

The background of the cover is a black and white illustration of a battle scene. In the center, a large, heavily armored Titan stands amidst the wreckage of a structure. To its left, a Knight in full plate armor stands on a raised platform. In the foreground, a Terminator is crouching, and another Terminator is visible in the lower right. The scene is filled with dust and debris, suggesting a recent battle.

WARHAMMER[®]

40,000

GRAND ♦ TOURNAMENT

UNITED KINGDOM 2006–2007 SEASON
Information and Rules Pack



GRAND ♦ TOURNAMENT

Thank you for your interest in the UK Warhammer 40,000 Grand Tournament. On the pages that follow you'll find details of how the event will work. Please read them carefully, even if you've been to any of our other tournaments, because this year we have made some significant changes. If you've any general questions about the event then either write to:

Grand Tournament Questions,
Games Workshop HQ,
Willow Road,
Lenton, Nottingham,
NG7 2WS.

or e-mail: events@games-workshop.co.uk

or telephone Brian Aderson on: **0115 916 8226**

Please note that responses to Grand Tournament related questions from Games Workshop staff OUTSIDE of the UK Events team are not official and in no way binding. Please contact us directly for all enquiries relating to matters of rules, registration details, or other event-related questions.

Read this first!

Attached to this rules pack you will have received your entry ticket. Please look after your ticket! In addition, please return the attached registration card as soon as you can. Once we have received your registration, your place in the tournament will be secure. Due to the nature of the show, no replacements can be offered to any competitor who arrives at the show without a ticket. Your ticket is your only means of access to the event. **DO NOT LOSE IT!**

About this Rules Pack

This pack contains the full Grand Tournament rules. All tournament material will be published or presented in English, and unfortunately no interpreters or translations can be provided due to the overwhelming variety of nationalities that now attend our events. Please note that a good understanding of both written and spoken English is advantageous whilst participating in this tournament.

The Senior Referee's decision will be final and any updates or clarifications will be published on our website:

www.games-workshop.co.uk/tournaments

Finally, the rules pack contains a provisional schedule for the two days.

Games Workshop reserve the right to alter or vary the event due to circumstances or events beyond our control without being obliged to refund monies or exchange tickets. This does not affect your statutory rights.

Important!

Competitors are advised that from the moment of entry into the event the decisions of all Judges, Referees and members of Games Workshop Staff regarding the fair adjudication of the tournament rules, and in all issues of health and safety are final.

No discussions will be entered into once a decision is made. This applies to rules adjudications, the scores applied for any category of the tournament and any issues that require the cooperation of the competitors. Once the tournament results are published, we cannot alter them in any way. Any breach of this will be considered a Red Card offence at the tournament.

How the Grand Tournament works

The Grand Tournament is played over four weekends each Tournament Year. Three weekends form the Heats and the last weekend is the Grand Final.

- The tournament season in the UK runs from June 1st to May 31st.
- Competitors must enter one of the three Heats in order to qualify for entry into the Grand Final.
- You may not enter more than one Heat.
- The number of qualifiers for each Heat will be announced during the presentation of awards.
- Only qualifying players will be given the opportunity to enter into the Grand Final.
- Tickets for the Final will be issued to the qualifiers at the Heats. If you cannot collect your qualifying ticket at the Heat we will endeavour to send the ticket to you in the post. In order to do this we must have accurate registration information from every player.

