed in the respective Codices, even in the case where a unit has the same name unless noted otherwise.*
 - Exception: The Dark Harvest army list is not allowed, although 40k approved units in it that can be purchased outside of the Dark Harvest detachment, are allowed.
 - Army lists in Imperial Armor 11: Eldar Corsairs.
 - Army lists in Imperial Armor 4, 2nd Ed: Detachment D-99 and the Red Scorpions Chapter Tactics and Characters. *Note: The Inquisitorial Experimental Detachment Warlord Trait bonus and penalties may be selected at the beginning of each game.*
 - Army lists in Imperial Armor 3, 2nd Ed: Elysian Drop Troops and Imperial Guard Tallarn upgrade and Mukaali Rough Riders. *Note: All units in this Army List are played exactly as they are listed, points cost, stats, etc. You can not use the stats or points cost listed in Codex: Astra Militarum even in the case where a unit has the same name unless noted otherwise.*
 - Exception: Where units are listed as having the Junior or Senior Officer special rules, reference the Voice of Command rules in Codex: Astra Militarum.
 - Army lists in Imperial Armor 1, 2nd Ed: Armored Battle Group. *Note: All units in this Army List are played exactly as they are listed, points cost, stats, etc. You can not use the stats or points cost listed in Codex: Astra Militarum even in the case where a unit has the same name.*
- Reference our [Imperial Armor Unit Index](#) for the most recent rules for Forge World units.
- Regardless of Detachments, no more than 1 Fortification and/or 1 Super Heavy/Gargantuan Lord of War may be taken from the allowed LoW list, below.
 - Exception: One detachment in your army may include an Imperial Knight. So long as the detachment restrictions allow for multiple LoW, you may exceed the 0-1 LoW restriction within this detachment so long as all other LoW are also Imperial Knights.
 - Exception: One detachment in your army may include a unit of Tau Stormsurge. This unit may contain more than one Stormsurge model.
 - Note: A Fortification does not count as a model in your army for the purposes of gaining detachment special rules unless that detachment specifically mentions Fortifications as benefiting from them.
- Selection Criteria: We use the following guidelines to determine which Super Heavy/Gargantuan Creature LoW are allowed into the ITC format. A LoW choice is allowed so long as it does not violate any of the following:
 - It has a larger than 5" blast D Weapon.
 - It has a Hellstorm Template weapon with Torrent.
 - It has a larger than 5" blast weapon that ignores cover.
 - Is a Super Heavy Flyer or Flying Gargantuan Creature.
 - It has a "Titan" stat line. We mean by this LoW that have a stat line similar to or better than any of the Titan class Super Heavy Vehicles (Warhound, Revenant, etc.), Titan class Gargantuan Creatures (Hierophant), or Daemon Lords.
 - Exception: If a LoW has easy access to means to violate the above criteria such as through Psychic Powers, or wargear such as Marker Lights paired with a LoW with a larger than 5" blast weapon, etc. In the case that we can simply disallow the wargear item we do that instead such as with the Battle of Keylak Legacy of Glory on Imperial LoW.
 - Exception: We allow units that violate one or more of the above guidelines in if they prove to not be overwhelming in power. To date, this has

only been done to allow in some Super Heavy Flyers.

