



**LONDON
GRAND
TOURNAMENT**



INTRODUCTION

WELCOME TO THE LONDON GRAND TOURNAMENT 40K NARRATIVE EVENT

This document provides all the information you need to play in the 2020 LGT Warhammer 40,000 Narrative Event and should be printed and 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.

Please note that this is a draft document and does not yet contain the finalized details on the event. It will be periodically updated and reference should always be made to the most recent edition.

GENERAL ENQUIRIES:

info@london40kgrandtournament.co.uk

RULES QUERIES:

LGT40kFAQ@mail.com





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 rage 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 pray. This is where we begin our story. Positions are known 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 there 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.



GENERAL INFO

WHAT IS IT

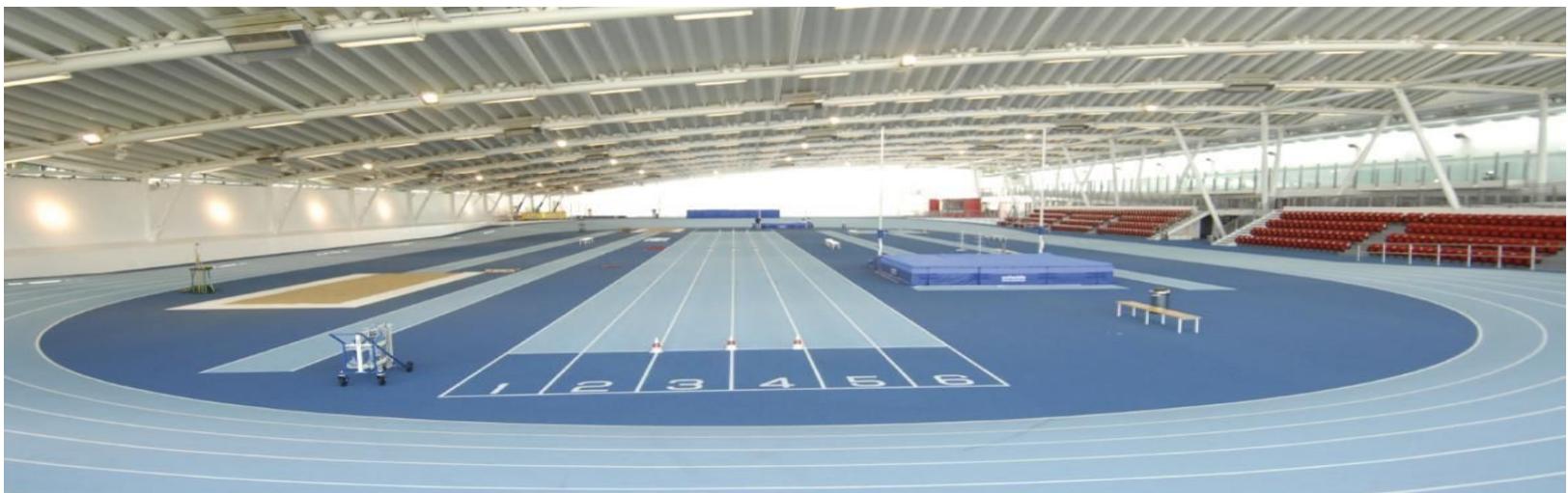
The LGT 40k Narrative Event is a 5 game, 2000 point, Matched Play event. It is driven by a narrative and the emphasis is on enjoyment over accolade.

WHEN IS IT

The 27th and 28th June 2020.

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: www.LGTpresents.co.uk/store 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

Please note that these timings are for the 40k Narrative Event only.

To avoid queues we will be digitally registering attendees before the event including the first round draw. This means that on arrival of day one you should proceed directly to the table you are playing your first game on and should feel free to start as soon as your opponent is ready. There will be a short announcement at 09:55 which formally marks the start of round one.

Saturday September 14th

-Doors open	09:00
-Arrival	09:00 – 09:55
-Welcome Speech	09:55 – 10:00
-Round 1	10:00 – 13:00
-Break	13:00 – 14:00
-Round 2	14:00 – 17:00
-Round 3	17:30 – 20:30

Sunday September 15th

- 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	17:00 – 17:30





NEED TO KNOW

ARMY SELECTION

Each player's army should be Battleforged, cost no more than 2000 points, and should be made up of no more than 3 detachments. Your army may be composed from any 8th edition source published prior to Jun 7th 2020. In the case of rules published in White Dwarf, the date the magazine goes on sale in stores shall be used as the publication date. Where units are duplicated across multiple sources - for example in a codex and an index - the Games Workshop flowchart found in the designers commentary should be referred to.