How each Tournament works

- Competitors will participate in a series of games, each game forming a Round. In each round you will play a scenario and record the outcome of the battle on your Results Card. After each round you will play against a different opponent.
- In the first round, players will be matched randomly against an opponent. After that, in each round the two players in 1st and 2nd place (based on their tournament points) will play each other, the players in 3rd and 4th place will play each other, the players in 5th and 6th place will play each other, and so on.
- The only exception is that you can never play the same opponent twice in the first five rounds; should this happen, a referee will step in and sort things out so that you will face a fresh opponent of a suitable calibre. This usually means moving you either up or down the tables to swap you around – it isn't THAT critical as to exactly which table you're on, as long as you play a relatively well-matched opposing player.
- Please note that if you are paired with an old adversary in the sixth round you **MUST** play them; no swaps are permitted in the final round.
- You will be assigned a table and a time for your match. **Please make sure you arrive on time.** To keep on schedule, we would appreciate it if you could play at quite a brisk pace with no time wasting please!
- Anyone that does not have an opponent should raise their hand and call for a Referee, who will attempt to find an opponent for them. If this is not possible and the opponent does not arrive within 15 minutes of the start time for the game, then they will have been considered to have conceded the game. If you arrive late and your opponent has been assigned a new opponent then you may not play in that round.
- Once your opponent has been determined you will be assigned a table. Each battle will be fought on a 6' by 4' table. Please try to keep the playing area clear of excess 'clutter'. Each table will be a pre-designed battlefield with fixed scenery; if you are unhappy with the scenery layout, raise your hand for a Referee who will ensure the layout is fair, but please understand that the Referee may insist you use the table "as is".

- The event organisers will provide no other games equipment and the players must provide all other materials. You must bring along a copy of the latest UK edition of the rules.
- Each player has a special Results Card. Once you've finished your game, you must fill in the card and then hand it in at the information desk. It is important you fill in all the information as this will decide your ranking and ultimately the winner of the tournament. Your results will then be entered into the tournament database.

Weekend Information

Attached to this pack you will have an entry ticket. This ticket is your pass into the event on the day, so the best advice anyone can give you for this tournament is...

PLEASE LOOK AFTER YOUR TICKET!

The ticket has several parts:

- Games Workshop retains the left hand part when you enter the building.
- The main part needs you to fill in your name as this will form your name badge, and also will double up as your meal pass. You will need to show this when you order your food.
- The other part is used by us for reference and will fold behind the badge piece. We will give you a plastic badge holder when you register to put your ticket in. *(Please note: the number on your ticket is your entry number. Please use this ticket number when you make any enquiries.)*

Things you need to bring with you

Any gaming material you require to play, including:

- Your entry ticket
- Your painted miniatures
- At least two copies of your Army Roster.
- This rules pack
- Rulebooks and supplemental texts
- Pen and paper
- Dice and templates
- Reference sheets
- Tape measure
- Superglue (Accidents do happen!)

Things you need to sort out for yourself

- Somewhere to sleep overnight.
(For help contact Nottingham Information Centre on 0115 915 5330)
- Some spending money for the bar and evening.
- Transport to and from the event.
(For information about train timetables, check out www.nationalrail.co.uk)



SCHEDULE

IMPORTANT!

Access to the event on both days will be via Warhammer World ONLY. This is the only access point, so please report there upon arrival.

SATURDAY

Please note that there is no access until 8.30am.

START TIME	END TIME	ACTIVITY
8.30am	9.40am	Earliest entry and registration
9.40am	10.00am	Tournament briefing
10.00am	12.00pm	GAME ROUND 1

Following this game everyone who wishes to be considered for Best Army must lay out their armies and vacate the Grand Hall whilst Judges pick the forces for the Best Army award.

12.00pm	1.30pm	Lunch
1.30pm	3.30pm	GAME ROUND 2
3.30pm	4.00pm	Afternoon break
4.00pm	6.00pm	GAME ROUND 3

Following this game you are free for an hour. This is a good time to check into your hotel.

7.00pm	9.00pm	Evening Meal
	11.00pm	Bugman's Bar closes

SUNDAY

Please note that there is no access until 9.00am.

START TIME	END TIME	ACTIVITY
9.00am	9.20am	Morning arrival
9.20am	9.25am	Tournament briefing
9.30am	11.30am	GAME ROUND 4
11.30am	1.00pm	Lunch
11.45am	12.45pm	Best Army voting
1.00pm	3.00pm	GAME ROUND 5
3.00pm	3.30pm	Afternoon break
3.30pm	5.30pm	GAME ROUND 6

Following this game all competitors must clear the Grand Hall and go to Bugman's Bar for the Awards Ceremony.

5.45pm	6.00pm	Awards Ceremony
	6.00pm	Bugman's Bar and Warhammer World closes.

