RACCOON RUMBLE II

2024

BATTLE PACK

Warhammer 40k

Version 1.1 - October 16th, 2024

Introduction

This is the living Battle Pack for the Raccoon Rumble tournament held from 8th to 10th of November 2024 in Hof (Bavaria). It serves as a rough outline for what you can expect during the event. You will receive the specific Rules update that includes the schedule, missions, the scoring matrix and other useful information in time for the event on the **1st of October**.

Please join the Discord Server. It will be used for model approvals, and you can of course get in touch with us if there are any questions regarding the event. You can also shoot us an email to orga@raccoonrumble.com if there is anything you want to let us know or ask in private.

We are looking forward to welcoming you to the next iteration of this amazing series!

Changelog

Since this is supposed to be a living document which will be updated constantly, you will find a list of everything that has been changed here.

01.10. Missions - Missions added

01.10. Schedule - Schedule added

09.10. Pairing & Scoring System - Metrics added

09.10. Layouts - Layouts added

10.10. Explanation for Layouts added

16.10. Food Survey added

05.11. Community List Check document added

06.11. Sweeping Engagement updated: 2 markers for impossible line of sight added

Player's Code

By participating in the event, you are agreeing to adhere to the following rules.

- Make a respectful gesture to your opponent before and after the game (handshake or wish them good luck etc.)
- Dice rolls are to be made where your opponent can see them, and you have to give them the chance of checking the roll before you pick up the dice
- Dice that are atilt need to be re-rolled
- Answer any of your opponent's questions to your best knowledge
- Don't waste time on purpose
- Never fix the outcome of a game
- Try not to complain about your bad luck or your opponent's good luck
- Remind your opponent about rules they may have forgotten to use or that they have used incorrectly, especially when doing so is to your opponent's advantage rather than your own
- Avoid using language that your opponent might find offensive
- Don't speak to another person than your opponent in a language that your opponent does not understand during the game, unless it's absolutely necessary

Rules Scope

The tournament will include 6 rounds of matches with 2000 point matched play army lists. They will be held under the current GW rules for Pariah Nexus including the Pariah Nexus Tournament Companion.

If you have any questions, please let us know via our Discord Server or via Email to orga@raccoonrumble.de so we can answer them ahead of the event.

Venue

The event will be held at Freiheitshalle Hof (see our website for more information) where you will find plenty of free parking spaces right in front of the venue.

Prize Pool

The prize pool will include the following:
- 2000 point army[1] + the Golden Ticket for the World Championship in Atlanta including up to €1000[2] paid expenses for the trip
- Non-cash prizes (GW Products) for the first 30 players
- Non-cash prize for best painted

Best Painted

There will be a voting for the TOP 3 Best Painted Armies. You can use display boards or similar items to present your army/model. We will allow 10 entries for each game system, which will be chosen by a jury. We will let you know if your army or your model is nominated. Voting will be open to all attending guests, including visitors.

Best Sportsmanship

Determined by a player vote after the last game has concluded.

Deadlines, List Submissions and Penalties

Army lists have to be submitted via BCP by October 30th 23:59 using the GW WH40k App Battle Forge Format. Please refrain from using any other format.

The Rules Deadline is the 25th of October. Please do not update your Warhammer 40k App after this point so ensure we all share the same basis of rules. Further rules updates after that date are not considered.

Army lists will be checked by the community. Each of the participants will be assigned one random list of the same faction as they are playing to check for errors. This will be organized through the Raccoon Rumble Discord Server at approximately the same time as the lists go public. If you spot any mistakes, please use the appropriate channels in the Discord to make note of that. A failure to do so will be punished.
Find the community list check document here.

[1] After the event, you submit a legal 2000 point army list to Games Island. It will be delivered to you free of charge within a reasonable time frame to make sure out-of-stock items that might have been chosen can be included in the delivery.

[2] The price is not paid in cash and is purpose bound for the trip to the GW World Championship to cover costs such as the flight and hotel.

Miniatures

Assembly and Painting

All models must be assembled and fixed to a correctly sized base (according to the 2023 WTC Basesize Document). If a unit is missing in this document, it has to be used with the base it is delivered with. All models must be **battle ready as defined by GW.**
Battle Ready has the following addition:
The model needs to be fully built with an at least textured base and painted with Base Colours, Shades, and Highlights or Contrast Paints.

Unpainted models are subject to removal from play by the TO Team.

In case of any uncertainties regarding your paint job, feel free to reach out to us in advance via our discord channel.

