



LONDON GRAND TOURNAMENT

2018 40k GT GAMING PACK

SUPPORTED BY

WARHAMMER COMMUNITY



CONTENTS

Introduction	3
General Info	4
What you need	5
Gameplay	6 – 7
Terrain	8 – 9
Missions	10 – 11
Objective Maps	12
Army Lists	13
Scoring	14 – 15
Awards	16

INTRODUCTION

WELCOME TO THE LONDON GRAND TOURNAMENT 40KGT 2018

This document provides all the information you need to play in the LGT 40k GT 2018 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 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

FAQ AND RULES QUERIES

FAQ@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 competitive wargaming madness.

Zachary Becker - Tournament Organiser

GENERAL INFO

WHAT IS IT

The LGT 40k GT is a 5 round, 2000 point, Matched Play event.

WHEN IS IT

The 19th and 20th May 2018 with organized social activities and pre-registration on the 18th May.

WHERE IS IT

The Olympic Stadium, 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

- | | |
|----------------|---------------|
| - Registration | 18:00 – 20:00 |
| - Social | 18:00 – 23:00 |

Saturday May 19th

- | | |
|------------------|---------------|
| - Registration | 09:15 – 09:45 |
| - Welcome Speech | 09:45 – 10:00 |
| - Round 1 | 10:00 – 12:45 |
| - Break | 12:45 – 13:45 |
| - Round 2 | 13:45 – 16:30 |
| - Round 3 | 16:45 – 19:45 |
| - Social | 19:45 – Late |

Sunday May 20th

- | | |
|--------------------------|---------------|
| - Venue Opens | 09:15 – 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 |

WHAT YOU NEED

ARMY SELECTION

This section details the tournament rules for composing an army for the 40k GT.

Each player's army should cost no more than 2000 points and should be made up of no more than 3 detachments. Each detachment may be used no more than once. *For example: your army may be composed of a Brigade Detachment, a Vanguard Detachment and a Patrol Detachment. However it may not be comprised of Three Supreme Command Detachments etc.*

Your army may be composed from any 8th edition source released prior to May 1st 2018. 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.

CONVERSIONS and VINTAGE MINATURES

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 the current model's dimensions and base size should be used for game play decisions.

WARHAMMER TV

Please be aware to be eligible to have your game featured on Warhammer TV, all models in your army should be produced by Games Workshop.

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. 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.

WHAT YOU NEED TO BRING

- Your painted and based army
- 2 Copies of your army list (one for yourself and opponents and one for the judges)
- This players' pack
- Dice and tape measure
- 6 objective markers numbered 1 to 6
- Maelstrom Cards (bring your own or buy a LGT pack from our webstore)
- Rules, including core rule book, codices, indices and any FAQs relevant to your army

GAMEPLAY

MATCHING

Players will be drawn randomly for the first round with a 'Swiss system' being used to determine pairings for rounds 2 to 5. Where winners are pitted against winners with similar scores and losers are pitted against losers with similar scores. Players will not play the same opponent twice in rounds 2-4. However, it is possible that you may have to play a repeat opponent in round 5 if you are on the top 5 tables.

CHAPTER APPROVED

The event will be using the Matched Play rules of the main rulebook and those in Chapter Approved, including faction rules and points values published therein, unless superseded by a more recently published source e.g. Codex. The 'Beta' Rules for Psychic Focus and Targeting Characters will be in use.

TERRAIN

The terrain will be pre-set by the Head Judge before the start of each day. If you think the terrain on your table has been moved accidentally, please call a judge.

All terrain rules will be played as per the rules for Battlefield Terrain in the basic rule book. At the beginning of the game, please discuss terrain with your opponent.

All tables will be set up in one of the 3 layouts below. 50% of the tables will be set up as per layout 1. 25% of tables will be set up as per layout 2, and 25% of tables will be set up as per layout 3. These will be randomly distributed and you should expect to play on all terrain layouts.

GAMEPLAY

SPORTSMANSHIP

All games should be played in a friendly albeit competitive manner, any player not acting accordingly may be penalised. Sportsmanship scores are in use to moderate this throughout the tournament (see working out who has won, below). However, should you have any grievance with another player's behaviour please raise this with the head judge. Repeat offenders may be asked to leave with no ticket refund.