Rules of Engagement

Army Roster

When you arrive at the tournament you must bring a copy of your Army Roster for the Referees to refer to. You will require additional copies of your Roster, which you should keep with you when you are playing.

The best presented of your rosters should be the one that you keep with your miniatures — do not hand it in!

The roster must include all of the models in your army; their points value, the points value of any equipment, and must specify which models are carrying any extra equipment or special items.

It is important to remember that when you use a points limit in Warhammer 40,000 you can only spend up to the limit agreed – this means that in a 1,500 points game you must spend 1,500 points or less. Please put your name and entry number on all copies of the roster.

Rosters will be randomly selected throughout the weekend and checked during the tournament. If any mistakes are found, then the results of all the games in which the player has used the illegal list will immediately be impacted by the Roster Penalty, as discussed later in this pack. This will apply even if the mistake is honest, so please double-check your roster before the tournament.

Army Selection

- No more than 1,500 points may be spent on the army.
- Armies must follow all the restrictions on army selection from their own Codex.
- Special characters from Codex books may be used, subject to the restrictions detailed in their army book. Any Special Character that requires an opponent's consent may NOT be used.
- Only the armies listed may be used in the Grand Tournament.
- Only those options listed in the relevant Codex publication may be used; additional material from White Dwarf and other sources CANNOT be used.

Additionally:

- All models must be PAINTED Citadel miniatures of the appropriate type for the troops they represent.
- Minimum painting standards are three colours on each model in an appropriate scheme. Models should also be appropriately based. Suffice to say that an undercoat is not enough!
- Weapons, armour options and upgrades chosen from the army list must be shown on the majority of the models in the unit.
- You may use converted Citadel miniatures to represent troop types that are not yet available.
- Non-Citadel miniatures are not permitted in the tournament and will be removed in the same way as unpainted miniatures.
- Conversions must begin as Citadel miniatures and contain a majority of Citadel components. If you are in any doubt about the validity of your conversion please contact the tournament organisers immediately.
- Equipment detailed only in Forge World's Imperial Armour publications may not be used.
- A player who invents his/her own Chapter, Regiment etc. or uses an otherwise undetailed GW one is at liberty to use any appropriate Codex to represent it. Full WYSIWYG must be maintained and the player should make it crystal clear to his/her opponents what Codex the army is using. An example of what is not permissible is a player who uses models that look like one recognised Chapter whilst using the Codex of another one.
- Tyranids: Personalised hive fleets will be allowed. For the purposes of this tournament, Ripper Swarms will be a genofixed species that may not be mutated in any way. Any mutable genus creature used must be WYSIWYG and its characteristics should be explained clearly to all opponents.

If you have any doubts please contact the Events team for clarification – it is your responsibility to ensure you are using a valid army!

Selecting an Army

The army you use must be selected from those listed below. Only those options listed in the Codex may be used, additional material from White Dwarf, Forge World etc., may not be.

If you have any doubts then please contact the Events team for clarification as it is your responsibility to ensure you are using a valid army. If an option isn't listed here it is because it cannot be used, so please don't assume it is just an oversight.

In all cases use the most up to date Codex available unless its official release date is a month or less before the next round you are scheduled to play in, in which case the older version should be used.

If you qualify for the Final you may change your army from the one you used in qualification if you wish.

As the *Codex: Eye of Terror* and *Codex: Armageddon* books fall under the heading of a Warhammer 40,000 'Expansion' rather than an army book, we are not allowing the use of these codex lists at these events.

Special characters may be used, subject to the restrictions detailed in the Codex. However if the restriction states that opponent's consent is required then you may not use the Special Character as it can only lead to bad feeling if someone declines to grant permission.

Remember that you will be penalized if your list is in error so please check them very carefully.

Space Marines: *Codex: Space Marines*

Traits may be used, if using a Chapter with traits defined in the Codex then those traits must be used if any are.

The following Chapters may be used using the list in the Codex of the same name – Space Wolves, Blood Angels and Dark Angels (including Deathwing and Ravenwing).

You may use a Chapter of your own creation based on one of the variant Codices, so for example you could base your Chapter on *Codex: Blood Angels* but use your own colour scheme etc. If you choose to do this it is up to you to make sure your opponents are not misled in any way.

