

GET IN THE GAME
RTT: EVENTPACK V1.5



**CLASH ON
THE CLYDE**



COMPANY
of
MAKERS



PLAYER EVENT PACK



INTRODUCING THE CLASH ON THE CLYDE

The Clash on the Clyde, is a Single Player Warhammer 40,000 Event. It will be held on Saturday the 25th of October at the ACVC Hub in Ibrox, Glasgow. This event is being delivered in partnership with the Company of Makers who are an armed forces organisation focussed on improving wellbeing through gaming and creative outlets.

Our max player capacity for this event is 40.

The event will consist of 3 Rounds using a modified version of the WTC Warmaster Terrain / Missions and to Make the event challenging and fun for players of all skill levels.



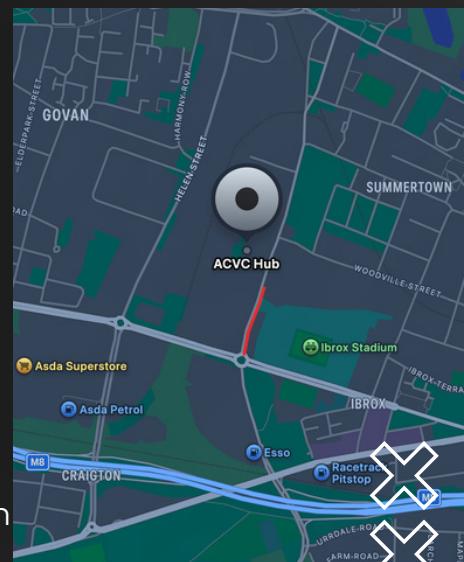
LOCATION, TICKETS AND MORE INFO



LOCATION

All Glasvegas Open events take in the ACVC Veterans Hub:
Unit 4a, Moorpark Industrial Estate,
Orton Pl, Ibrox, Glasgow G51 2HF

Just off the M8 junction 23 westbound or junction 24 eastbound tucked behind Ibrox stadium broomloan road stand, the venue has secure parking on site. The venue is also a short walk from Ibrox Subway station as well as the Govan Subway / Bus terminus.



TICKET PRICING

Tickets for this event are free to all armed forces veterans, active serving personnel and armed forces dependants. simple search Clash on the Clyde on Eventbrite to sign up through Company of Makers.

Lunch will be provided on the day with access to free tea, coffee and water all day. For further refreshments a small tuck shop will be in operation.

EXTRA INFO

Lunch and snacks are provided during the event. If you have any allergies or dietary requirements that we should be aware of please get in touch. A small selection of soft drinks and other items will be available to purchase on the day.

(For those traveling, there is a Greggs, Starbucks and McDonald's, KFC, ASDA & ALDI on Helen Street just off the M8 before you arrive at the Hub that may better suit your personal preferences)



REGISTRATION & TOURNAMENT AIM



REGISTRATION

Each player will provide a unique Strike Force army with each final list not exceeding 2000 points.
Each army should follow the standard Warhammer 40,000 matched play restrictions set out by Games Workshop.

Preferably using the current WTC header this can be readily found on the WTC website and on the next page of this event pack. If this is a new concept to you it is not essential.

Upon arrival at the Hub please ensure you have signed into the venue properly using the new tablet computer system. If you have any issues grab a TO or Hub Staff member to complete this process.



TOURNAMENT AIM

The Clash on the Clyde aims to give players from across an armed forces community the opportunity to experience a WTC format warhammer 40,000 event and be a true celebration of the competitive tabletop hobby community in a fun player first environment.



LIST SUBMISSION AND GUIDELINES



LIST SUBMISSION - WED 22ND @10PM

Each player will provide a Strike Force army with the final list not exceeding 2000 points. Each army should follow the standard Warhammer 40,000 matched play restrictions set out by Games Workshop. Preferable using the current WTC hear as shown below.