If you suspect your opponent of cheating intentionally, please notify the head judge. Any players found to be playing outside the boundaries of the rules will be notified. Where cheating is intentional, the player will be asked to leave with no refund. If unintentional, a warning will be given and your next opponent will be notified.

FAQ

All Games Workshop FAQs released prior to May 1st will be used. Where an ambiguity is not answered by official FAQs players should call a judge for determination.

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:

FAQ@london40kgrandtournament.co.uk

RULES DISPUTE PROCESS

Players are encouraged to solve rule disputes between themselves. If after checking the rules, codices and FAQ the players cannot agree: 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

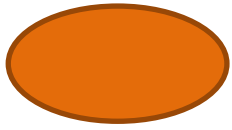
Players are requested to be at their tables on time for the start of a round. If a player is over 15 minutes late they count as missing the game and their opponent will score maximum points for the game. If your opponent is not at the table by the cut off time, please contact a judge.

Time keeping warnings will be announced with 60 minutes and 30 minutes remaining. At the 30 minute warning, players should discuss if they will reach 5 game turns. If this is not realistic, players should call a judge who will set an expected length. It is the responsibility of both players to achieve this game length.

Deliberately 'slow playing' an opponent is considered 'unsportsmanlike conduct' and will be penalised. At a judges discretion, players may be required to use a 'chess clock.' In the unlikely event that you are required to do so, the judge will explain clearly how this is to function

TERRAIN

KEY



Multi-level terrain feature e.g. hill

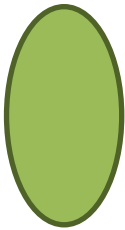
Circa. 8" wide, 12" long, tiered across 3 levels – 2", 4" and 6" high respectively



Line of sign blocker e.g. ruin

Centre: 8" wide, 8" long, 8" high, 2"thick

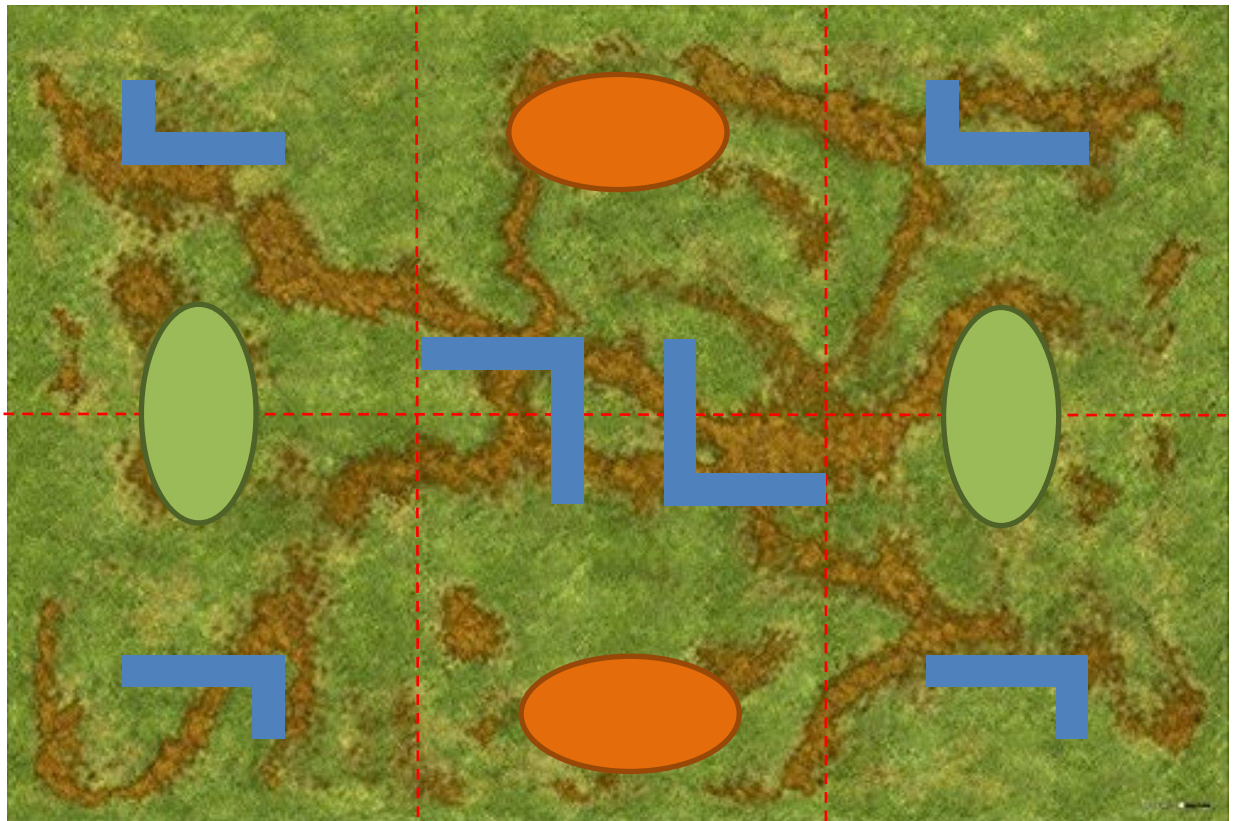
Edge: 4" wide, 8" long, 4" high, 1"thick