Be aware that clarifications have been issued explaining how to use variant Space Marine lists in conjunction with *Codex: Space Marines*. These clarifications will apply for the competition and can be downloaded from the Games Workshop website. If you are using these variant lists you must bring a copy of these clarifications with you.

Imperial Guard: *Codex: Imperial Guard*

Doctrines may be used, if using a Regiment with doctrines defined in the Codex then those doctrines must be used if any are.

Eldar: *Codex: Eldar*

Please Note: *Codex: Craftworld Eldar* will NOT be used for this tournament season.

Dark Eldar: *Codex: Dark Eldar*

Be aware that this Codex was reprinted with significant changes. Look for the version with the 'second edition' stamp on the cover.

Orks: *Codex: Orks*

Tau: *Codex: Tau Empire*

Necrons: *Codex: Necrons*

Chaos: *Codex: Chaos Space Marines*

Be aware that this Codex was reprinted with significant changes. Look for the version with the 'third printing' text at the bottom of the first page.

The Inquisition: *Codex: Daemonhunters* or *Codex: Witch Hunters*

Note: *Codex: Craftworld Eldar*, *Codex: Eye of Terror* and *Codex: Armageddon* may NOT be used in this tournament.

Battles

The tournament consists of six games. The time limit for each game is two hours, which indicates that an average turn time is approximately 8-9 minutes per player; remember to allow time for the Warm-Up Period and the After the Battle roster check.

The Warm-Up Period

Before battle commences there will be a five minute 'warm-up' period. During this period players must first show their opponent all the models in their army. Players are allowed to ask their opponent questions about the army and the rules that apply to the warriors and heroes in the army. After inspecting the armies both players should discuss the terrain for the battle, and how each feels it will affect the models in play. They can also discuss any other rules points that they think may come up in the battle. Finally, both players must shake hands and then battle can commence.

After the Battle

At the end of the game, both players must take time to review their opponent's roster. Players are allowed to ask their opponent questions about the army and should call a Referee if any issues arise from inaccuracy or inappropriate use of the roster during the game.

Missions

There are a total of five standard missions that the tournament team will choose from. All of these missions use the standard Force Organisation chart.

- Cleanse
- Secure and Control
- Seek and Destroy
- Recon
- Hold until Relieved

Mission Special Rules

Once a mission is chosen, the tournament team will determine which scenario special rules will be used.

- Gamma
- Omega

All Special rules can be found on page 84 of the Rulebook.

Scenery for the battle will have been set up by the Referees and may NOT be moved, added to or changed without the consent of a Referee.

Scoring Units & Victory Points

This concept is central to all the mission objectives. Not all units count for this purpose but those that do count for such objectives are called Scoring Units. Achieving these objectives will score you Victory Points. See the Victory Points table on page 85 of the Rulebook to see what counts as Scoring Units.

Deciding who wins the Tournament

After each game you must record the result of the game (Win, Lose or Draw), and the number of Victory Points both you and your opponent scored. In addition a player can receive a bonus Tournament Point for having the best-painted army at the event.

Players will be ranked in order of Tournament Points. If there is a tie, then players that have scored the same number of Tournament Points will be separated by their net Victory Point total.

Tournament Points are awarded as follows:

Tournament Points Summary

Win Game	3 points
Draw Game	1 point
Lose Game	0 points
Best Army Winner's Bonus	1 point
Tie-breaker	Net Victory Points Score

Note: A 'Win' result is obtained through achieving a Minor Victory or better in your games.

Awards Ceremony

The awards ceremony will take place as soon as possible after the conclusion of the final game. We urge all players to stay for the awards ceremony if they possibly can, so that they can cheer the winners and commiserate with the losers!

At least two awards will be handed out at the end of the tournament. These are the 'Best General' trophy for the player that scored the most Tournament Points, and the 'Best Army' award for the player that received the most votes for having the best painted army.



In addition, other awards may be given at the discretion of the tournament organisers. The most notable of these will be the Most Sporting Opponent Award, which is a discretionary title bestowed by the Referees on the player they consider to have demonstrated sportsmanship above and beyond the generally high expectations of all tournament-goers; please be aware, however, that not every tournament will reveal someone worthy of this high accolade and it will not be awarded lightly!