Player Name:
Factions Used:
Army Points:
Army Enhancements (list on which model):
Detachment Rule:



LIST GUIDELINES

The following army restrictions are in effect:

- Any Games Workshop Publications (Codices, FAQs and Indexes) released 5 days before list submission will be used at the event, including any beta rules, but not including those which are “Codex Now Recommended” in the Content Validity Document. This does not include Codexes which have been released in Limited Time Only boxes but have not had full release
- Legends units may not be used, nor may any unit that does not have a points cost in the most recent Munitorum Field Manual
- The WTC FAQ is in use. Please familiarise yourself with it and any rulings for your army: links can be found in the Reaper Wargaming Discord or on the WTC website.
- An event FAQ will be released that covers any FAQs or Erratas needed for rules which have not received an official or WTC FAQ in most cases this will be auto updated by the WTC directly.



ARMY STANDARDS RULES & MORE



BATTLE READY

A Fully Painted (Battle Ready as per the Games Workshop Standards) 2000 Point Armies – Any player found with unpainted models will have them removed and also not receive the 10pt Battle Ready bonus to their total VP. A battle ready army should be fully painted and based, squads should be marked in some way to allow opponents to tell the difference between them. (please note the TO has the right to determine if you are battle ready or not – 3 quick colours on your models does not meet the standards expected of Glasvegas Open attendees)



DETACHMENTS & RULES

Detachments with different Chapter Tactics Craftworlds etc. must be clearly shown in a clear way such as base rims or a different scheme entirely. If in doubt, send us a message through Facebook Instagram or the club discord channels

- All relevant Codices, Indexes and Rules Material for your army, including Chapter Approved, Leviathan mission card deck.
- Tape Measure, Dice, and any other tokens or tools. We would like to ask players to only use their own Dice and Tape Measure during the weekend to keep any risks to a minimum (the club will provide a physical copy of each table lay out on the day to help speed up terrain placement)
- A Chess Clock (if one player wishes to use a chess clock both players must play on the clock please speak to judge if you have any concerns)

EVENT SCHEDULE



Registration 08:30

Event Briefing 09:15

Round 1 09:30 – 12:15

Lunch break

Round 2 13:00 – 15:45

Afternoon break

Round 3 16:15– 19:00

Awards Ceremony



EVENT MISSIONS & DEPLOYMENT



MISSIONS:

Round 1:

Supply Drop

Tipping Point Deployment



Round 2:

Scorched Earth

Crucible of Battle Deployment

Round 3:

