



### WELCOME TO THE LONDON GRAND TOURNAMENT 40K NARRATIVE EVENT

This document provides all the information you need to play in the 2021 LGT Warhammer 40,000 Narrative Event and should be brought with you to the event if you intend to play. Contained herein are details of Gaming Schedule, Army Composition, Missions and all narrative aspects. If you have any questions, please do not hesitate to get in touch at the appropriate email below.

For up to date and general information please see <a href="https://www.lgtpresents.co.uk/">https://www.lgtpresents.co.uk/</a>

### **GENERAL ENQUIRIES:**

info@london40kgrandtournament.co.uk

PLEASE SUBMIT YOUR LIST BY 10/09/2021

<u>lgtnarrative@gmail.com</u>



## IN THE GRIM DARK FUTURE THERE IS ONLY WAR

The agents of the Imperium were successful in their campaign to collapse the warp tears that existed in the Armageddon system. This was always a risky strategy and despite the valorous actions of the brave Imperial warriors, the fight was won, but the battles raged on.

As the tears collapsed they seemed to both expand and implode on themselves creating a vacuum. Finally, reality blinked and everything from the smallest grot to entire planets were torn from their futile escape attempts and into the rift. Rogue traders with their bounties of weird and wonderful relics were dragged in too. Nothing escaped.

Where they found themselves next is unknown. No manner of communication could be raised to call for aid. Battles soon broke out between the stranded superfactions, as forces tried to establish themselves as predators instead of prey. This is where we begin our story. Positions are established and the lines of battle have been drawn.

It is down to our combatants, led by their esteemed generals, to claim the planet and its resources for their own machinations. Key points on the map will deliver strategic benefits and maybe with enough resources and time, aid may be found. Until that time it is survival of the fittest; hunt or be hunted.

From the ash of ruin, life has started to rise again. This life slowly reclaims the facilities left by forgotten planetary invaders. The skies are still decked with thick black clouds that seem too impossibly dense to be natural.

Beneath these skies, old and valuable forgotten technology sits in ruins. Oddities can be found at nearly every other step. Rogue trader ships lay wrecked across the surface, and strangest of all, a great beacon flashes in both the physical and psychic realms at the most eastern point of the globe.

Like a moth to a flame, your force has been drawn in. It is down to you to build your resources, claim what prizes you can and survive the will of this unknown world of death.



## GENERAL INFO

### WHAT IS IT

The LGT 40k Narrative Event is a 5 game, 100 Power Level, 5 round event. It is driven by a narrative and the emphasis is on enjoyment over accolade.

### WHEN IS IT

The 25<sup>th</sup> and 26<sup>th</sup> September 2021.

### WHERE IS IT

The Lee Valley Indoor Athletics Centre, 61 Meridian Way, Edmonton, London N9 0AR, UK. The venue has over 500 free parking spaces on site. These are available for attendee use on a first come first served basis. The nearest train station is Ponders End and the nearest Underground station is Tottenham Hale, both of which are a short uber ride from the venue.







### WHERE CAN I BUY TICKETS

Tickets are available from our webstore: <a href="www.LGTpresents.co.uk/store">www.LGTpresents.co.uk/store</a> Please note that no physical tickets are issued in advance, all you need is the confirmation email you receive when purchasing your ticket.

### **EVENT TIMINGS**

The London GT is open from Friday the 24th of September at 13:00 until 18:00 on Sunday the 26th of September.

Each day the venue will close at 23:00 and last orders at the bar will be called at 22:30

On Sunday games are expected to finish at 16:30 with the awards ceremony and raffle being announced from 17:30-18:00.

### Saturday September 25th

-Doors open	09:00
-Arrival	09:00 - 09:25
-Welcome Speech	09:25 – 09:30
-Round 1	09:30 - 12:30
-Break	12:30 – 13:30
-Round 2	13:30 – 16:30
-Round 3	17:00 - 20:00

### **Sunday September 26th**

- Doors open	09:00
-Arrival	09:00 - 09:30
-Round 4	09:30 - 12:30
-Break	12:30 - 13:30
-Round 5	13:30 - 16:30
-Announcements & Prizes	16:30 -17:00



# NEED TO KNOW

### **ARMY SELECTION**

We will be using the crusade system in the LGT Narrative event. Please familiarise yourself with this method of playing. There will be modifications, but an understanding of the core rules is important for your and your opponent's enjoyment.

