

WARHAMMER

40,000

GRAND TOURNAMENT

USA



GAMES
WORKSHOP®

EVENT ESSENTIALS

Location: The event will be held at the Grapevine Convention Centre, 1209 S Main St, Grapevine, TX 76051, USA

Rules: Warhammer 40,000 Matched Play (see pages 212-215 of the Warhammer 40,000 rulebook) including all Beta rules. Army size: 1,750 points. Missions: Eternal War from Chapter Approved: 2018 Edition.

Number of games: Five (six in the Grand Final).

Army selection: Battle-forged with a maximum of three Detachments. Excluding Troops and Dedicated Transports, each datasheet can be included a maximum of three times in your army.

Tools of War: The event will provide terrain and Realm of Battle gaming boards. The players are expected to bring everything else they need to play a game of Warhammer 40,000 including their army, dice, a tape measure, objective markers, all relevant rules publications and at least two copies of their army roster.

Language: We expect all players to be able to converse in English and have English versions of their publications.

Other activities: Painting competitions



WARHAMMER 40,000 GRAND TOURNAMENT

THE WARHAMMER 40,000 GRAND TOURNAMENT IS GAMES WORKSHOP'S SIGNATURE MATCHED PLAY EVENT, SHOWCASING GREAT GAMING SKILLS, SPORTSMANSHIP AND WELL-PRESENTED ARMIES. IF YOU WANT TO TEST YOURSELVES AGAINST THE VERY BEST, SHOWCASE A BEAUTIFULLY PAINTED ARMY AND PLAY AGAINST LIKE-MINDED PEOPLE, THEN THE GRAND TOURNAMENT IS FOR YOU.

EACH PLAYER WILL NEED TO DEMONSTRATE ASTUTE KNOWLEDGE OF THE GAME, SOUND TACTICAL DECISIONS AND APPROPRIATE UNIT SELECTION TO WIN THEIR GAMES. IN ADDITION, THE WARHAMMER 40,000 GRAND TOURNAMENT IS A CELEBRATION OF THE HOBBY, SO AN ATTITUDE OVERFLOWING WITH GOOD CHEER, SINCERITY AND POSITIVITY IS ESSENTIAL – AS IS BRINGING ALONG A FANTASTIC LOOKING ARMY TO PLAY WITH.

COMBINING ALL THESE ELEMENTS TO WIN THE EVENT IS A MIGHTY TASK WORTHY OF THE AGES. IN THE END, ONLY ONE OF YOU WILL PROVE YOURSELF WORTHY OF THIS COLOSSAL ACHIEVEMENT AND BE CROWNED THE WARHAMMER 40,000 GRAND CHAMPION!



MODEL REQUIREMENTS

Playing exciting, atmospheric games with painted miniatures is a big part of our events at Grapevine Convention Centre. With this in mind, all miniatures in your collection must be 100% Citadel or Forge World miniatures, and be fully assembled, painted and based. Each model must completely and accurately represent its entry on your army roster (including all weapons and equipment). If you have painted your models in a specific way, we expect you to use the rules relevant to that scheme. For example, if you have painted your models as Salamanders, your army must have the **SALAMANDERS** keyword.

If you have created your own unique colour scheme, then you may give them any keyword that you wish. If you have used different keywords between Detachments, there must be a clear visual difference between each Detachment. For example, if you have a Tyranid army with Detachments from both Hive Fleet Kraken and Kronos, the models in each Detachment must be clearly distinguishable from one to another such as a different coloured carapace. If you are unsure whether something is clearly distinguishable, contact us via the details at the end of this pack.

Finally, you need to contact us to let us know about any conversions you are planning on using, and provide us with photos of the models in question where possible. Don't worry – we fully appreciate spectacular modelling skills, but we just want to make sure everything is super clear for your opponent so that no confusion can arise during games.

To protect everyone's experience, we will politely ask you to remove any models that don't meet these standards.



ARE YOU PLANNING ON USING CONVERTED MODELS IN YOUR ARMY?

YES

CONTACT US AT
EVENTSUPPORT@GWPLC.COM

OR CALL US
(+44) 0115 900 4994

AND CHECK TO MAKE SURE YOUR CONVERSION IS APPROPRIATE FOR OUR EVENTS.*

NO

CARRY ON. THERE'S NOTHING TO WORRY ABOUT EXCEPT GETTING IT PAINTED ON TIME!

* THIS ONLY APPLIES TO THIS EVENT.

Your local Games Workshop, independent stockist or gaming club may do things differently. If you contact us, please include pictures of the models in question. And don't panic! We're very friendly and we love creativity in modelling.

YOUR ARMY AND THE GAMES

When choosing your army, adhere to the following rules:

- Matched play (pg 214) and Battleforged (pg 240) in the Warhammer 40,000 rulebook
- Matched Play in Chapter Approved: 2018 Edition
- FAQs, Errata and Beta rules found via www.warhammer-community.com/faqs

You will require an army of no more than 1,750 points to play at this event. You can take a maximum of three Detachments in your army.