- If one player has a Super Heavy/Gargantuan LoW and the other does not, the player without can roll on the Escalation Warlord Table and gains +1 to Seize the Initiative.
- Allowed Super Heavy/Gargantuan LoW
 - Note: all non-super heavy/gargantuan LoW are allowed, such as Dante or Azrael.
 - **Adepta Sororitas**
 - Cerastus Knights: Acheron, Castigator, Lancer, Atrapos
 - Questoris Knight Magaera
 - Marauder Bomber: NOTE: No Hellstorm Bombs may be taken.
 - Marauder Destroyer
 - **Astra Militarum**
 - Baneblade
 - Banehammer
 - Banesword
 - Captain Maximillian Weiseman
 - Cerastus Knights: Acheron, Castigator, Lancer, Atrapos
 - Questoris Knight Magaera
 - Crassus Armored Assault Carrier
 - Dominus Armored Siege Bombard
 - Doomhammer
 - Gorgon Heavy Transporter
 - Fortress of Arrogance
 - Macharius: Heavy Tank, Vanquisher, Vulcan, Omega
 - Malcador: Heavy Tank, Annihilator, Defender
 - Marauder Bomber: NOTE: No Hellstorm Bombs may be taken.
 - Marauder Destroyer
 - Minotaur Artillery Tank
 - Shadowword
 - Stormblade
 - Stormlord
 - Valdor Tank Hunter
 - **Chaos**
 - Chaos Fellblade
 - Greater Brass Scorpion of Khorne
 - Khorne Lord of Skulls
 - Chaos Knight (Only available to Chaos Space Marines, Chaos Daemons and Daemonkin)
 - Kytan Daemon Engine of Khorne (Only available to Chaos Space Marines, Chaos Daemons and Daemonkin)
 - **Chaos Renegades & Heretics/Renegades of Vraks**
 - May select any of the allowed Super Heavy/Gargantuan Creature Lords of War listed under Chaos or Astra Militarum on this page that are available to them in their respective army lists.
 - **Eldar**
 - Wraithknight
 - Skathach Wraithknight
 - Scorpion
 - Lynx NOTE: The Lynx is now a Heavy Support choice. May not take Sonic Lance.
 - **Grey Knights**
 - Cerastus Knights: Acheron, Castigator, Lancer, Atrapos
 - Questoris Knight Magaera
 - Marauder Bomber: NOTE: No Hellstorm Bombs may be taken.
 - Marauder Destroyer
 - **Necrons**
 - Gauss Pylon
 - Obelisk
 - Tessaract Vault
 - **Orks**
 - Gargantuan Squiggoth
 - Kustom Battle Fortress
 - Kill Krusha Tank
 - Kill Blasta
 - Lifta Wagon
 - Skullhammer Tank
 - Stompa

- Big Mek Stompa
- Boss Mek Buzzgob (Can only be taken in armies that contain only Ork faction models).
- **Space Marines**
 - *Note: No Space marine Lord of War may take the Battle of Kyelek Legacy of Glory*
 - Cerastus Knights: Acheron, Castigator, Lancer, Atrapos
 - Questoris Knight Magaera
 - Cerberus Heavy Tank Destroyer
 - Fellblade
 - Marauder Bomber: NOTE: No Hellstorm Bombs may be taken.
 - Marauder Destroyer
- **Tau**
 - Orca Dropship
 - Tiger Shark Fighter Bomber
 - Stormsurge
- **Tyranids**
 - Heirodole: Barbed and Scythed
- **Fortifications**
 - All fortification data slates and upgrades from the Stronghold Assault book and data slates such as the Plasma Obliterator are allowed. The Macro Cannon Aquila Strongpoint and the Vortex Missile Aquila Strongpoint are not allowed.
 - No Fortification Networks may be taken. We define a Fortification Network as those listed as such in their dataslate or a dataslate with more than 1 Fortification in it such as the Tidewall Gunfort.

Tournament FAQ's

This tournament is using the full ITC FAQ's which can be found using the following link: [ITC FAQ's](#). To prevent any confusion we are putting a cut-off date down on the FAQ's, the cut off-date is Friday August 12th. This means that we will be using the ITC FAQ as it is written from August 12th and any further changes to it between then and the tournament date will be ignored.

Tournament Scoring Guidelines

The team who scores the most tournament points over both days of gaming will be crowned the tournament champions. In the case of a tie then the players head-to-head records will be used. If the players are still tied then their 5 opponents tournament points will be used with the player who conceded the least winning, if still tied then their sports scores will be used. If that somehow still doesn't separate the players a random draw will have to be made (it's very unlikely it will have to come to this though). At the beginning of the tournament you will be handed a scoresheet, this will be your scoresheet for the whole tournament and must be handed in to the TO after each mission is completed for your scores to be registered. Both player's scoresheets should be filled in completely including the sports score and will be handed back to them before the start of any remaining rounds.

Sports Score

This is the score for how sporting your opponent was during your game, score this as best you can taking in to account how much you enjoyed the game and avoiding blaming your opponent for your bad luck with dice. The sports score is a score of between 0 and 5 with 0 being a bad sport and 5 being a good sport. In the case of a tie the player with the best overall battle score will win the award.

