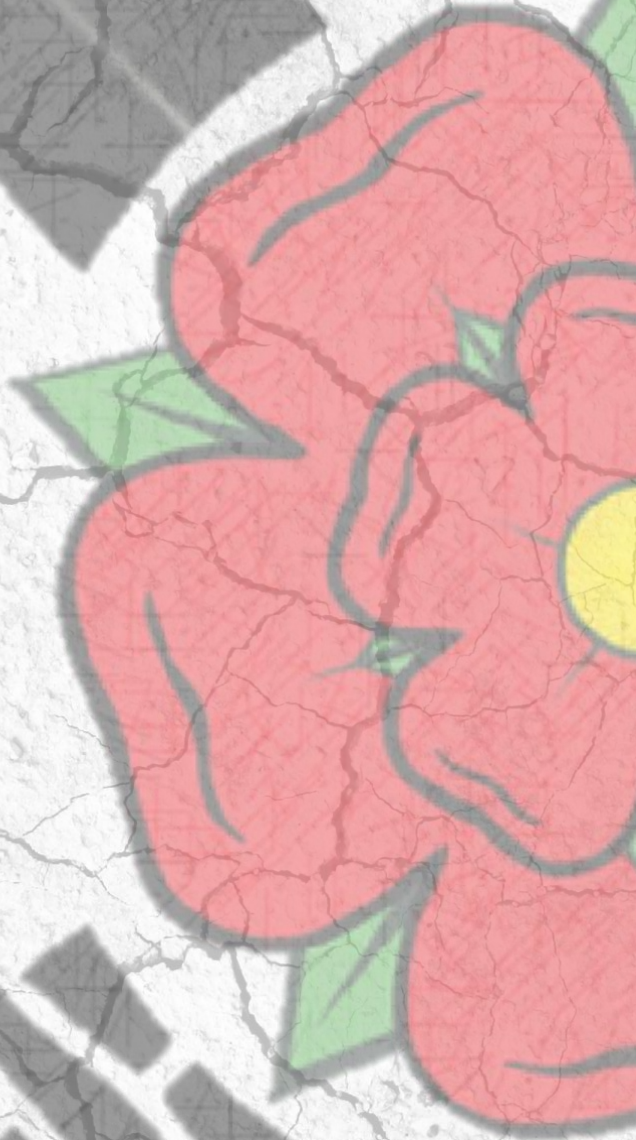


Red

Rose

Rumble 4



Event Details

- When is it? Sunday 5th January 24
- Where is it? St Marys Parish Centre West Street Chorley PR7 2SR
- How much is it? £15
- How many players? Up to 16 people
- How many points is it? 2000 points The event will be managed using [Milarki](#).

Schedule

Venue Opens	09:00
Round One	09:30—12:30
Dinner	12:30—13:30
Round Two	13:30—16:30
Break	16:30—16:45
Game Three	16:45—19:45
Awards	20:00

What you will need

- A fully assembled 2000 points army. Armies must be primed at minimum .
- Models must be on appropriately sized bases as described in Games Workshop's basing guide All unit options and command models must be shown on the models (WYSIWYG). 3D printed models are allowed as long as its clear what they are. If your unsure please speak to the tournament organiser.
- Gaming Aids: - dice, tape measure. A full set of rules or access to a PDF/APP on a mobile device. Generals' handbook either a hard copy or digital. A copy of all your rules should be easily accessible by you and your opponents.

Battleplans

Battleplans in order.

- Focal Points
- Scorched Earth
- Battle For The Pass

Army List Submission

- Armies must be uploaded, on the below link, by midnight on the 3rd January.

Pairings

- The first round will be random however grudges will be in allowed if agreed before the event. Please let myself know prior to the list submission. From round two onwards pairing will be done via the Swiss system.

Terrain and Table Allocation

- Terrain will be placed out ready for the players and will follow the terrain plans set out by Games Workshop as much as possible. If terrain is on an objective, then please move the terrain as per the rules to not overlap objectives. Any issues please call a T.O. over.
- If a model cannot be put flat on a terrain, then it cannot go over there so sideways models, please.

End of Round

- Once you have worked out the winner, please hand your results to the T.O. to input these in.
- Please see below on how the event is scored.
- Time will be called and you are expected to finish off the round ensuring both players have had an even number of turns. There is no reason not to play all 10 rounds unless one person is tabled or concedes.
- There will be a shout out from the T.O. at the 2-hour mark so please use this as indication to ensure this happens fairly for both players. The match will be called as it stands unless the T.O. has to step i.e., one person as 0 models and its turn 3 but again this will be a TO call.

How to win the event

Victory Point Difference	Winning players Tournament Points	Losing Players Tournament Points
0	10	10
1-2	11	9
3-4	12	8
5-6	13	7
7-8	14	6
9-10	15	5
11-12	16	4
13-14	17	3
15-16	18	2
17-18	19	1
19+	20	0

Rankings

1st Tiebreaker
2nd Tiebreaker
3rd Tiebreaker

Win/Draw/Loss
Tournament Points
Strength of Schedule

Prizes

1st Place
2nd Place
3rd Place

Best painted Army

Prizes for all Winners to be announced on the day

Useful Information

The bar is open at midday for drinks. Food is allowed in to the building but must be consumed upstairs.

There is free parking on site.

Please message us at twitter.com/Lancs_Legion

Please purchase tickets or via PayPal at lancashirelegionevents@gmail.com

Socials



[Twitter](#)



[Facebook](#)



[Whatsapp](#)