

BLOODTITHE

INTERNATIONAL TEAM EVENT

At the

LONDON
GRAND
TOURNAMENT



Welcome

I am delighted to announce the third annual Age of Sigmar Bloodtite International Team Event – in association with The London GT. The event will be staged at Lee Valley Indoor Athletics Arena in north London. The event will be a 5 game, 2000 points, 4-man team, General's Handbook 2021 matched play tournament. The usual excellent mix of domestic and international teams at all ability levels will be tilted by current Covid restrictions so I anticipate this being a more domestic affair.

Location

Lee Valley is 10 minutes from the M25, and accessible by various modes of public transport from central London. There is ample free parking on site – the full address is **Lee Valley Leisure Complex, 61 Meridian Way, London N9 0AR.**



How to enter and key dates

Tickets can be purchased via www.lgtpresents.co.uk/store

Tickets are £160 exclusive of food. When purchasing a team ticket, we ask for details of the Captain only as we expect team composition to be relatively fluid until closer to the event. Captains will be invited into a Captains Whatsapp group which allows me to share important updates. Anyone who has experienced this from Bloodtithe will know it's very to the point and not a general chat group.

Accommodation

Hotels and camping are both close by (camping is literally next door):

<https://www.visitleevalley.org.uk/en/content/cms/where-to-stay-and-short-breaks/camping-caravan/accommodation/#edcamping>

and 1Km away...

<https://www.visitleevalley.org.uk/en/content/cms/where-to-stay-and-short-breaks/sewardstone-campsite/>

Nearest event to public transport

<https://www.premierinn.com/gb/en/hotels/england/greater-london/london/london-edmonton.html>

Best hotel for proximity to venue/M25

<https://www.premierinn.com/gb/en/hotels/england/essex/waltham-abbey/waltham-abbey.html>

Getting here

By Air: Stansted Airport is recommended as is both closest by Taxi and Train. A Taxi will cost @£40 and take @35 minutes, or trains go from Stanstead to Tottenham Hale, a 5-minute taxi away from the venue. All things being equal a taxi will work out better unless you are travelling alone.

By Rail: The nearest rail stations are Ponders End and Edmonton Green on the Liverpool Street Line. Nearest underground station is Tottenham Hale on the Victoria Line.

Food and Drink

Important: Please refer to <https://www.lgtpresents.co.uk/food> for food information. Due to volume all food must be pre-ordered in advance. Food and drink may not be brought into the venue except for water. Free bottles of water are available from the bar. Alcohol can be purchased onsite from pop-up bars.

The Tournament

This will be a 5 game, 4-man team tournament, using a “Swiss Pairings” method for determining opponents from Round 2 onwards. Pairings will be used. Lists will be publicised two weeks before the event. Where possible in the first round International Teams will be drawn against Domestic Teams, thereafter the draw will be open. www.tabletop.to will be used for scoring, round draws and list publication.

Bloodtithe @ The London Grand Tournament enjoys fantastic prize support from sponsors and there will be a great haul of stuff for the successful, talented, or just plain nice to carry off.

I can be contacted at lgtsigmar@gmail.com or on Twitter at @LondonAOSGT or on TGA as Marc Wilson

The overall London Grand Tournament organiser (ticket sales/general event enquiries can be contacted at info@london40kggrandtournament.co.uk

Schedule

Friday 24th September

The venue will open from late afternoon for casual gaming and general meeting up. You may leave your models at the venue overnight.

Saturday 25th September

Round 1 Pairings: 0900-0915

Game 1: 0915-1200

Lunch: 1200-1245

Round 2 Pairings 1245-1300

Game 2: 1300-1545

Break / Round 3 Pairings 1545-1600

Game 3: 1600-1845

Sunday 28th June

Round 4 Pairings: 0900-0915

Game 4: 0915-1200

Lunch 1200-1300 (Best Appearance voting)

Round 5 Pairings 1300-1315

Game 5: 1315-1600

Awards: 1615-1630

Event Closes: 1645

90, 60, 30- & 15-minute countdowns will be announced. If you reach 30 minutes to go and find yourself unlikely to finish five turns, please ensure you have equal turns.

Army Selection

This will be a 2000 points tournament and will follow the legal publications on General's Handbook 2021, page 46.

Yet unreleased Battletomes will be legal provided their FAQs are available on or before 11th September. Practically speaking I expect this to mean Stormcast Eternals and Orruk Warclans to be legal.

No two armies on the same team may be from the same Faction, nor have duplicate Warscrolls, or include any duplicate Enhancements. This includes Endless Spells. Reinforcements are also subject to duplication restrictions.