Kitbashes, 3D printing and third party models

Most of these are welcome at our event, but have to be approved before the tournament.

To get approval for a model, please join the Raccoon Rumble Discord Server and use the "model-check" channel (Rumble 40K). Proxies and/or conversions that are not approved by the TO-Team ahead of the event will result in a penalty which will be a point deduction from the final result.

It should be clear that these models should not confuse your opponent as to what they represent. If their size varies from the model that they represent, we ask you to contact us in advance, so we can approve your models for the tournament. Similar rules apply to third party models and 3d prints. We do not endorse copyright infringement. Alternative models can be approved in the same way as described above. Please better be safe than sorry and get your models approved in advance. In any case where your model differs from the original model, close decisions concerning the silhouette or line of sight from and to your model will be ruled against you.

WYSIWYG / WYSIWiggleroom

Basically, we play according to "What you see is what you get". Every model in your army should be equipped with the equipment listed in your army roster.

However, there is some amount of what has been coined WYSIWiggleroom. Grenades, pistols and the likes are not as important. Should your army only contain one type of special weapon and there was some visible effort to convert, then it is OK to count other special weapons as different ones as long as that does not lead to further confusion. E.g.: If every single one of your Vertus Praetor Jetbikes is equipped with Missiles, but one was built with a Hurricane Bolter, it would be OK to play them all with Missiles as long as there are no Vertus Praetors with Hurricane Bolters in the army). Straight up proxies are prohibited (e.g.: a Lord of Change as a Bloodthirster would not be allowed). If you plan on bringing a conversion or a cool kitbash and are uncertain whether it will be allowed, please check with us in advance. If a model is not in accordance with our understanding of these rules, it will be removed from play. Please help us to prevent this, as it is as much of an unpleasantness for us as it is for you if we have to remove your models.

Judges

Only our official judges are allowed to decide in questionable situations where you can't agree on the correct ruling. A judge's decision is binding. You are welcome to raise your hand and call a judge at any time you want if you have a question or situation where you cannot agree with your opponent.

Missions

| Mission 1 | Search and Destroy | - Burden of Trust | - Prepared Positions |
Mission 2	Sweeping Engagement	- Terraform	- Swift Action
Mission 3	Tipping Point	- Take and Hold	- Raise Banners
Mission 4	Hammer and Anvil	- Scorched Earth	- Smoke and Mirrors
Mission 5	Crucible of Battle	- Purge the Foe	- Inspired Leadership
Mission 6	Search and Destroy	- Linchpin	- Fog of War

Layouts

Maps made by Limm (Alpine Cup)