Mission Scoring

Each mission has 3 win conditions to achieve which award tournament points to the players in each condition depending on how well they did. The 3 win conditions are the primary, secondary and tertiary objectives and are explained below:

Primary Objective

The primary objective uses primary points to determine the winner of this objective. Each mission will describe how you earn these primary points during your games and depending on the result each player will earn from 0 to 4 tournament points from this win condition. The 5 outcomes from this objective are:

Major Win - You score 3 or more primary points than your opponent and therefore you score 4 tournament points from this objective

Minor Win - You score between 1 and 2 primary points more than your opponent and therefore you score 3 tournament points from this objective

Tie - Both players score the same primary points each and therefore both score 2 tournament points each

Minor Loss - You score between 1 and 2 primary points less than your opponent and therefore you score 1 tournament point from this objective

Major Loss - Your opponent scores 3 or more primary points than you and therefore you score 0 tournament points from this objective

Secondary Objective

The secondary objective uses maelstrom points to determine the winner of this objective. Each mission will describe how you earn these maelstrom points during your games and depending on the result each player will earn from 0 to 4 tournament points from this win condition. No more than 3 maelstrom points can be scored per turn. The 5 outcomes from this objective are:

Major Win - You score 3 or more maelstrom points than your opponent and therefore you score 4 tournament points from this objective

Minor Win - You score between 1 and 2 maelstrom points more than your opponent and therefore you score 3 tournament points from this objective

Tie - Both players score the same maelstrom points each and therefore both score 2 tournament points each

Minor Loss - You score between 1 and 2 maelstrom points less than your opponent and therefore you score 1 tournament point from this objective
Major Loss - Your opponent scores 3 or more maelstrom points than you and therefore you score 0 tournament points from this objective

Tertiary Objective

The tertiary objectives are chosen at the beginning of every mission and are scored at the end of the game or at any point during the game where applicable (if you had the first strike objective then you would score that at the end of turn one if you achieved it). Each tertiary objective scores 1 tournament point for the player who achieved it.

Bonus Points

Any warlord traits or special rules which award extra victory points if achieved are used in our missions, but instead of scoring a victory point they instead count towards your secondary objective and score a maelstrom point (any extra maelstrom points still count towards the maximum limit of 3 earned per turn). Super heavy or gargantuan creature lords of war can award extra bonus points during your games for the following:

- Every 3 Wounds or Hull Points a Super Heavy or Gargantuan Creature Lord of War has, rounding up, counts as a unit for scenario objectives that require the opposing player to destroy an enemy unit. Example: In Purge the Alien, an Imperial Knight with 3 Hull Points could give up 2 Kill Points total. 1 for the first 3 Hull Points of damage done, the second when it lost its last 3 Hull Points and was destroyed. A Stormsurge with 8 wounds would give up 3 Kill Points if destroyed. Example: If a player generates a "Destroy an Enemy Unit" maelstrom objective, they fulfil the requirement for every 3rd Hull Point or Wound they inflict on a Super Heavy or Gargantuan Creature during that player turn, rounding remaining wounds up.
- Player A generates a "Destroy an Enemy Unit" maelstrom objective. He inflicts 3 Hull Points of damage on an undamaged Imperial Knight during his turn and earns this maelstrom point.
- Player B generates a "Destroy an Enemy Unit" maelstrom objective. She inflicts 1 Hull Point of damage on an Imperial Knight which had already sustained 2 Hull Points of damage earlier in the game. Player B earns this maelstrom point.
- Player C generates a "Destroy an Enemy Unit" maelstrom objective. He inflicts the final 2 wounds on a Stormsurge which had already taken 6 wounds, killing it. Player A earns this maelstrom point as remaining wounds or hull points are rounded up. Note: Any damage done to a specific Super Heavy or Gargantuan Creature Lord of War is cumulative, even if they heal wounds or repair hull points by some means. This would effectively increase the number of Kill Points they could give up.
- An Imperial Knight takes 3 Hull Points of damage bringing it down to 3 remaining, giving up 1 Kill Point. It repairs a Hull Point of damage raising its remaining Hull Points to 4. In the next turn, it takes 3 more Hull Points of damage lowering it to 1 Hull Point remaining, giving up a 2nd Kill Point. It then loses its last Hull Point of damage, destroying it, giving up a 3rd Kill Point as remaining wounds or Hull Points are rounded up.
- In instances where a Super Heavy or Gargantuan Creature is able to repair Hull Points or heal wounds, it is advisable to keep a tally of damage done to each.

Awards

1st 1st place overall on total tournament points scored

Venue and Contact Details

We have access to firestorm games battlefields for the weekend. If you have any further questions about the event then please direct your queries to valerenegades@gmail.com and we will endeavour to answer them as soon as possible.

Venue Address:

Firestorm Games (Cardiff)
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