Allegiance abilities, Core Battalions (including specifying the units within them), Enhancements (including but not limited to Command traits, Artefacts, Spells, Prayers, Triumphs and Unique Enhancements) and Grand Strategies must be listed on your submitted Army List and not change on a game-by-game basis.

List Submission and Draw

Lists must be submitted by 23.59 Sat September 11th via email to lgtsigmar@gmail.com

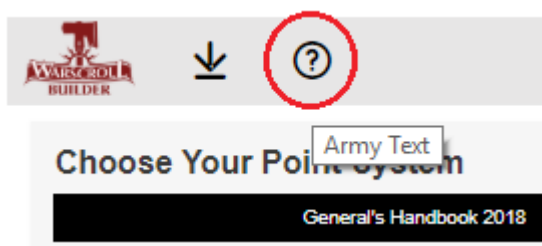
Lists **must** be supplied collectively by the team captain.

Lists must be generated from Warscroll Builder and be copied as plain text and entered, correctly formatted, into the body of single email.

When approved the Team Captain must then upload lists to www.tabletop.to

Lists will remain hidden until simultaneously publicised on www.tabletop.to. Actual player names must be used – not nicknames.

Instruction:



Please remember to list your Allegiance abilities, Core Battalions, Enhancements and Grand Strategies – these must be stated on your army list.

Once verified, all team lists will be publicised.

The 1st round Draw will take place live on Monday September 20th.

Teams **must bring 5 printed copies** of each of their lists, one for each of your opponents, as it's useful to exchange them at the beginning of the game.

Contact and the Captains' Role

Captains are solely responsible for list submission and result sheet submission.

Only Captains may directly contact the TO regarding tournament enquiries.

All Captains will be invited to a tournament WhatsApp group. Only Captains will be given entry.

Captains must be present during pairings but may be accompanied by other team members.

Captains will be responsible for the conduct of their team members.

Battleplans

Five Battleplans, and their sequence in the tournament, will be released once lists have been submitted.

All players shall play the same battleplan each round.

All Battleplans shall use *Region of War: The Ghurish Heartlands*, pages 12-15 GHB 2021.

After Battleplans have been announced, Objective Scoring and rules around contesting will be clarified.

Scoring

Soft Scores will be added to Tournament Points (**TP**) at the end of the tournament.

'Soft Scoring' – all Teams are expected to commit to attain maximum soft scoring to help the smooth operation of the tournament. Your team will be notified before the final results if it has failed to meet these criteria.

<i>Punctuality is everything:</i> Team's army lists submitted on time:	10 TP
<i>Punctuality is nothing without accuracy:</i> Team's army lists submitted in the correct format:	10 TP
<i>Respectful levels of effort:</i> Armies are painted and based to an acceptable tabletop standard:	25 TP
<i>Dressed for success:</i> Teams are decked out on (at least) Saturday looking like a team:	5 TP

Tournament Scoring

Major Win	20 TP
Minor Win	15 TP
Draw	10 TP
Minor Loss	5 TP
Major Loss	0 TP

At the end of each battle calculate the margin of defeat:

If the margin is 1-5 The loser will score	4 TP
If the margin is 6-10 The loser will score	3 TP
If the margin is 11-15 The loser will score	2 TP
If the margin is 16-20 The loser will score	1 TP
If the margin is 21+ The loser will score	0 TP

These points are cumulative with Minor Loss TP.

e.g. Player A wins a Major Victory by 26 VPs to 16 over Player B. The margin of defeat is 10.

Player A scores **20 TP**

Player B scores **3 TP**

e.g. Player A wins a Minor Victory by 18 VPs to 16 over Player B. The margin of defeat is 2; so 4 TP.

Player A scores **15 TP**

Player B scores **9 TP** (Minor Loss (5) TP + Margin of Defeat TP (4))

There is no round capping.

There is a Tournament maximum of 450 TP available.

Captains will hand scorecards to TOs for submission into tabletop.to.

Under-Strength Teams

We have a handful of spare players – their availability is not guaranteed, however.
If a team loses a player, then scoring will be weighted thus:

If the loss of a player is the fault of the team, i.e. too hungover, player quits or no-shows without good reason etc, then the team of three will only gain the sum of the three remaining scores. The opposing team of four will have the sum of their **three scores multiplied by 1.33**.

If the lack of player is not preventable, i.e. genuine illness, family emergency etc, then the team of three will have the sum of their **three scores multiplied by 1.1** and the team of four will have the sum of their **three scores multiplied by 1.33**.

Pairings

Each team **must provide** four cards marked on the reverse with one of with their four armies. A coin toss should be used before each pairing to determine who is Team A and who is Team B.

e.g.