Take and Hold

Search and Destroy Deployment



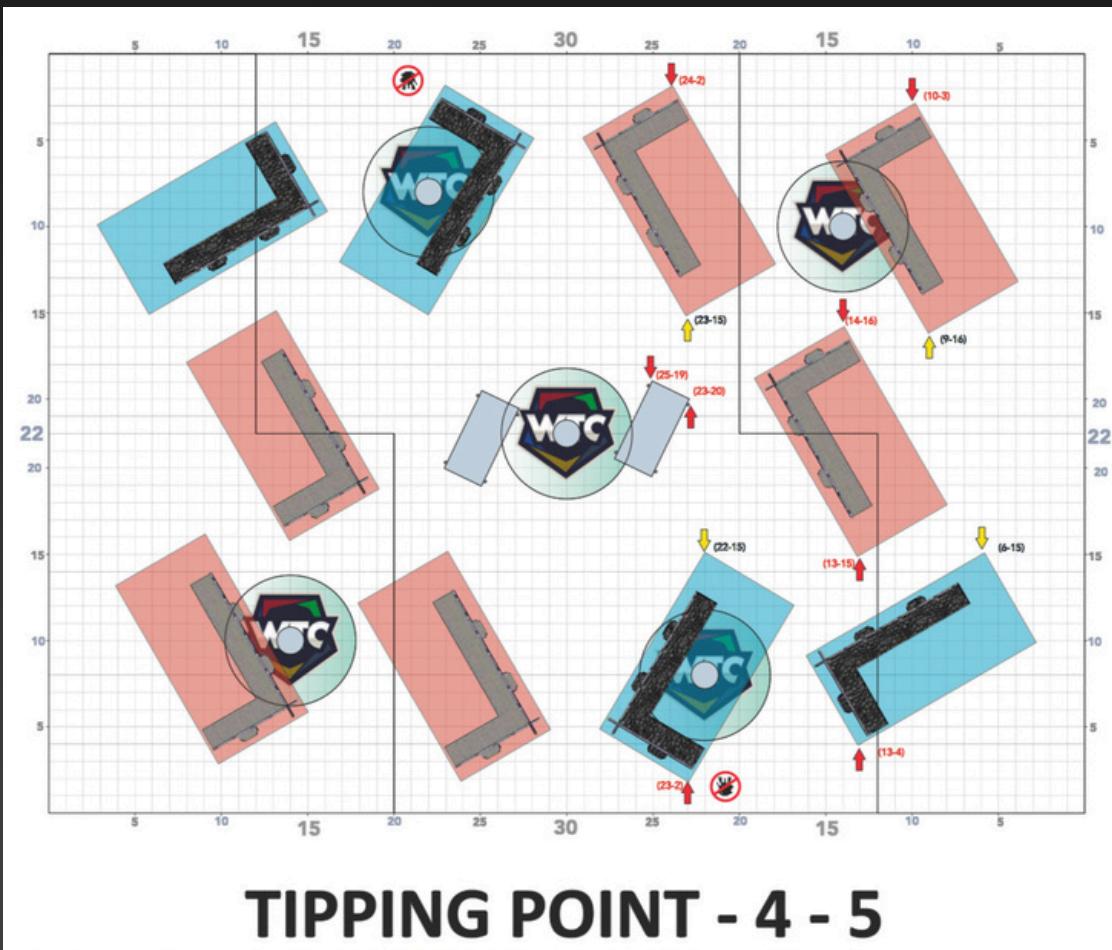
ROUND I: SUPPLY DROP



MISSION RULES:

