



PRESENTS

SIAMAGEDDON

2026

Technically a sporting event

**Rumbleslam tournament pack
2026**

Effective from August 2nd 2026

v1.1.1



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2. INTRODUCTION

This document provides all the information you need regarding the format of the RumbleSlam Slamageddon 2026 event hosted by Arkadius Gaming Club at The Trinity Methodist Church, Loughborough.

This pack covers the information on the format, timings, prizes, venue, local hotels, and travel.

Please note that this is a live document. It will be continually updated and reference should always be made to the most recent edition.

2.1 TICKETS

Tickets are £20.00 and can be purchased on the day, if spaces are still available, using cash or card. Competitors can pay in advance via the below PayPal link. To avoid disappointment, as places are limited, places should be reserved in advance by contacting the Tournament Organiser at the below email or by buying a ticket via the PayPal link below:

Contact: benji_dude36@hotmail.com

Scan the PayPal QR code or use the email address benji_dude36@hotmail.com: please use a reference of "Slamageddon" if paying via PayPal.



2.2 GENERAL ENQUIRIES AND FEEDBACK

If you have any questions, please get in touch at benji_dude36@hotmail.com

2.3 DOCUMENTS THAT MAKE UP RUMBLESLAM

The following documents published by TTCombat constitute the official rule set for RumbleSlam 2nd Edition (RS2E) and must be adhered to for the duration of the tournament.

- The Second Edition Rulebook (printed)
- The Second Edition Rulebook (digital)
- The RumbleSlam FAQ as found on the TTCombat website
- Updated wrestler cards as found in the Resources section of the TTCombat website
- Wrestler cards packaged with the teams

2.4 WHAT IS SLAMAGEDDON

Slamageddon is a one-day competitive event for RumbleSlam where attendees will participate in five games of RumbleSlam in a Swiss-style format.

2.5 WHAT YOU WILL NEED TO BRING

- Your painted wrestling team
- Official RumbleSlam "deluxe" Dice
- A set of RumbleSlam tokens
- Relevant wrestler cards for all wrestlers in your team
- The Second Edition RumbleSlam rulebook (both printed and digital copies)
- The most recent, official RumbleSlam FAQ
- This tournament pack
- A "gung-ho" attitude

3. EVENT TIMINGS

To avoid queues we will be digitally registering attendees and doing the first round draw before the event. When you arrive on Saturday, please proceed directly to your table. You are welcome to start your game as soon as you and your opponent are ready. There will be a short announcement which formally marks the start of round one.

Saturday August 29th 2026:

- Doors open 07:30
- Registration 07:30 - 08:00
- Welcome Speech 08:00 - 08:00
- Round 1 08:00 - 09:30
- Round 2 09:30 - 11:00
- Round 3 11:00 - 12:30
- Lunch break 12:30 - 13:30
- Round 4 13:30 - 15:00
- Round 5 15:00 - 16:30
- Awards 16:30 - 17:00

3.1 REGISTRATION

Competitors will need to submit a team roster and register with the Tournament Organiser (TO) at benji_dude36@hotmail.com no later than **23:59pm on August 22nd 2026**

Failure to submit your team roster and register before the deadline could result in penalty points or disqualification from the tournament at the discretion of the TO.

3.1.1 SCORE SHEET AND RECORD KEEPING

Score sheets will be provided on the day, along with pens. It is each players responsibility to track their own scores throughout the day. Score sheets should be submitted to the TO at the end of each round.

3.2 SCORING SYSTEM AND TIEBREAKERS

Points will be awarded for the following:

- Win 3 Points
- Draw 1 Point
- Loss 0 Points

The following criteria will be used for any tiebreakers (in order):

- Number of wins
- Number of draws
- Number of losses
- Total enemy wrestlers eliminated
- Total amount of dosh eliminated
- Time of competitor registration

4 MATCH PAIRING

For the first round, players are paired together randomly. In the event there is an odd number of players then one random player will play the Tournament Organizer.

4.1 PLAYING THE TOURNAMENT ORGANIZER

Regardless of the game result, the player matched against the Tournament Organizer will count as winning the game and be awarded 3 points with 0 eliminations.

4.2 CONCEEDING

Should a player concede a game, their opponent will automatically receive a 3 point win with the maximum number of eliminations possible in the game and full Dosh amount. Additionally, the player who conceded will count as scoring 0 points with 0 eliminations.

4.3 SUBSEQUENT ROUNDS

After the first round, competitors that won their matches will be paired off based on performance with the highest performing competitor playing against the second highest competitor, the third highest competitor playing the fourth highest and so on. In the event of two competitors facing off more than once then the lower placed competitor will swap with the lower placed competitor on a neighbouring table.

4.4 RUNNING OUT OF TIME

If a match is not completed within the time limit the game will end immediately after the current activated wrestlers activation ends. Time checks will be called out by the TO with 15, 10 and 5 minutes remaining.

4.5 LATE ENTRIES

Competitors arriving at the venue after the start of round one, will count as scoring 0 for each round that is missed and at the discretion of the TO will be allowed to participate at the start of the next round.