Area Terrain e.g. to be played using the rules for woods

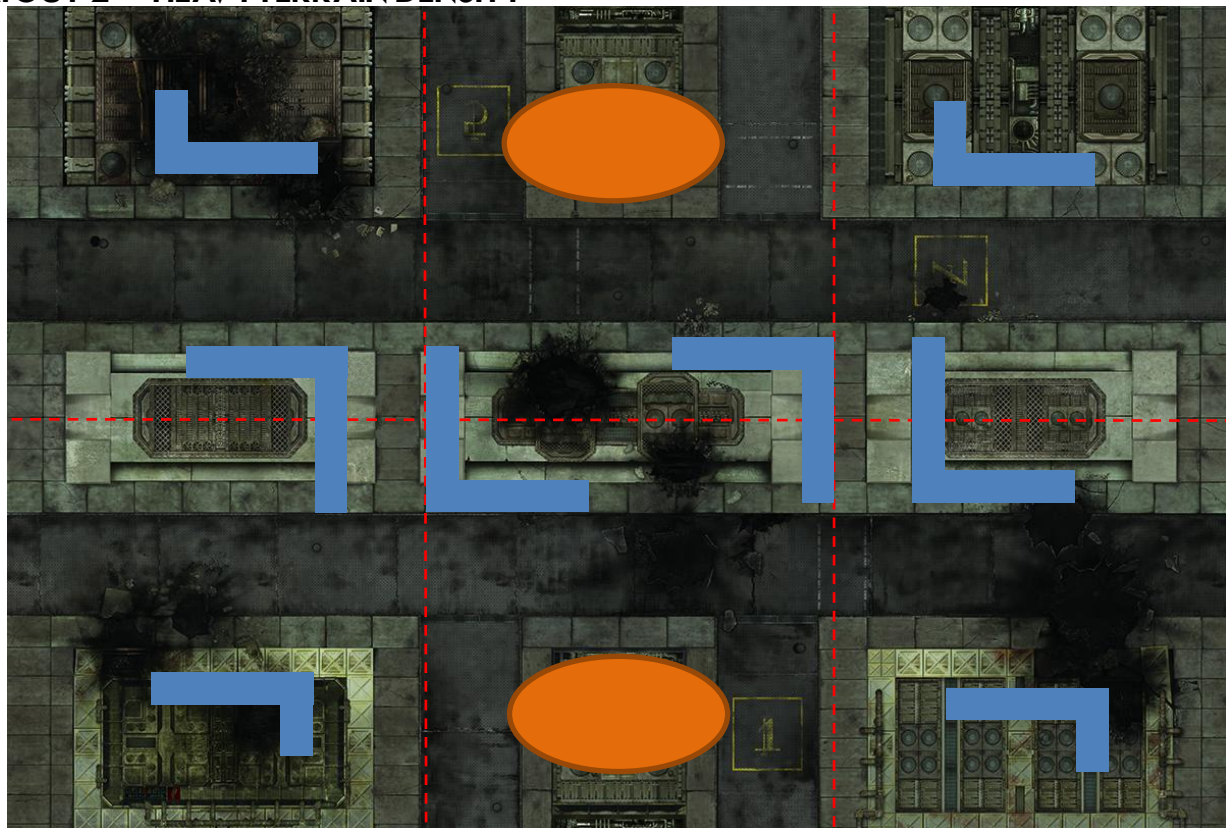
Circa. 8" wide, 12" long

LAYOUT 1 – MODERATE TERRAIN DENSITY

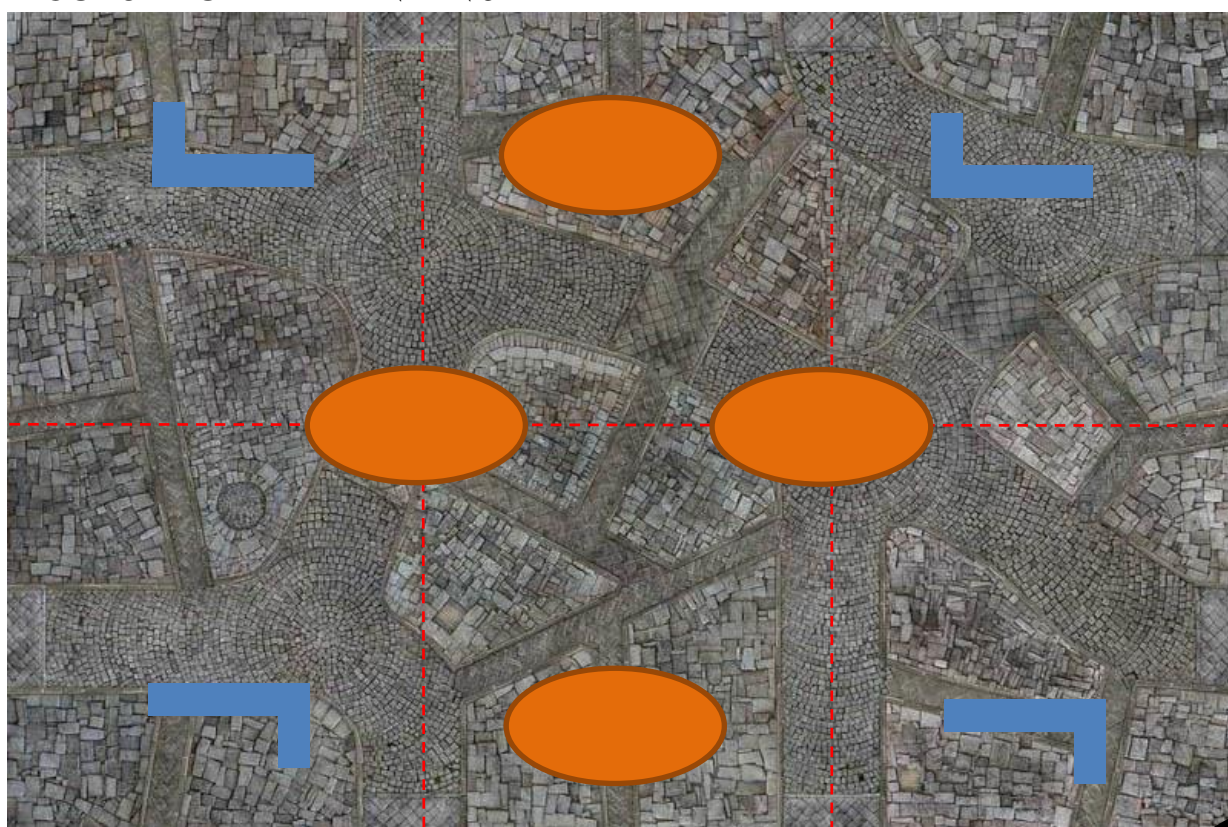


TERRAIN

LAYOUT 2 – HEAVY TERRAIN DENSITY



LAYOUT 3 – LIGHT TERRAIN DENSITY



MISSIONS

MISSIONS

Missions at the London40kGT will be fought on a Primary, Secondary and Tertiary basis. In each mission, players score victory points by completing Eternal War and Maelstrom of War objectives, as well by scoring the tertiary objectives: First Blood, Linebreaker and Slay the Warlord. The Eternal War and Maelstrom missions in use are sourced from both the Main Rulebook and Chapter Approved.

OBJECTIVE PLACEMENT

At the LGT objectives should be placed as described in the mission section of this pack. Two 'objective maps' will be in use, detailed below. The mission description describes which should be used in each mission.

If a mission directs you to remove an objective do not do so. Instead mark it to indicate it is no longer in use for Eternal War but remains in play for Maelstrom of War.

In missions where the Eternal War objectives number less than 6, both players note which objectives are only for Eternal War, counting from 1 upwards.