Supply Drop

Tipping Point Deployment



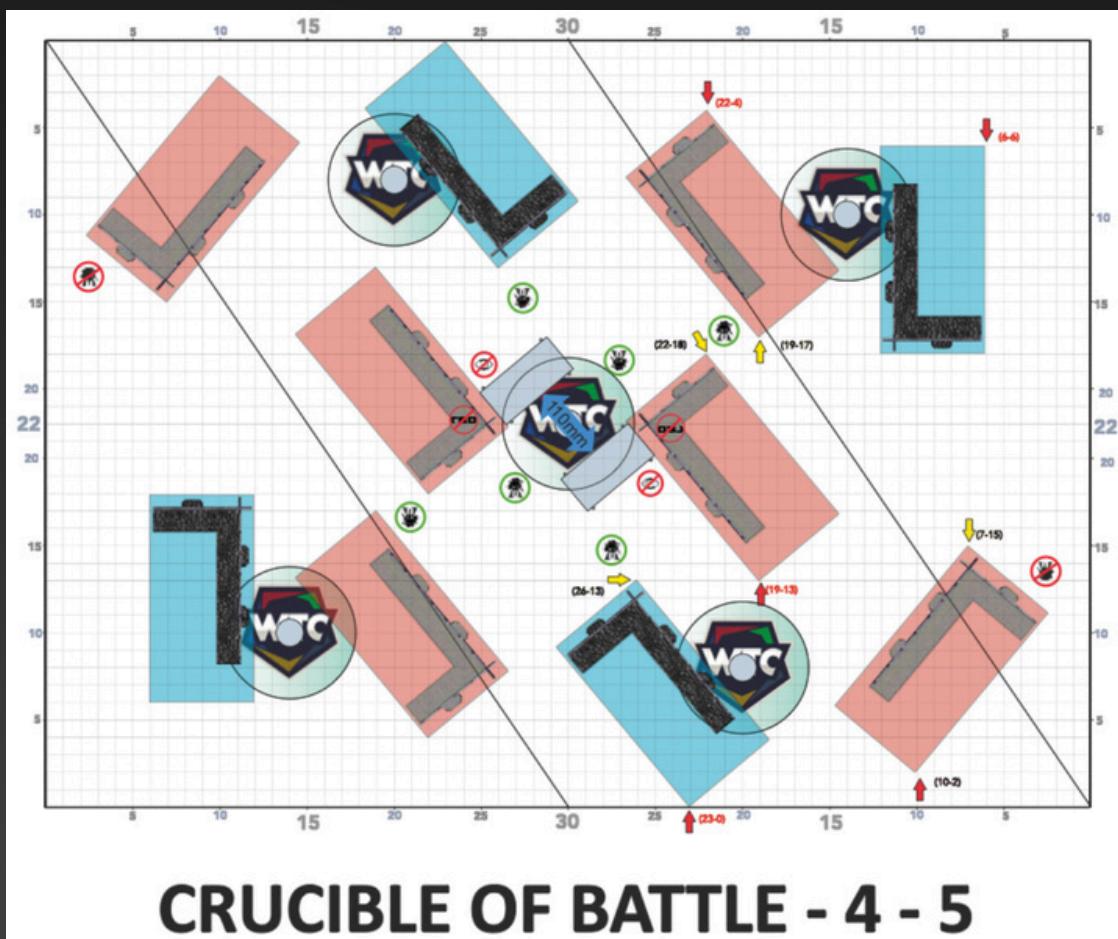
ROUND 2: SCORCHED EARTH



MISSION RULES:

Scorched Earth

Crucible of Battle



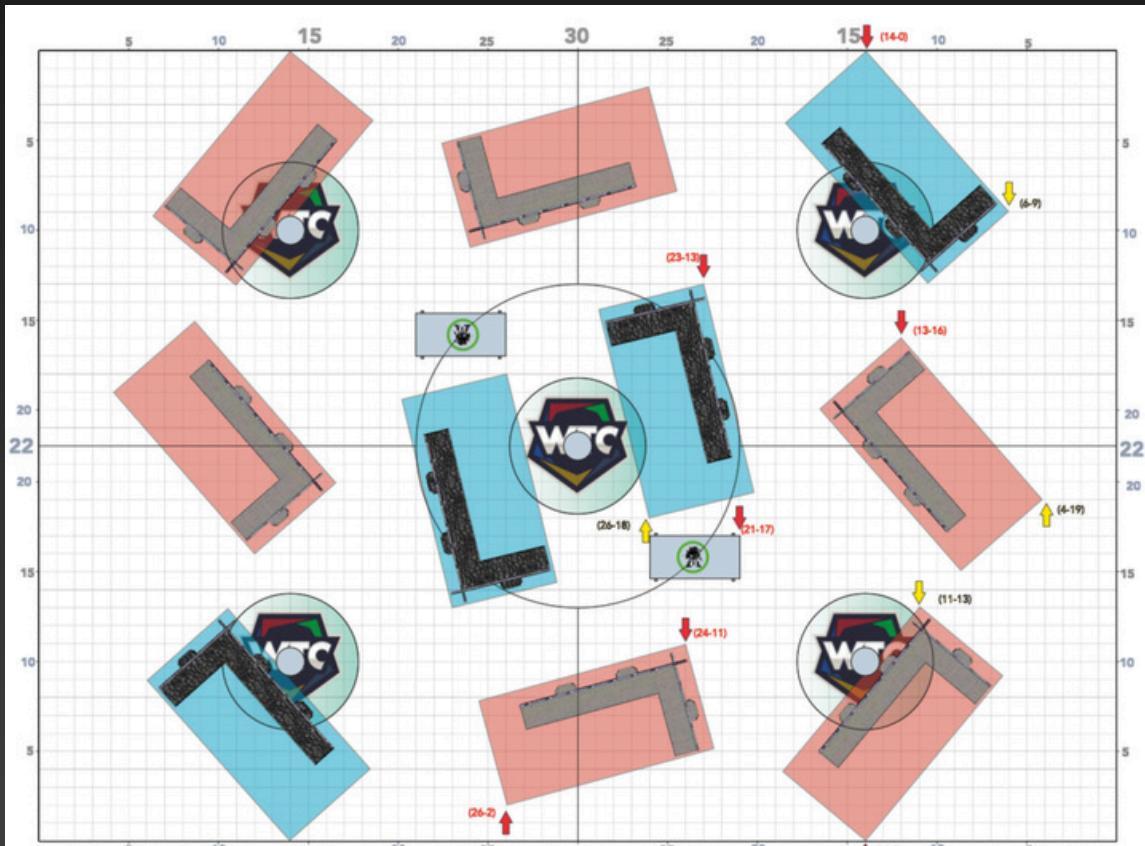
ROUND 3: TAKE & HOLD



MISSION RULES:

Take & Hold

Search & Destroy



SEARCH AND DESTROY - 4 - 5



PAIRINGS & SCORING



PAIRINGS

The first round will be paired randomly. The rest of the rounds will have Swiss-style pairings, where you will be paired against someone with a similar score.