Create an Order of Battle totalling no more than 100 power level. You must be able to create a battle forged army from your Order of Battle. No named characters are allowed. It is allowable to use a named character model to represent your created character, e.g. using the Chief Librarian Tigurius model to represent a primaris Librarian, or a Swarmlord model to represent a Hive tyrant with two pairs of bone swords. If you intend to do this, please equip the model in your Order of Battle as close to WYSIWYG and pay the appropriate power level for it. Please limit titanic units to one per Order of Battle. Please submit any questions to the below address.

### PLEASE SUBMIT YOUR LIST BY 10/09/2021 TO: lgtnarrative@gmail.com

A tool we recommend you use can be found at:

https://www.thebeardbunker.com/2020/09/40K-crusade-roster.html

### CONVERSIONS, PROXIES AND VINTAGE MINIATURES

All conversions should bear a logical resemblance to the original model and should be of comparable dimensions to the latest Games Workshop model. Vintage Models are allowed, however, use the current model's dimensions and base size for game play decisions. This applies to base sizes more generally. Players should use base extenders if they are using vintage miniatures they do not wish to rebase.



All models should be painted and based to a tabletop standard. This typically means three colours applied in a cohesive and coherent format. Models should have some sort of basing treatment, flying bases may be left clear. Please use common sense in determining if a model is painted to tabletop standard. If you have to ask, then it probably isn't. Unpainted models will be removed from play. Please note that colour schemes must be consistent across detachments and relate to the rules in use for that detachment. For example, if you have two detachments of Space Marines, one using the Ultramarines rules and one using the Imperial Fists rules both would have to be painted distinctly and consistently, you would not be allowed to use models painted like black templars for both detachments etc.and each detachment using different rules needs to be visually distinct from each other so that your opponent can tell at a glance which model is from which detachment and has which rules. So long as your opponents are not having to constantly ask what does what, then you will not be penalized.

### COVID 19

Please follow all official and legal guidance issued at the time. No measures will be laid out in this pack in case requirements change.



# WHAT YOUNEED TO BRING

- Your painted and based army
- 2 copies of your army list. One for yourself and your opponents, and one for the event guides who will walk around during the event to collect these.
- ☐ This player's pack (a digital copy is fine)
- ☐ Dice and tape measure
- ☐ 6 objective markers numbered 1 to 6
- □ Rules, including core rule book, codices, indices and any FAQs relevant to your army

## GAMEPLAY

### **NARRATIVE FEATURES**

This year's event will revolve around a map based campaign. The missions will be predetermined with a narrative in mind, but the ultimate path of the story will be determined by the battles fought. Teams will be divided into superfactions (depending on registrations). Achieving objectives and securing strategic locations will unlock abilities for your superfactions. The below mission outlines are intentionally sparse so that the narrative on the day can drive the story.

### MATCHING

The team aspect that this event offers provides unique and customisable match ups, so we can deliver the optimal structure for our event. The move away from using BCP should ensure a smoother run and more customisable event.

### **SPORTSMANSHIP**

All games should be played in a friendly manner. Any player not acting accordingly may be penalised. In the unlikely event that you have any grievance with another player's behaviour, please raise this with an event guide. We will be operating a yellow card and red card system for sportsmanship infractions, but please bear in mind that we are only able to adjudicate in a situation if we are called to the table. Yellow cards will be awarded for multiple sportsmanship complaints with a red card following for any subsequent complaint. Players who received a card at the 2021 LGT will have this carry over until the 2022 LGT meaning they start playing on a final warning. This is to encourage problem players to reform and if no issues are raised at the 2022 event, these cards will be expunged from our records. We are pleased to say that sportsmanship has not been an issue at the LGT Narrative event!





### **EAQ**

All Games Workshop FAQs released prior to September 10th will be used. Where an ambiguity is not answered by official FAQs players should follow the process below. If you would like clarity on the use of a rule prior to the event and it is not covered elsewhere, please email us on: LGT40kFAQ@mail.com

### **RULES DISPUTE PROCESS**

Players are encouraged to solve rule disputes between themselves. If the players cannot agree after checking the rules, codices, and FAQs, either roll-off or call a judge. All judges' decisions are final. If a specific player is found to be repeatedly calling judges for rules queries, they may be penalised for time wasting.

### **TIME KEEPING**

Players are requested to be at their tables on time for the start of a round. If a player is over 15 minutes late they count as missing the game and their opponent will score maximum points for the game. If your opponent is not at the table by the cut off time, please contact a judge.

### OFFICIAL LANGUAGE

Please note that the official language of the event is English. This means that all attendees are expected to be conversationally fluent in the English and play using English copies of their rules.