MODIFIED MAELSTROM

A modified deck of Maelstrom Mission cards will be in use. Where D3 and D6 VPs are scored, these should be replaced with 2 and 4 VPs respectively. Faction specific maelstrom objectives found in codices should be disregarded.

In each game, any cards that are unachievable based on the opponent's army at the start of the game should be discarded and a new card drawn.

DEPLOYMENT

Deployment maps will be fixed at the LGT, each mission is listed with the deployment map to be used for that mission.

After the last objective is placed both players roll off, the winner chooses deployment zone. Their opponent starts to deploy the first unit, alternating until both sides have set up their army. Once both forces are deployed both players roll off for First Turn. The player who finishes setting up first receives +1 to this roll (re-roll any ties). If they choose to go first their opponent will have the option to Seize the Initiative.

MISSIONS

GAME 1

Eternal War - Dominate and Destroy

Maelstrom - Tactical Gambit

Tertiary - First Blood, Linebreaker and Slay the Warlord

Deployment Map – Search and Destroy

Objective Map - 1

GAME 2

Eternal War – No Mercy

Maelstrom - Spoils of War

Tertiary - First Blood, Linebreaker and Slay the Warlord

Deployment Map – Dawn of War

Objective Map - 2

GAME 3

Eternal War - MODIFIED Big Guns Never Tire (only objectives 1 to 4 count for scoring purposes)

Maelstrom - Contact Lost

Tertiary - First Blood, Linebreaker and Slay the Warlord

Deployment Map - Vanguard Strike

Objective Map – 1

GAME 4

Eternal War – MODIFIED Resupply Drop (eliminate 2 objectives rather than 4)

Maelstrom - MODIFIED Race To Victory (only maelstrom scoring stops when a player achieves 10 objectives, the game continues as normal)

Tertiary - First Blood, Linebreaker and Slay the Warlord

Deployment Map - Search and Destroy

Objective Map - 2

GAME 5

Eternal War - MODIFIED Frontline Warfare (you may score the points for eternal war every turn, not at the end of the game)