- For round 2 onwards, players will be paired by the following metrics: Wins > Random
- If your opponent has not arrived when the round starts, please wait at your table for 10 minutes. If your opponent has still not arrived after 10 minutes, please report to the judges desk where you will be manually repaired against another player who is as close as possible to you in tournament points.
- In the case of there being an odd number of players in the event, the lowest ranked player without an opponent will be given a bye which is a win of 100VP / 20 using the WTC differential



SCORING

Please submit your scores on the Best Coast Pairings App. If you do not have a smartphone, you can submit your results at the judges desk, or your opponent can do it for the both of you.

It is both players' responsibility to ensure that the scores are correct before they are submitted. The organizer shall not correct them if they are submitted incorrectly.
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If a score is not submitted by 15 minutes after the round is over, both players will receive a 0-0 loss and will receive a warning.



SPORTSMANSHIP & PENALTIES



SPORTSMANSHIP

At the end of the event all players must complete the digital sportsmanship form and make a nomination for the best sport award.

All games must be played fully to a natural conclusion in a friendly, competitive, manner, in the event that players opt not to play a game an automatic loss will be recorded against one or both players.

Any player not acting according to our Sportsmanship code of conduct may face additional penalties.

This can include, but is not limited to:

- Slow play or intentional non-completion of a game
- Issue with another player's army, e.g. they have unpainted models or unfair proxies.
- Grievance with another player's behaviour
- Intentional/unintentional mis-playing of the rules
- Inappropriate / abusive/ derogatory / aggressive language or behaviour
- Spectators giving a player advice



Please note that we can only adjudicate on issues that we are aware of, so please do call a judge / TO even if that judge or TO is also a playing participant at the event.

PENALTIES

The penalty system consists of two parts: 1) on the spot penalty, typically taking the form of a VP points deduction from the current or most recent round. 2) A warning/carding system as outlined below.

Any form of arguing with a referee in response to a breach in the above code of conduct will result in an immediate escalation of the penalty or card being awarded.

We will be operating a soft warning<hard warning<yellow card<double yellow<red card system for sportsmanship infractions. Minor issues will receive a warning, and more serious issues will receive a card. Multiple warnings may escalate into a yellow card, and two yellow cards will escalate into a red card.

Yellow cards will be accompanied by the player being docked any awards. Double yellows will be accompanied by their last win being docked. In order to encourage reform, yellow cards will carry over to the player's next event. If there are no issues, the card will be removed from their record. If a player is returning from a ban after receiving a red card, they will start the event on a yellow card as above.



EVENT / VENUE CODE OF CONDUCT



Lastly Reaper Wargaming are based out of a military veterans charity for individuals battling with mental health traumas ptsd and more. Please be aware and respect that the hub is in regular use and has a variety of tools, machinery and ongoing art projects, therefore we ask that you take care of yourself and your surroundings, you may be asked by Hub volunteers or event staff to avoid areas of the hub please follow any of these instructions.

In addition the venue has strict policies on drugs and alcohol in place in order to protect staff, volunteers and the veterans who use the hub. Any player found under the influence of drugs or alcohol will be asked to leave immediately.

The TO / venue will not tolerate cheating of any kind, and neither will we tolerate any player bringing a negative attitude to the event. If a player is found attempting to cheat, bully or actively harm their opponents physically or emotionally they will not be invited back to any future events and will be asked to leave immediately. Cheating, temper tantrums and attempting to use reputation or similar to force an outcome are not values that Reaper Wargaming stands for. Everyone attending our events are expected to uphold values of sportsmanship, fair play and mutual respect. We expect all games to be played to the best of your ability and to be played out to a natural conclusion in a fun, challenging and enjoyable way for both players. Any instances that breach these community / venue guidelines will be handled on a purely case by case basis.



We thank you for supporting our event and hope you have a great time, if you have feedback for the Tournament Organiser please send an email to the address below.

reaperwargamingglasgow@gmail.com