4.6 ERRORS AND ADJUSTMENTS

If errors are discovered in scores or pairings, TO's may make adjustments provided these do not excessively delay the tournament schedule. Errors beyond the control of the TO that require significant changes to published pairings are handled at the TO's discretion. Players are responsible for reviewing their scores and pairings to ensure accuracy.

If a competitor identifies a mistake they should make the TO aware as soon as possible.

5.1 TEAM BUILDING

Team building will follow the standard rules laid out in the second edition rulebook with the following restrictions:

- 1.5 million dosh limit
- 0-2 Superstars
- No event cards
- No referees (except the Halfling Ref from the Lords of the Ring team)
- No board/brain/bat babes

5.1 UPDATED WRESTLER CARDS

For wrestlers that have multiple cards available to choose from (as listed on the resources section of the TTCombat website [here](#)) competitors must only use all of one type of card style. For example if you take the Human Brawler and Human Grappler from the Heavy Pounders team, both wrestlers must use either their original first edition cards or their updated cards, competitors are not allowed to mix and match wrestler cards when there is an option.

6. CODE OF CONDUCT AND EVENT POLICIES

All attendees are expected to follow the following code, failure to comply may result in expulsion from the tournament at the TO's discretion.

- ★ Always be polite and respectful.
- ★ Always tell the truth and never cheat.
- ★ Arrive on time with everything you need at the start of the day and between rounds.
- ★ Make a respectful gesture to your opponent before and after the game (handshake, wishing them good luck, etc).
- ★ Avoid using language your opponent might find offensive.
- ★ Offer your opponent a chance to examine your team roster before the match starts.
- ★ Answer any questions your opponent has about your army and the special rules that apply to your team/wrestlers.
- ★ Roll your dice in clear view of your opponent and give them a chance to see the results before picking up the dice.
- ★ Ask permission before touching any of your opponents wrestlers.
- ★ Remind your opponent about any rules they may have forgotten to use or that they have used incorrectly, especially when doing so is to your opponents advantage rather than your own.
- ★ Never deliberately waste time during a game.
- ★ Avoid distracting an opponent when they are trying to concentrate, and be careful to respect their personal space.
- ★ Never complain about your bad luck or your opponents good luck.
- ★ Never fix the outcome of a match.
- ★ Make sure that any army cases are safely stored away either under tables or against a wall with straps tucked away to avoid any tripping hazards.
- ★ Treat the judges/TO's with respect, they're just doing their job.
- ★ Accept the judges/TO's final call on any rules queries.

6.1 DISPUTES AND APPEALS

Any rules disputes should be amicably settled between both competitors. If competitors are unable to reach a consensus, then raise your hand and the TO will use their judgement to resolve the dispute. In such cases, when the TO has reached a verdict, the TO's decision is final.

6.2 MEDIA AND PRIVACY

The TO will be taking photos and possibly video of the days proceedings for use on social media, competitors are encouraged to take photos and make recordings as well. If you do not want to be featured in any such media, let the TO know when you register, or your competitor as soon as possible, who will take all reasonable precautions to respect your privacy. Competitors failing to comply with a fellow competitors right to privacy will be treated as breaking the events code of conduct.

7.1 VENUE

Slamageddon will take place at the Trinity Methodist Church, Royland Rd, Loughborough, LE11 2EH

7.1 PARKING

The venue does have on site parking ([here](#)), though spaces are limited. There are a number of long-stay car parks near by.

- [Beehive Car Park, Southfield Road, Loughborough LE11 2TY](#)
- [Southfield Road Extension Car Park, Southfield Road, Loughborough LE11 2TL](#)
- [Browns Lane Car Park, Browns Ln, Loughborough LE11 3HE](#)
- [Granby Street Car Park, Granby St, Loughborough LE11 3DU](#)

7.2 ACCOMMODATION

For those travelling from afar, there are a number of cheap hotels and Bed & Breakfasts within walking distance of the venue.

- [Premier Inn Loughborough, Southfield Rd, Loughborough LE11 2TS](#)
- [Ramada, 22 High St, Loughborough LE11 2QL](#)
- [Travel Lodge Loughborough Central, 4 Bridge St, Loughborough LE11 1NQ](#)

8. PRIZES

Prizes will be awarded for the following:

- Arkadius Slamageddon Champion (overall winner)
- Number One Slamageddon Contender (2nd Place)
- Slamageddon Runner-Up (3rd Place)
- Crowd Favourite (Most Sporting Player)
- Best Painted Team
- Unexpected Success Award (Wooden Spoon)

Random spot prizes will be up for grabs throughout the day as well.

8.1 THE SLAMAGEDDON CHAMPIONSHIP BELT

We get it, the championship belt looks awesome, and everyone wants it, however it costs a lot of money to simply give it away, effectively the belt will be treated like the Golden Deamon Slayer Sword. As such the following conditions apply if you wish to take the belt home:

- You can leave a deposit of £180, refundable on the belts return in a fit condition for the next Slamageddon tournament.
- You can buy the belt for £200, this covers the cost of buying a replacement belt.

The winner will have their name and the year engraved upon the belt to enshrine their victorious moment in addition they'll also receive a trophy, weather they choose to take the belt home or not. There will be time for photo opportunities at the end of the awards ceremony.