Team A - **Daughters of Khaine, Blades of Khorne, Stormcast, Lumineth**

Team B - **Nighthaunt, Seraphon, Fyreslayers, Sylvaneth**

Team A chooses to put forward **Daughters of Khaine** (presented face down)

Team B chooses to put forward **Seraphon** (presented face down)

Selections are revealed

Team A chooses to put down **Blades of Khorne** and **Stormcast** as options to play against the **Seraphon** (presented face down)

Team B chooses to put down **Nighthaunt** and **Sylvaneth** as options to play against **Daughters of Khaine** (presented face down)

Choices revealed

Team A chooses between **Nighthaunt** and **Sylvaneth** as to who **Daughters of Khaine** will face, let's say **Nighthaunt**.

Team B chooses between **Blades of Khorne** and **Stormcast** as to who **Seraphon** will face; let's say **Blades of Khorne**.

Choices are revealed

The choice Team A refused faces the remaining card in Team B's hand - **Lumineth**

The choice Team B refused faces the remaining army in Team A's hand – **Fyreslayers**

Resulting in:

Daughters of Khaine v Nighthaunt

Seraphon v Blades of Khorne

Sylvaneth v Lumineth

Fyreslayers v Stormcast

Painting

Bloodtithe is a major GT and it's expected that armies should represent this.

All armies must be fully painted, cohesive, and based on appropriate round and oval bases. An acceptable tabletop standard is that which displays a level of effort irrespective of talent. Alternative GW and non-GW models may be used provided it is abundantly clear what they represent.

Examples of armies **not** meeting 'acceptable tabletop standard':

A 'concept' army rattle-canned or airbrushed in a monochrome fashion with a few token highlights of another colour.

An army comprising of models with inconsistent painting schemes and bases.

An army suffering only painted bases, with no other techniques.

If in doubt, please ask.

Any unpainted figures, incorrectly sized bases, or unpainted bases will be removed, and Teams may be docked TPs at the TO's discretion.

Reinforcements / Summoned Units must conform to all the above rules.

Players may submit their armies on Sunday lunchtime for display. Voting for 'Best Appearance' will be by player ballots. Sunday lunchtime is extended to facilitate this.

Scenery

Scenery will be provided, and each row of four tables will enjoy near identical terrain. Scenery maps will be provided before the tournament and must be adhered to. If Scenery has been moved around during the weekend, then consult these scenery maps.

Mysterious Terrain GHB 2021 Page 94, 28.1.3 may be used **if** one or both players want to, **and** the player(s) have suitable tokens, dice or markers (no ripped up paper).

No scenery piece can be set up within 6" of another, nor within 3" of an objective on the table at the start of the battle.

Faction-based Scenery Warscrolls such as Wyldwoods and Realmshaper Engines and 1mm Markers such as Gravesites may not be placed within 3" of other scenery nor within 3" of Objectives.

Age of Sigmar is a geometrically imperfect game and sometimes the positioning of a model's base in relation to scenery can be a point of contention, that can't be adequately legislated for. Every effort must be taken to ensure a model's base is in maximum contact with the table or horizontal surface.

Awards

Bloodtithe III - International Team Event - Team Winners

Bloodtithe III - International Team Event - Team Runners Up

Bloodtithe III - International Team Event - Team Third Place

Bloodtithe III - International Team Event - Best Appearance (Individual Prize)

Bloodtithe III - International Team Event - Best Appearance Runner Up (Individual Prize)

Bloodtithe III - International Team Event - Best Appearance Runner Up (Individual Prize)

Bloodtithe III - International Team Event - Best Sports

Sportsmanship and Conduct

We expect this event to run as smoothly and without controversy as with past tournaments. Please remember that people may take different approaches to gaming from that taken by your community. All players will be expected to resolve rules disputes amicably and patiently. Please seek out an organiser if you cannot resolve a situation. Teams will be required to record their favourite Team opponents on their score cards.

Table etiquette, Time-keeping and Penalties

Take a few minutes before each game to run through your list and Warscrolls. You needn't divulge your game-winning tactics but briefly summarise any key abilities or unusual mechanics ~~if asked to~~ (non-exhaustive examples include bodyguard rules, teleports, strike first/last, auto-unbinds, unusual objective interactions (e.g. Sons of Behemat or Loreseeker), out of phase shooting or charging). Be mindful of the timing of games with particular attention paid to getting through the turns equally with your opponent. Dice rolls should be flat on the game mat or tray, not cocked, nor on terrain, lists etc. Announcements will be made giving time remaining notifications. You must have copies of Warscrolls and Battletomes in English to show to your opponent.