Explanation

- Positioning of terrain: All terrain footprints have markings on them to position the ruins accordingly. Pay attention to which way the ruin is positioned and use the marker that replicates the position of the terrain piece on the map.
  Use the corner with **RED ARROW** first and **YELLOW ARROW** after to place the base of the ruin.
- **Gray** ruins are small
  Black ruins are big
- All first floor windows will be counted as closed.
- You can NOT draw line of sight in the small gaps between a container and another container, ruin wall or the table floor when there is this symbol:
- The gaps between most terrain elements and table edges have been calibrated so a knight CAN move through without rolling for Battle-shock.
  If you see a **GREEN Knight Symbol**, the gap is wide enough, with **RED Knight Symbol** the gap is NOT wide enough.
- If you see this symbol next to a ruin, it means the objective within the vicinity can NOT be controlled from beyond the wall.
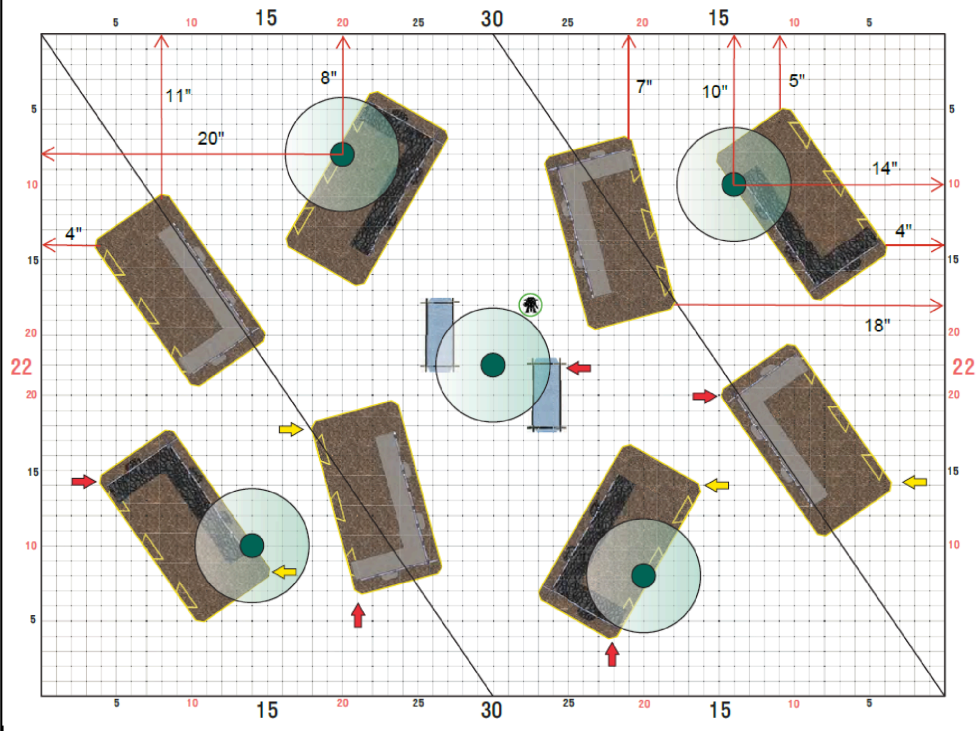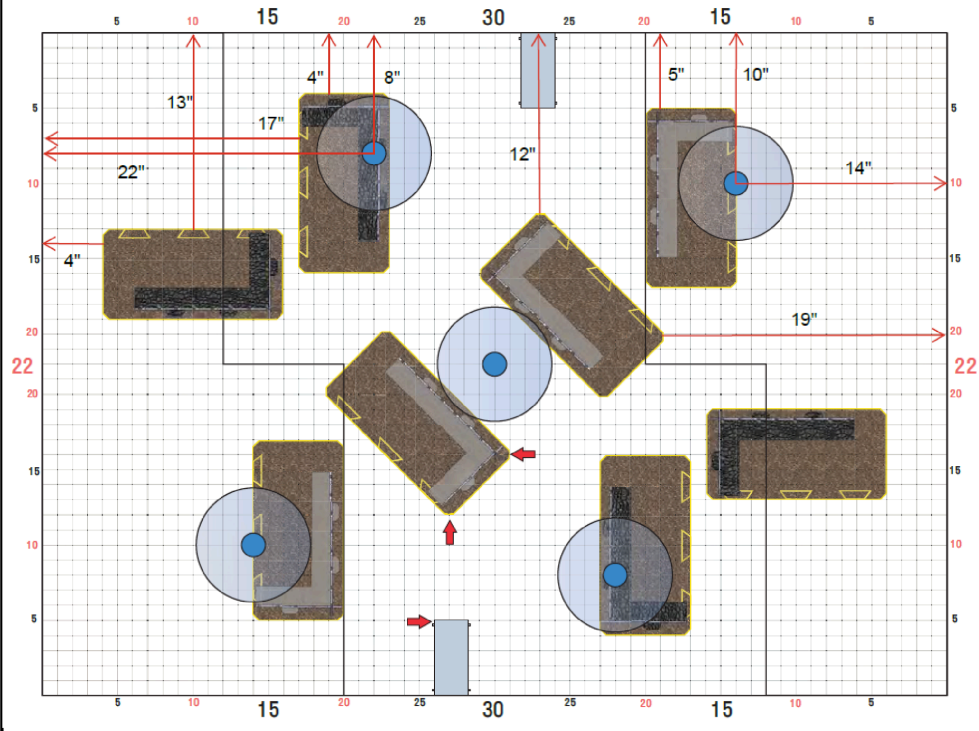
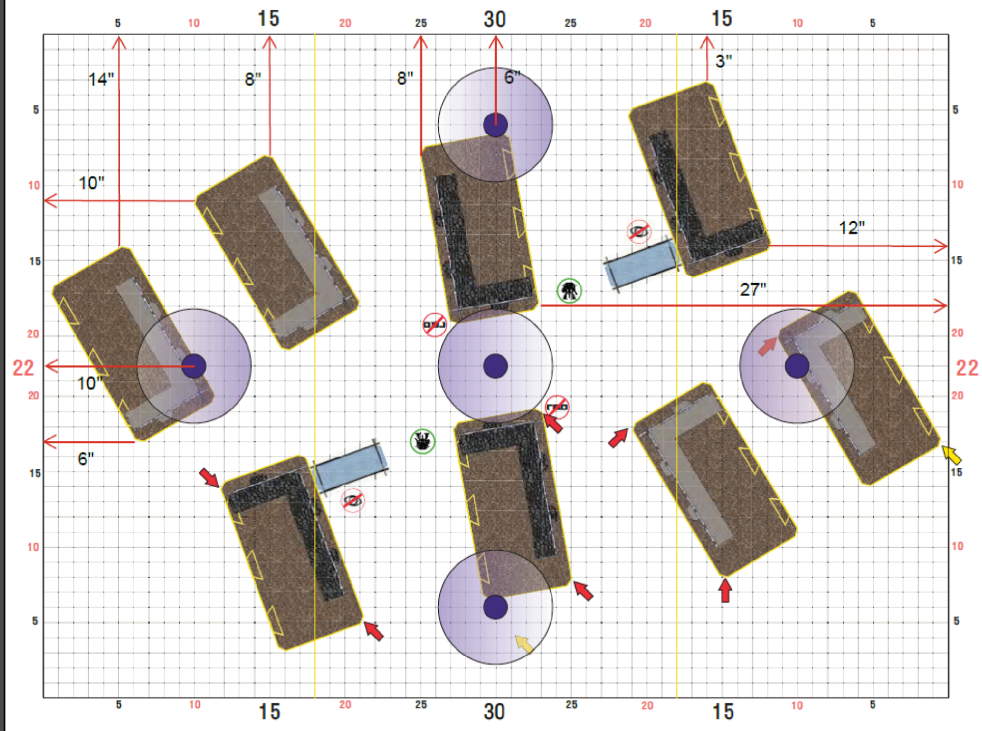# SEARCH AND DESTROY
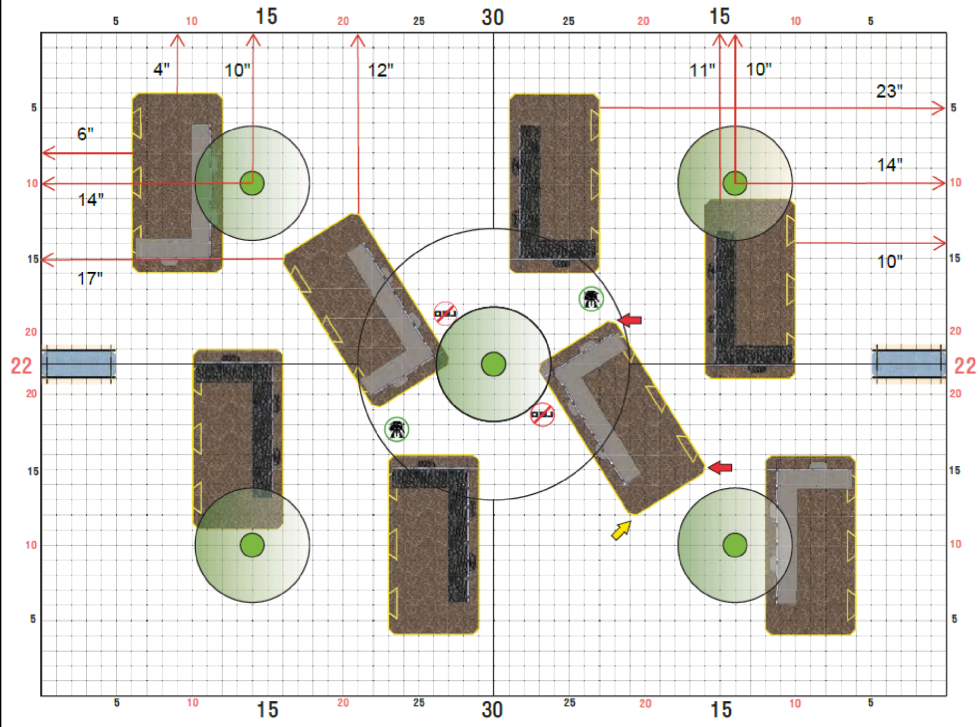
SWEEPING ENGAGEMENT
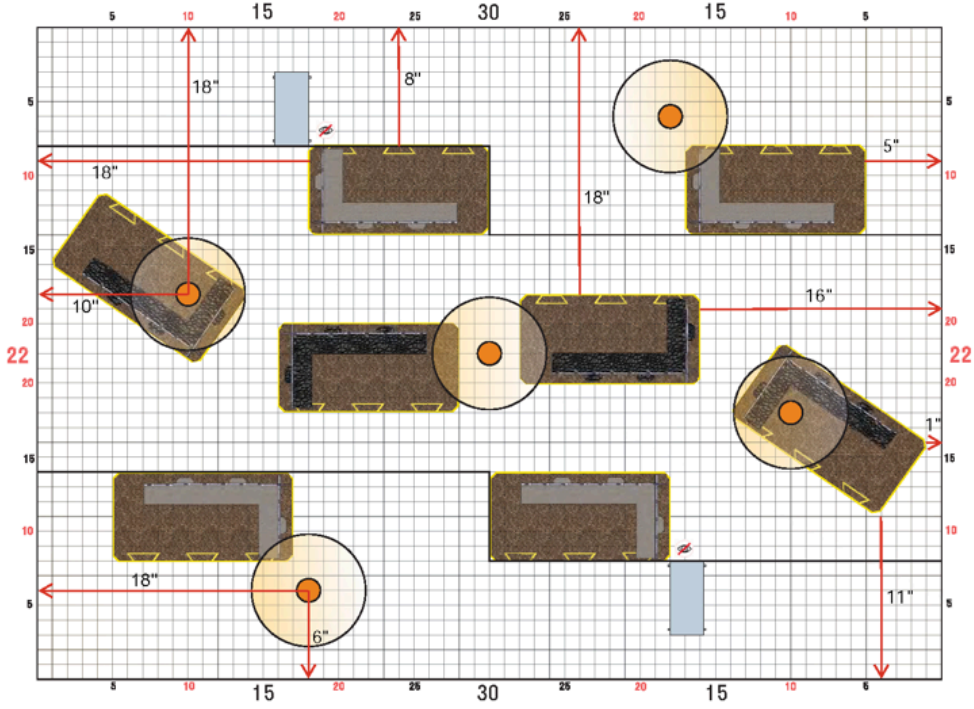
CRUCIBLE OF BATTLE