Maelstrom - Kill Confirmed

Tertiary - First Blood, Linebreaker and Slay the Warlord

Deployment Map – Frontline Assault

Objective Map – 1

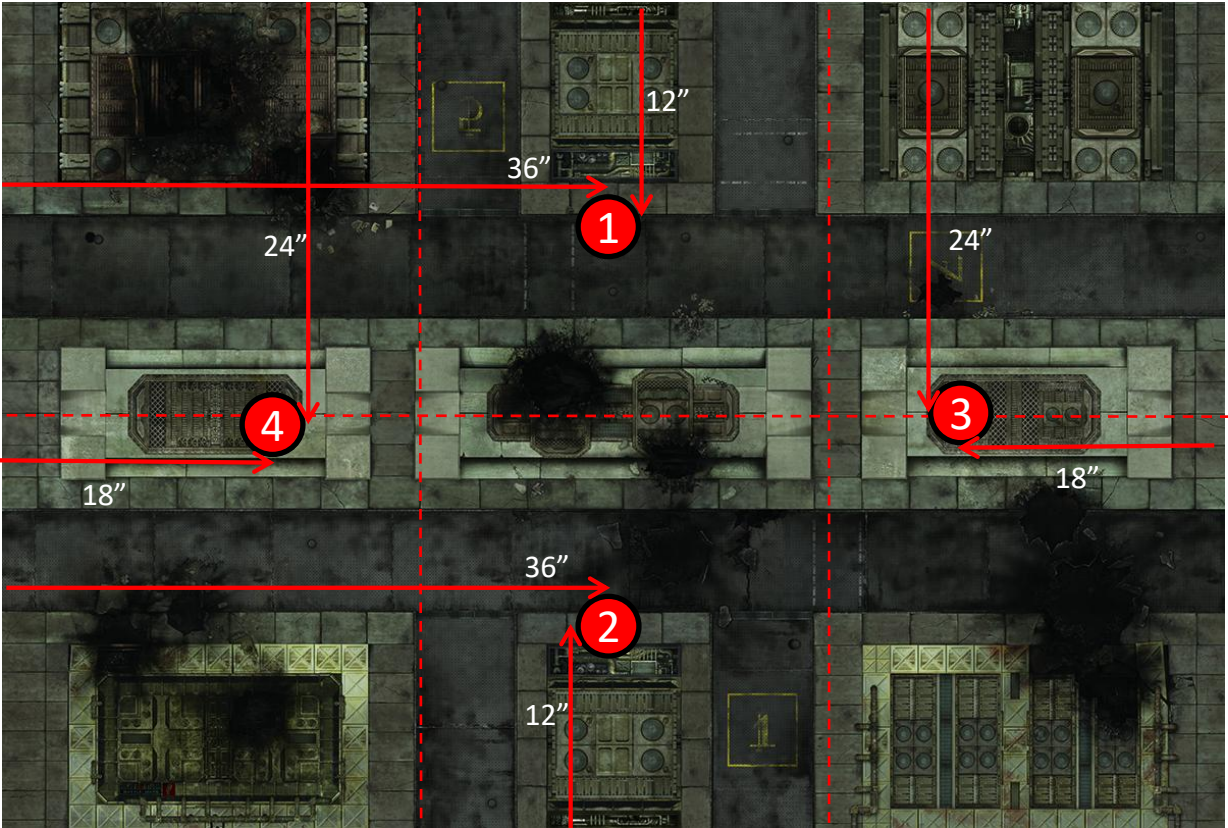
CONCEDING

If one player concedes, they score 0 Victory Points, their opponent may play out the remainder of the game and scores VPs normally.

If a player is tabled (has all their models destroyed/removed from play) the player with models left on the table may play out the remainder of the game, scoring VPs normally.

OBJECTIVE MAPS

LAYOUT 1 – Objectives 1 to 4 pre-placed, objectives 5 and 6 are placed by the players, no closer than 12" from another objective or 6" from a board edge. Dice off to see you places their objective first.



LAYOUT 2 – Objectives 1 to 6 are pre-placed



ARMY LIST

Army Lists should be submitted no later than 30th April 23:59 . This is to allow them all to be posted online before the event for list checking. **Lists will need to be sent to: LondonGTArmyLists@gmail.com and be in the following format in the body of the email – not as an attachment. The email should have your name in the subject line.** Incorrectly formatted lists or lists not in the body of the email will be returned with instructions to resubmit in the format requested. Late, incorrect or incorrectly formatted lists may result in you losing points.

Please note that although you must indicate who your Warlord is on your Army List, you may select Warlord Traits and Psychic powers before each game, informing your opponent of your selections, however, relics given to your Warlord must be listed on your army list.

PLAYER NAME: John Smith
ARMY FACTIONS: Orks
TOTAL COMMAND POINTS: 7
TOTAL ARMY POINTS: 1998 pts

Battalion Detachment, Goff Klan [1998 Points] + 3 CP
HQ1: Ghazghkull Thraka (215) - WARLORD – [215pts]
HQ2: Big Mek (55), Kustom Forcefield (20), Choppa (0) - [75pts]
HQ3: Weird Boy (62), Weirdboy Staff (0) – [62pts]
Troop1: 30 Ork Boyz (180), 30x Shootas (0, 1 on Nob), Boss Nob (0), Power Klaw (Boss Nob, 25) – [205pts]
Troop2: 30 Ork Boyz (180), 30x Shootas (0, 1 on Nob), Boss Nob (0), Power Klaw (Boss Nob, 25) – [205pts]
Troop3: 30 Ork Boyz (180), 30x Slugga (0, 1 on Nob), 29x Choppa (0), Boss Nob (0), Power Klaw (Boss Nob, 25) – [205pts]
Troop4: 30 Ork Boyz (174), 28x Slugga (0, 1 on Nob), 28x Choppa (0), Boss Nob (0), Power Klaw (Boss Nob, 25) – [205pts]
Elite1: Pain Boy (40), Power Klaw (25), 'Urty Syringe (0) - [65pts]
FA1: 20x Storm Boyz (160), 20x Slugga (0), 19x Choppa (0), Boss Nob (0), Power Klaw (Boss Nob, 25) – [185pts]
FA2: 20x Storm Boyz (160), 20x Slugga (0), 19x Choppa (0), Boss Nob (0), Power Klaw (Boss Nob, 25) – [185pts]
HS1: 12 Lootas (204) – [204pts] HS2: 11 Lootas (187) – [187pts]

SCORING

Throughout the tournament, players accrue up to 200 Tournament points for Gaming, Painting, Sportsmanship and Army List Submission. The scoring system is designed such that it rewards the effort invested in all elements of the 40k hobby. As such, it is possible for players of all skill level to achieve 90% of the 'soft' scores, so long as they put in the necessary effort and is broken down as follows:

- Gaming (100)
- Painting (60)
- Sportsmanship (20)
- Army list (20)

The player at the end of the event with the most **Tournament Points** will be crowned the Champion. Strength of schedule as the first tie-break, cumulative VPs as the second tie-break, total points destroyed in game 5 as the third tie-break and if the very unlikely event occurs that two players have identical scores a best out of three game of rock, paper, scissors will decide the winner.