# MISSIONS SCENARIO 1: FIRST CONTACT

**Attacker:** You are patrolling the fringes of an abandoned settlement. You only have a portion of your force, sent to scout the local area. Maybe you have seen the smoke of a camp trailing to the sky or felt a malicious disturbance in the air. You have been sent to scout out, and if possible, eliminate this threat.

50 PL

**Defender:** You have arrived on the planet not long ago and have started to set a base of operations. You have begun to coordinate the defences and what logistics you may require. Suddenly your sentries or senses pick up on an unknown and assumed hostile force. You scramble to the defence of your newly claimed territory.





### **SCENARIO 2: BREADCRUMBS**

**Attacker:** You were successful in beating off your enemy. Your force has started to group and establish a proper camp knowing that the area is clear for now. In the distance you can feel the beacon, pulsing like a painless headache in the back of your mind. Not far from here your scouts have found several sites where rogue trader ships have been wrecked. Technology long forgotten or foreign to you could be claimed, so you send a force to claim these riches.

60PL

**Defender:** You have been sent away with your tail between your legs. Or was this just a brilliant strategy? Surely only a fool would over commit resources, revealing their hand so early on. You have regrouped at the site of a downed rogue trader ship. Your forces have swelled, and you have been boosted by the technology you have found. You are wise enough to know that others will come looking to claim the prizes at this site.





### **SCENARIO 3: EXPEDITIONS**

Attacker: You have claimed the prize at the first drop site. With your position consolidated and prizes seemingly waiting around every corner, it is now time to press towards the beacon. While you travel through the spoiled wastelands, covered in life trying to break through, you notice other factions have left traces of their passing. Some look like frantic retreats, while others are the measured steps of a predator. All tracks lead in the same eastern direction towards the beacon. You must send a party ahead to slow or destroy those that are ahead of you. You cannot let what prize may lay there fall into enemy hands.

60PL

**Defender:** Taking a few select jewels from the first drop site, you leave the rest of the wreck to the other scavengers. You know and you feel the call of the beacon to the east. It promises a greater wealth than any downed ship or abandoned mine could offer. However, you will not be caught out again. It is time to set an ambush for anyone so foolish as to dare follow you.



### **SCENARIO 4: SABOTAGE**

Attacker: After months of countless assaults and counter offences you have crawled to the outer reaches of the beacon. The complex is vast and lies in open ruin. You know the first person to approach the beacon will expose their back to the enemy, inviting the knife to kill them. In order to pull off an assault you must employ some underhanded tactics, trying to plant explosives or otherwise inhibit the enemy forces, while the bulk of your army prepares the assault.

80 plus 20PL in reserve

Defender: After months of countless assaults and counter offences you have crawled to the outer reaches of the beacon. The risk of protecting yourself is outweighed by the glory of the benefits just out of reach at the beacon. You decide to break ranks and attack with a spearhead force, protected by the larger force of your army.

80 plus 20PL in reserve





## SCENARIO 5: THE BEACON ASSAULT

Attacker: Seeing the breakaway force splinter off and having attempted to slow the rest of the enemies forces it is now time to strike. It is time to commit and seize the prize that lays at the beacon.

40 PL

Defender: You have gained a head start in the final rush to the beacon. With the rest of your forces in close pursuit, it is now time to try and secure the beacon as yours and finally claim its prize.





### AT THE END OF THE TOURNAMENT THE FOLLOWING AWARDS WILL BE PRESENTED

Best Painted - As determined by the event guides

Best Army Theme - As determined by the event guides

**Spot Prizes -** Awarded at the discretion of event guides for epic moments



### THE NARRATIVE TEAM

Alex and Nick Armstrong are brothers from Winchester, Hampshire. We grew up playing 40K - building boards and generally butchering models and rules alike. We are active members of the Hampshire Hammerers and we regularly partake in/run narrative and competitive events for Warhammer 40K.

The Hampshire Hammerers is our home club and a really special environment which encourages all areas of the hobby and offers a platform for like minded people to hang out and immerse themselves. We aim to keep the 'locals club feel' while delivering the quality expected of The London Grand Tournament.

Following the running of last year's event we are pleased to say that it was received as a success! Designing the event for 2021 started nearly immediately and we have taken on all of the suggestions that were possible. We firmly believe that the event will only grow in the future, securing a spot annually will allow you to grow with us and help forge the narrative in the crucible of war.

We have poured ourselves into the preparation of this event and we hope that you enjoy playing it as much as we have enjoyed crafting it. If you have any comments, free to find us on the day or drop us an email. Igtnarrative@gmail.com

### Good luck!