TIPPING POINT

HAMMER AND ANVIL

Schedule

Friday

15:30	Doors open
16:30 – 17:00	Welcome
17:00 – 20:15	Game 1

Saturday

07:45	Doors open
08:20 – 08:30	Short Welcome
08:30 – 11:45	Game 2
11:45 – 13:15	Lunch Break
13:15 – 16:30	Game 3
16:30 – 17:00	Break
17:00 – 20:15	Game 4
20:15	Dinner

Sunday

07:45	Doors open
08:20 – 08:30	Short Welcome
08:30 – 11:45	Game 5
11:45 – 13:15	Lunch Break
13:15 – 16:30	Game 6
16:45	Award Ceremony

Please be aware that there might still be changes.

Pairing + Ranking Metrics

Pairing Metrics

Rounds 1 to 4 are paired:

1 - Wins (SUN)

2 - Random

Rounds 5 to 6 are paired:

1 - Wins (SUN)

2 - 20er Matrix without Draw Range

3 - OppWin%

4 - Random

Round 6: Top Cut for the top 4 players

Ranking Metrics

1 - Wins (SUN)

2 - 20 Matrix without Draw Range

3 - OppWin%

VP Difference	Result
0	10:10
1-5	11:9
6-10	12:8
11-15	13:7
16-20	14:6
21-25	15:5
26-30	16:4
31-35	17:3
36-40	18:2
41-45	19:1
46+	20:0

Time Management & Chess Clocks

Chess clocks are mandatory. The rules for clock usage are according to the rule set of the WTC with the exception of the round time being 210 minutes. The approximate time for the game should be 180 minutes, with 15 minutes before the game to set up terrain and go through each other's lists and 15 minutes after the game to enter your results into BCP and clean up at your table. Failure to clean up your table after the round is over and the next round has already started will be penalized.

Talking through the last turn: Should the time in the round run out before you are able to bring the game to a natural conclusion, and you feel like you can "talk through" the last turn, please only do this with a judge present. Otherwise, you will be penalized with a RED CARD.

Food & Drinks

Each ticket includes two warm meals on Saturday, one warm lunch on Sunday, and free water for the whole tournament. Additional beverages and snacks can be purchased from our catering partner at the location. We have no influence on the selection and pricing of those additional offers.

Please fill in the food survey to select your preferred meal for each day **by Oct 27th**. Anyone who hasn't submitted their answer via the form by that date will just receive the meat version for each meal. No changes to the ordered food are possible!

Please also submit any allergies you might have concerning the food via this form.

House Rules & FAQ