Matched play Battleplans are designed for 5 turns. Your list must therefore be **reasonably designed and be expected to be able to complete 5 turns**. Please bear in mind model count, summoning, long phases and rerolls when designing your list. If your list has these features, then please take steps to ensure speedy play – movement trays, flash cards, knowing your list, army selection if you know you're slow.

In other words, if you have doubts you can deploy and play your 5 turns in 82.5 mins against an identical army, then you should consider a different list.

The game turn reached at time-called must be recorded on score sheets and score sheets must be ticked as 'Satisfactory Conclusion'. An early turn resolution such as a concession or an obvious winning margin is a satisfactory conclusion. A game ending on an earlier turn in which both players have used an equal amount of time *can* be a satisfactory conclusion. If this is not ticked, then the Team Captain must explain this to the TO in the presence of the other team captain – always avoid unequal turns or unintentional slow play. Opponents receiving an 'Unsatisfactory Conclusion' that is upheld may be docked points.

Players who repeatedly fail to complete games will be penalised at the discretion of the TO.

The Trappings of Success

Remember to bring...

Five copies of each army list printed in English.

A copy of the core rules, your Battletome, any FAQs you require and printed or electronic copies of your Warscrolls.

The 'WH AoS' App Warscrolls are not sufficient as solitary evidence of Warscroll validity.

Six Objective markers.

An ample supply of Dice.

Wound Markers, measurement aides, spell markers etc

Glue (for any running repairs).

Pen and Paper.

Submitted FAQs and House Rules

Q – Is Gotrek legal for Bloodtithe at LGT?

A - Yes, consider him an addition to the General's Handbook 2021 page 46.



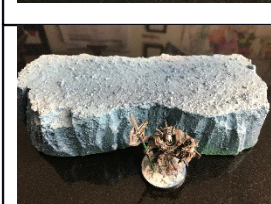
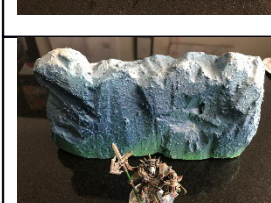
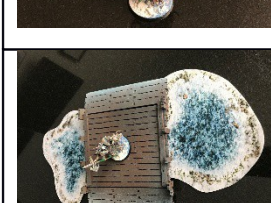
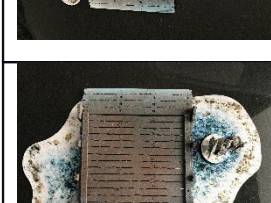
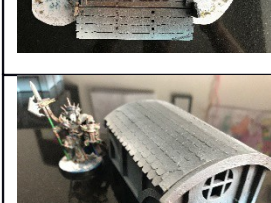
Q – May I use Dice Apps?

A – No.

Q – How do Pink Horrors interact with healing, i.e. Rally and Emerald Lifeswarm?

A – Pink Horrors may only use Rally or be affected by Emerald Lifeswarm when the unit consists only of Brimstone Horrors. Returned Models are Brimstone Horrors.

Terrain Appendix

	<p>Example of model in Cover. GHB2021, page 74; 17.1.1</p>
	<p>Example of model in Cover. GHB2021, page 74; 17.1.1</p>
	<p>Example of model in Cover if being targeted by a unit on the other side of the hill. GHB2021, page 74; 17.0.2</p>
	<p>Terrain such as rockfaces, ruins, or smoking are Impassable. Models may not traverse these, nor finish any kind of move nor be set up on Impassable terrain. Flying units may pass across Impassable terrain respecting other Impassable restrictions.</p>
	<p>Bridge is a unique Terrain type. It does <i>not</i> provide Cover but exists only as a measure to traverse Waterway Terrain without penalty.</p>
	<p>Waterway is a unique Terrain type. Units within Waterways at the start of the movement phase may not Run and suffer a -1 to Charge Rolls in the next Charge Phase. Within means any part of any model in the unit. This includes units with the Fly keyword who are presumed to land between movements.</p>
	<p>Small Defensible Terrain follows GBH2021 page 76; 17.2 but may only be Garrisoned by models with a maximum Wounds characteristic of 3, and non-Monster Models with the Hero Keyword. Warscrolls containing a Mount may not Garrison. A Small Defensible Terrain feature may be garrisoned by models with a combined Wound Characteristic total of 19.</p>



Large Defensible Terrain follows GBH2021 page 76; 17.2 but may only be Garrisoned by models with a maximum Wounds characteristic of 3, and non-**Monster** Models with the **Hero** Keyword. Warscrolls containing a **Mount** may not Garrison. A Small Defensible Terrain feature may be garrisoned by models with a combined Wound Characteristic total of 29.