Excluding Troops and Dedicated Transports, each datasheet can be included a maximum of three times in your army.

When building your army, all current and in-print Warhammer 40,000 rules found in the following Games Workshop and Forge World publications are in use, unless their release falls on the weekend of the event:

- Codexes • Campaign books (e.g. Vigilus Defiant) • Index books • Chapter Approved: 2018 Edition • White Dwarf • Beta rules • FAQs and errata

We expect you to use the most current rules and datasheets for your models – e.g. those found in a Codex rather than an Index. This means that you may use Faction-appropriate Index datasheets that might not appear in your Codex (such as Chaplain on Bike). Once you are happy with your army, you must record it on an army roster – a PDF download of a blank army roster is available from www.warhammercommunity.com. All text must be clearly readable for us and your opponent to check. You will need to hand one copy of your army roster in at registration, and have at least one other copy to give to your opponents before each game. You must use the same army roster for each game, and all choices available to you must be noted down on your army roster. Remember that your roster must include things like reinforcement points, total

Command Points, army Faction, who your Warlord is and what Detachments you are using. You must also record any Specialist Detachments and deduct the relevant Command Points from your total.

Psychic powers, Warlord Traits, your chosen Relic and specific Faction keywords, such as or , must be decided on before the event and recorded on your army roster. Anything else that is used 'before the battle' does not need to be recorded on your army roster. This is to give players tactical flexibility each round.

Common examples of this are Stratagems such as Relics of the Chapter (Codex: Space Marines) or Banner of Blood (Codex: Chaos Daemons). Simply declare their use to your opponent before the 'Deployment' step of a mission.

The Grand Tournament will consist of five matched play games. You will be playing Eternal War missions from Chapter Approved: 2018 Edition, and you will have two hours and thirty minutes to play each game. Your opponent for your first game will be randomly determined, then, from game two onwards, we will use a 'Swiss' system to match you against players of a similar rank. By playing an opponent of a similar rank you are more likely to be matched up evenly, creating enjoyable games for all.

Each mission will be randomly determined by the events team before the round starts. Once a mission has been played, it will not be played again, so you will play five of the six Eternal War missions in a Heat. Play through the mission exactly as laid out in Chapter Approved: 2018 Edition (these can be found on pages 48-53), including rules for determining which standard deployment map is used.

You will be given an event scorecard when you register for the event, and during each round you will be given a round result slip. At the end of each game, record your score on your scorecard and hand in the completed result slip to a staff member. Information on scoring can be found on the next page.



GRAND TOURNAMENT SCORES

The Warhammer 40,000 Grand Tournament ranks players overall by a Grand Tournament score, or GT score for short. This is a combination of gaming, sportsmanship and army presentation scores. Your gaming score is based on the results of your games – you can achieve a maximum of 50 points here for winning all five games (60 at the Grand Final). You can then achieve a maximum of 10 points for sportsmanship and army presentation scores. These scores combined create your GT score. Your scorecard will contain spaces to record all the following information.

GAMING SCORES

At the end of each game, you and your opponent will need to record your results on your scorecard and result slip, and then hand in the result slip to the event staff. We need you to do this as promptly as possible so that the next game can be organised straight away. Each game lasts two hours and thirty minutes, and once the game ends, you will have five minutes to record your result with the events team.

To determine the winner of each game, use the victory conditions as laid out in the mission. Once you know the result, you will record it on your scorecard and result slip using the following system:

- **Win the game – 10 points**
- **Draw the game – 5 points**
- **Lose the game – 0 points**

For each game you will also need to record on your scorecard the following three secondary victory conditions (if you achieve them), which will be used as tiebreakers should the need arise (see the Tiebreakers box, below).

- **Slay The Warlord**
- **Linebreaker**
- **First Strike**

Finally, players should also record the total points value of enemy units destroyed during the battle. Any units not on the board at the end of the game count as destroyed. If all enemy units have been destroyed, the opposing player should record 1,750 points of enemy units destroyed. This is to ensure that players aren't penalised in the rankings if their opponent has not taken exactly 1,750 points in their army.

SPORTSMANSHIP AND ARMY PRESENTATION SCORES

These scores are calculated by voting in the following two categories when you hand in your final results at the end of the event. You get two votes in each category, and you must vote only for those players and armies you

played against. This is also a secret ballot, so don't let anyone see who you've voted for!

Favourite Game – You can vote for the two opponents you enjoyed playing against the most (note that you can't vote for the same opponent twice!). Maybe they displayed excellent sportsmanship, perhaps they were positive and friendly, or it was generally a fun and engaging game.

Favourite Army – You can vote for the two armies you played against that you liked the look of the most (note that you can't vote for the same army twice!). Excellent painting standards, a fantastic centrepiece model, spectacular conversions or overall theme may make up your mind. Each vote you receive counts as one point towards your GT score – this means you can receive a maximum of five points for Favourite Game and five points for Favourite Army. Every player must use their four votes, as they are integral to the event. If you don't vote, then you don't rank!

