

# The Rose City Ruckus Singles Event

October 18-19, 2025

Riverside Sportsmen Club

10835 Riverside Dr E, Windsor, ON N8P 1A5

**Ticket Price/Deadline: \$75 per person for the first 24 people, \$90 for the last 8, October 11, 2025** (no refunds past this date)

**List Submission: October 15, 2025**

**Rules Cutoff: October 15, 2025**

**Ticket Purchase:**

<https://tabletoprenaissance.ca/products/rose-city-ruckus-warhammer-40k-singles-grand-tournament>

## **Event Details**

This will be a 32 person, 5 round GT using missions from the Chapter Approved tournament companion and WTC terrain layouts/FAQs. There will be 3 rounds on Saturday and 2 rounds on Sunday.

Tickets for the event are \$75 per person for the first 24 people, and can be purchased on the Tabletop Renaissance website, and must be purchased by 11:59 pm on October 15, 2025.

Refunds will not be issued past October 4, 2025.

**The BCP link will be available on the TTR website ticket purchase.**

Please join our discord!

<https://discord.gg/kGMY2HESV4>

### **Venue Details**

The tournament will take place at the Riverside Sportsmen Club at 10835 Riverside Dr E, Windsor, On. The venue has a lot with lots of free parking.

Their bar will be open both days.

Lunch will be provided as part of the ticket cost. There are other restaurants in the area if you prefer to go off site. If you have any dietary restrictions, please reach out to [rosecityruckus40k@gmail.com](mailto:rosecityruckus40k@gmail.com).

Ambassador Bridge: [https://maps.app.goo.gl/QKqXMpPnhcTEf6b57?g\\_st=ac](https://maps.app.goo.gl/QKqXMpPnhcTEf6b57?g_st=ac)

Detroit-Windsor Tunnel: [https://maps.app.goo.gl/tFtqRHiLk2STsYz38?g\\_st=ac](https://maps.app.goo.gl/tFtqRHiLk2STsYz38?g_st=ac)

401: [https://maps.app.goo.gl/sPzbysLuAR11fUW27?g\\_st=ac](https://maps.app.goo.gl/sPzbysLuAR11fUW27?g_st=ac)



### **List Details**

Army lists will be 2000 points. Lists are due in BCP the Wednesday before the event by 9:00pm.

Any list found to be in error will have 48 hours to be made legal after being notified.

Armies must be painted to battle-ready standards in order to receive the 10 points for painting.

Any proxy/printed/converted/kitbashed models must be approved prior to the event with pictures with something relevant for scale (a model on the same base size, ruler, etc.). All proxies may be approved or denied at the TO's discretion.

Please send any requests for approval to [RoseCityRuckus40K@gmail.com](mailto:RoseCityRuckus40K@gmail.com) or join our discord server and request access to the tournament chat.

Legends units will not be allowed.

### **Rules Details**

Any rules/FAQs/Dataslates/points changes published up to the Wednesday before the tournament will be used.

The most recent rules can be found here:

<https://www.warhammer-community.com/warhammer-40000-downloads/>

WTC terrain layouts and rules will be used. This includes general WTC FAQs, faction-specific FAQs, and the WTC Charging Rules. These can be found at:

<https://worldteamchampionship.com/wtc-rules/>

**Players will be responsible for setting up their tables for each round.**

If a resolution for a rules dispute cannot be made by the players, a judge should be called to make a ruling. A judge may use a snap ruling (applicable only to that game) or a comprehensive ruling (applicable to all further games). All judge decisions are final and should be respected. If you believe a judge has made an improper ruling please inform us after the game and let us know. We are just people after all, and mistakes happen.

If a rules dispute happens where the rule is in a codex that one player does not have access to, and the player with access to the codex refuses to show the rules, a judge should be called to resolve the issue.

Repeat rules offenders will be docked 10 points per game, and may be asked to leave the event.

Chess clocks will be allowed but are not mandatory. If your opponent wants to use a chess clock you must use it. If a player is determined to be slow-playing, that player may be asked to play on a clock by the judges.

### **Prizes**

Prizes TBA, based on participation.

**Day 1****Doors Open:** 7:45**Check-in:** 8:00-9:00**Round 1:** 9:00-12:00**Lunch:** 12:00-1:00**Round 2:** 1:00-4:00**Break:** 4:00-4:30**Round 3:** 4:00-7:00**Day 2****Doors Open:** 7:45**Check-in:** 8:00-9:00**Round 4:** 9:00-12:00**Lunch:** 12:00-1:00**Round 5:** 1:00-4:00**Awards Ceremony:** 4:00-4:30**Round 1:** Mission C - Linchpin - Tipping Point - Layout 3**Round 2:** Mission F - Hidden Supplies - Hammer and Anvil - Layout 3**Round 3:** Mission G - Purge the Foe - Hammer and Anvil - Layout 3**Round 4:** Mission L - Take and Hold - Crucible of Battle - Layout 4-5**Round 5:** Mission P - Scorched Earth - Crucible of Battle - Layout 4-5