



LONDON GRAND TOURNAMENT

2018 KNIGHT JOUST GAMING PACK

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INTRODUCTION

WELCOME TO THE WARHAMMER 40k KNIGHT JOUST 2018

This document provides all the information you need to play in the Knight Joust event and should be printed and brought with you to the event if you intend to play. Contained herein are details of Schedule, Game Play and Scoring. If you have any questions at all - please do not hesitate to get in touch at the appropriate email below.

GENERAL ENQUIRIES

info@london40kgrandtournament.co.uk

For more information on the venue, local pubs, the full programme of events and details of all our fabulous prizes and special guest appearances, please see our Convention Programme which can be found at www.LGTpresents.co.uk/programme

We look forward to seeing you in May for a weekend of wargaming madness.

Zachary Becker - Tournament Organiser

GENERAL INFO

WHAT IS IT

The Knight Joust is a lighthearted event aimed at getting those 'big nasties' onto the table top. It uses a slightly modified set of the current 8th edition 40k rules which are described herein.

Your super heavies and titanic monsters will be given a chance to rain supreme at the LGT. You score points for inflicting damage on your opponents and loose points for taking damage. The player with the highest score at the end wins!

Over the course of the weekend we will be running to Knight Jousts, 1 ticket gets you access to either or both of the events, just buy a ticket and turn up to the table at the right time/

WHEN IS IT

The 18th and 20th May 2018.

WHERE IS IT

The Olympic Stadium (entrance B), Queen Elizabeth Olympic Park, London E20 2ST

WHERE CAN I BUY TICKETS

Tickets are available from our webstore:

www.LGTpresents.co.uk/store

Remember, you must purchase a Convention Access Pass along with an event ticket to attend this event.

Please note that no physical tickets are issued in advance. You can collect your entry ticket to your events from the registration desk.

EVENT TIMINGS

Friday May 18th

- Venue Opens 12:00
- Knight Joust 1 19:00-22:00

Sunday May 20th

- Venue Opens 09:15 – 09:30
- Knight Joust 2 09:30 – 12:30
- Announcements & Prizes 17:00 – 17:30

WHAT YOU NEED

UNIT SELECTION

Each player should select one Imperial Knight sized model. This model can be selected from any current 8th edition source but should have a power level no greater than 28.

For example Wraith Knights, a Storm Surge or Kytan would all be perfectly acceptable choices.

PAINTING REQUIREMENTS

All models are should be painted and based to a tabletop standard. Unpainted models will self destruct when placed on the table

WHAT YOU NEED TO BRING

- Your painted and based unit
- A copy of your unit's rules and details of any upgrades
- This players pack
- Pen and paper
- Dice and tape measure
- Rules, including core rule book, codices, indices and any FAQs relevant to your model

CONVERSIONS and VINTAGE MINATURES

This event is all about having a blast. We encourage creative modelling and converting for all participants.

TIME KEEPING

This event will last for the full 3 hours allotted. Multiple rounds will be played during this period and players who are not at the table on time may have to wait until the next round to begin.

GAME PLAY

The Knight Joust is played using the Warhammer 40k core rules and supplements with the following modifications.

All participants play on the same table and roll off to determine who deploys first. The loser of the roll places their model anywhere on the table. The remaining players continue to roll off with the loser placing their model each time until all models are deployed. No model can be deployed within 12" of another.

The player who placed their model last then takes the first turn and is followed by the player who deployed before them and so on.

Each player turn you may only complete one of the following actions:

- Move and advance
- Shoot
- Charge and fight

The players play an unlimited number of battle rounds until there is only one model left alive. At this point the game starts from the beginning again and the cycle is repeated. This continues until the end of the event at 12:30.

SCORING

A player scores 1 point for every wound they deal to another model and loses 1 point for every wound they suffer. The winner is the player with the highest final score, adding all points across all cycles. Note that this means being the last Knight left alive does not guarantee victory!



REMINDER

Remember, this is a Gaming Pack and provides only the information you need to play in the Knight Joust. For all details on prizes, venue and much much more: please refer to our event Programme