GAMING SCORE

A 20-0 system will be utilised, awarding a player between 0 and 20 Tournament points in each game. This score is worked out in 2 steps:

Victory Points Differential	Winning Players Tournament Points	Losing Players Tournament Points
0	10	10
1-2	11	9
3-4	12	8
5-6	13	7
7-8	14	6
9-10	15	5
11-12	16	4
13-14	17	3
15-16	18	2
17-18	19	1
19+	20	0

1. Add up all the VP's you achieved in the game, summing the primary, secondary and tertiary Victory Points achieved. The player with the higher score is the 'Winning Player' the player with the lower score is the 'Losing Player'.
2. Subtract the Losing player's score from the Winning player's score and consult the table above.

Once you have worked out how many Tournament Points you have scored, submit this to the tournament organiser. Please call a judge if you are unsure about any of these steps.

SCORING

PAINTING SCORE

Over the course of the event our judges will be walking around during the games to assess painting scores.

Your army will be assessed on the following basis:

- All models in the army have a minimum standard of 3 Colours, applied in a coherent format and some form of basing treatment, 30 points
- Your Army has a moderate amount of extra detail applied to it, 10 points
- The models in your army follow a Theme and look like an Army, 10 points
- The models in your army were painted by yourself, 5 points
- Wow factor, armies that make us stop and stare, 5 points and a nomination for best painted award. We will notify you of this nomination and what to do next. You must have painted the army yourself to attain these points

Playing with unpainted models is not allowed and you will be asked to remove these from the table.

SPORTSMANSHIP SCORE

20 points are available for sportsmanship. We assume all games are played in a sportsmanlike manner. Therefore, all players will be awarded 15 of these points unless:

- They received 4 nominations for most sporting opponent, in which case they achieve 20 points
- There have been 2 or more complaints made about their behavior, in which case they receive 0 points.

There will be a ballot box on the judges table. To nominate a player for 'most sporting' fill out one of the cards provided on the day and drop it in the box.

If you have a problem with the behaviour of one or more of your opponents, please tell a judge.

Remember, being intentionally 'slow played' by your opponent is a case of unsporting play, if this occurs please inform a judge immediately.

ARMY LIST SCORE

Players accrue 20 points for Army Lists on the following basis:

- The list was submitted on time, 10 points
- The list was in the correct format, 5 points
- The list was free of errors, 5 points

AWARDS

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

Tournament Champion - The player with the most Tournament Points (Gaming + Painting + Sporting + Army List) at the end of the event

Best General - The player with the most Gaming Points at the end of the event

Best General, First Runner Up - The player with the second most Gaming Points at the end of the event

Best General, Second Runner Up - The player with the third most Gaming Points at the end of the event

Best General in Faction (multiple) - The players with the most Gaming Points on a faction by faction basis, determined by the Primary Faction of your list. For the purposes of this award the following faction key words will be used: Imperial, Chaos, Aeldari, Tyranids, Necron, Tau, Necrons, Orks,

Comeback King – the player with the most Gaming Points on day 2 after losing 3 games on day 1

Best Newcomer - The player with the most Tournament Points who did not attend the event in 2016

Most Dapper Gent - The player with biggest flare for fashion

Best Painted - The player with the most votes for Best Painted army

Most Sporting - The player with the most nominations for Most Sporting nominations from their opponents

Most Thematic Army - The player with the most Thematic Army as chosen by the judges.

Most Innovative Army List - The player with the most innovative and interesting army list.

Wooden Spoon - The player with the fewest Gaming Points



REMINDER

Remember, this is a Gaming Pack and provides only the information you need to play in the London 40k Grand Tournament 2018. For all details on prizes, venue and much much more: please refer to our event Programme