GT Score Example

At the end of Heat 1, Elliot has won four games and lost one game, earning a GT score so far of 40. He then receives three Favourite Game votes and two Favourite Army votes, which are added to the 40 points he scored from his games for a total GT score of 45.

If players earn the same GT score by the end of the event we will use the following tiebreakers to establish final rankings. They are listed here in order of priority:

- Total points value of enemy units destroyed
- Total secondary victory conditions achieved.
- Total Slay The Warlord victory conditions achieved
- Total Linebreaker victory conditions achieved
- Total First Strike victory conditions achieved

For example, John and Edd both achieve a GT score of 33, so we go to tiebreakers to establish who has the higher rank. Firstly, John and Edd have both achieved 5800 points of enemy units destroyed, therefore they are still of the same rank. Moving on to the next tiebreaker, we find John has achieved seven secondary victory conditions, whilst Edd has achieved five. John would therefore finish above Edd in the final rankings.



PAINTING COMPETITIONS

During the GT we will hold two painting competitions. These competitions are separate from the GT score system, so have no bearing on the overall rankings. They are there to celebrate hobbyists who have gone the extra mile in their modelling and painting to create something truly remarkable. You are eligible to enter each category once. To enter, you must have done the building and painting yourself and the models must be from the army you are using in the event.

The first is the Legends painting competition. This is perfect for the models in your army that you are most proud of. Entry is open to anyone taking part in the event, and the winners are determined by player vote. The winning model(s) from each category will win a Legend award. The categories are as follows:

- **Hero of Legend** includes any one model that doesn't have the **VEHICLE** or **MONSTER** keyword.
- **Company of Legend** includes any unit of two-to-five models, or two-to-three models on larger bases.
- **Icon of Legend** includes any model with the **VEHICLE** or **MONSTER** keyword, or any model that doesn't fit into the above categories.



The second competition is for the Best Army. This is a prestigious award for hobbyists who take the time and put in the effort to achieve a truly excellent standard of modelling and painting consistently across their whole army. The Events Team will nominate a shortlist of armies, and then the winner will be determined by player vote. Your events card will contain spaces to record your votes for each category and competition.

The Events Team may specify additional requirements during the event for any unusual or particularly large entries. If you have any queries regarding these competitions, feel free to contact us before the event.

CODE OF CONDUCT AND SUDDEN DEATH

At Games Workshop, we place great emphasis on playing excellent games of Warhammer 40,000 with like-minded people. Therefore we expect players to play each game with a certain code of conduct to support this.

When you arrive at your table for a game, greet your opponent, introduce yourself, offer them a copy of your army roster and start the game promptly. We then expect players to treat each other positively, demonstrate good sportsmanship and play the game in a timely manner. After all, part of your GT score is based on doing just this!

With regards to the first point under Sudden Death (page 215 of the Warhammer 40,000 rulebook), we expect all players to see the game through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, the final rankings. In the unlikely event that a player does concede before the game has reached its natural conclusion, then the conceding player

earns a loss, no extra victory conditions (e.g. Slay the Warlord), and zero points for enemy units destroyed. The winning player records a crushing victory – which counts as a win and maximum extra victory conditions achieved! Thus the winner would record ten points for their GT score, and also record Slay The Warlord, Linebreaker, First Strike and 1,750 points for 'enemy units destroyed'.



THE AWARDS

FIRST PLACE

For the player that finishes in first place at the GT.

SECOND PLACE

For the player that finishes in second place at the GT.

THIRD PLACE

For the player that finishes in third place at the GT.



FAVOURITE PLAYER

For the player with the most Favourite Game votes at the GT, with highest overall ranking as the tiebreaker.

BEST ARMY

For the winner of the Best Army painting competition at the GT.

HERO OF LEGEND

For the winner of the Hero of Legend painting competition.

COMPANY OF LEGEND

For the winner of the Company of Legend painting competition.

ICON OF LEGEND

For the winner of the Icon of Legend painting competition.



SCHEDULE

SATURDAY

- **8.00am-9.00am**
Registration and Event Briefing
- **9.00am-11.30am**
Game 1
- **11.30am-12.30pm**
Lunch and Legends painting competition
- **12.30pm-3.00pm**
Game 2
- **3.30pm-6.00pm**
Game 3

SUNDAY

- **9.00am-11.30am**
Game 4
- **11.30am-12.30pm**
Lunch and Best Army voting
- **12.30pm-3.00pm**
Game 5
- **3.30pm**
Awards

CONTACT US

If you wish to ask any questions, discuss any conversions or to find out more about our events, please feel free to get in touch with us:

Phone: (+44) 0115 900 4994

Email: whworldevents@gwplc.com

Write: Warhammer World Events Team, Games Workshop, Willow Road, Nottingham, NG7 2WS, UK

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