BETA RULES

As 8th edition has grown a number of new rules have been released, confirmed, altered and deleted. This has sometimes made it confusing for players to know which rules set is in use. This pack attempts to be conclusive about this issue, but will inevitably fall short as new rules are released and old ones are changed. There are primarily 3 sources of Beta Rules which will be addressed here: Beta Matched Play Mission Rules, Beta Data Slates and Beta Codices. There are also versions of these rules which are latterly confirmed as official rules for the games and therefore reflect how Games Workshop think the game should be played. Beta rules give the opportunity for players to test rules before (if at all) they are made a part of the game. For the avoidance of doubt, all Beta mission rules such as 'Boots on the Ground' and 'the rule of three' which have since been confirmed as Matched Play Mission rules are in use at the LGT.





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.

PAINTING REQUIREMENTS

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.





WHAT YOU NEED

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
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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). The team leaders of these superfactions are still being finalised but we are aiming to bring in recognised names from the hobby.

Achieving objectives and securing strategic locations will unlock abilities for your superfactions. We have retained and developed the rogue trader relics from last year's event, offering a unique way to customise the heroes you have brought with you.

MATCHING

The system for matching games is still being tested. 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. BCP still remains the number one app for competitive play in the opinion of the narrative event guides.

CHAPTER APPROVED

The event will be using the Matched Play rules of the main rulebook and Chapter Approved, including faction rules and points values published therein, unless superseded by a more recently published source - e.g. Codex. The 'Beta' rules such as those found in Chapter Approved or the FAQ will be in use.

SPORTSMANSHIP

All games should be played in a friendly, albeit competitive, 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 2019 LGT will have this carry over until the 2020 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 2020 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!

FAQ

All Games Workshop FAQs released prior to June 7th 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.





DICE ROLLING APPS

Please note that the use of dice rolling apps is not allowed at the LGT 40k GT. These are incredibly easy to hack so that they do not roll fairly and the 'official' Games Workshop app is no longer available across all platforms. As such we cannot permit an app to be used when all players do not have equal opportunity to use it.

USING YOUR OPPONENTS DICE

Please note that in the interest of fairness, all dice used in a game may be rolled by either player. You are not permitted to refuse your opponent if they ask to use some of the dice you are using and vice versa.





MISSIONS

In due course the missions for the event will be detailed here.





ARMY LISTS

Army Lists should be submitted no later than 14th June 23:59 UCT(GMT). This is to allow them all to be posted online before the event for list checking and so that we can do the first round draw before the event. If you don't complete the registration process before this occurs, you will get paired manually on the morning of the event and won't be eligible for any awards as the army lists will go live at the time of the first round draw.

During the registration process you will be asked to copy and paste your army list into the appropriate field of the registration form. You can find instructions on how to format your army list here, **please use the ETC format and make sure you include the title block with your name in it:** <http://bit.ly/Army-list-format> Please note that army lists submitted via our registration form are automatically uploaded to the Best Coast Pairings app. The app now automatically checks if an army list has been submitted in an incorrect format and will not accept these lists. **It is vital that you submit your list in the correct format to avoid having to do so on the morning of Day-1 which may result in penalties.**

Once Army Lists have been collated into a document for list checking, players will need to review this document to see if any issues have been raised with there list. **If an error has been identified, it is the players responsibility to correct this error by updating their list in the BCP app before the start of round one.**

To prepare your army list open the document found at the link above. Click on 'file' then 'make a copy.' Once you have saved your own copy you will be able to edit the document and prepare your army list

You should draft your own army list using this template and copy and paste the entirety of your army list from the '+++++' above your name, down to the end of your army list. You do not need to copy and paste the instructions portion of this document.





AWARDS

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 both 40K and AOS.

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 years event we are pleased to say that it was received as a success! Designing the event for 2020 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.

Good luck!