Appendix One: The 'Counts as' rule

An important principle in the Grand Tournament rules is "*what you see is what you get*" or WYSIWYG (pronounced "wizzywig") for short. All this means is that unless you are using the 'counts as' rule (see below), then the miniatures used are assumed to have the weapons and equipment actually shown on the model.

Most of the time you should use the WYSIWYG rule above during your games. However, you may if you wish decide that certain models in your army 'count as' something else from the army lists of roughly the same size and function. This is especially useful if you are using old models that are no longer in the range and therefore not covered in the army lists, but it can also be used so that converted models may be included in your army.

For example, you might have managed to lay your hands on an old Citadel miniature that we made many years ago but is now no longer in the range. Rather than leaving these models languishing on the shelf you could simply decide that they 'count as' something else from the army list, which is roughly the same size as the old model and has a similar function.

If you decide to use the 'counts as' rule, then there are three very important things to keep in mind:

1. Before the tournament begins you must approach a Referee and notify them of your decision to use the 'counts as' rule, and you must let them know what counts as what. The Referee may, at their discretion, disallow any 'counts as' choice if they feel it is inappropriate or confusing.
2. Before each game starts you must tell your opponent that you have decided to use the 'counts as' rule, and you must let him/her know what counts as what.
3. If a model in your army counts as something else, then all of that type of model in your army must count as being the same thing. You may not say this model counts as troop type 'A' while this exact same model counts as troop type 'B', for example.
4. The 'counts as' rule is included to allow you to use all the models in your collection, not as a method of fine-tuning your army for every game that you play. Therefore you may NOT use the 'counts as' rule for models that are included in the army list you are using. If the model is included in the army lists, then the WYSIWYG rule takes precedence.

Appendix Two: Sportsmanship

Remember that Warhammer 40,000 is a game, a hobby and a pleasure. Please help to make it a fun weekend for everyone!

Our tournaments are not meant to be cut-throat, win-at-all costs competitions, and because of this we expect and require participants to compete in an especially friendly manner. Please keep in mind that things which your regular opponents find acceptable may cause offence to a stranger, so please be on your very best behaviour; try to go out of your way to make the game as enjoyable an experience as possible for your opponent.

Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems amongst yourselves!

Marking the 'Difficult Opponent' box

If you felt that your opponent acted in an unsporting manner, you may let a Referee know about it after the game by ticking the 'Difficult Opponent' box on your scorecard. In future rounds a Referee will be assigned to keep an eye on any participants who have been identified as difficult opponents, passing by their tables every now and then to keep an eye on things and ensure that such behaviour does not continue.

Penalties

As the purpose of this event is that people have fun playing their favourite game, acting in an unsporting or unfriendly way will be frowned upon. If the tournament Referees become aware of anyone acting in this way then those players will be asked to play in an appropriate manner, and if they don't they will be penalised. Inappropriate behaviour includes asking picky rules questions, consistently breaking or bending the rules in your favour, or acting in an annoying or aggressive manner.

Players that have been asked to play in a sporting manner and who fail to do so will be penalised through a simple Yellow and Red Card system, as follows:

Yellow Card

Initially, for the most common offences, the Referee will show the offending player(s) a Yellow Card and deduct one point from their Tournament Points score.

A second Yellow Card infringement will result in the Referee showing a Red Card. Here are some examples of Yellow Card offences; this list is by no means exhaustive but provided to give you a clear guide to our Referee's expectations:



- Argument between players that is obviously disrupting the game and/or event.
- Use of one or more unpainted miniatures in the army.
- Use of non-standard dice, measures or other gaming tools; includes the use of non-UK edition of the rules/army lists.
- Discussing the on-going game with a non-playing bystander.
- Excessive time-wasting, such as taking more than 15 minutes to resolve your game turn.
- Use of offensive language, gestures or any other behaviour which is inappropriate.

Red Card

Players who either continue to offend or who commit the most serious offences will be shown a Red Card by a Referee. A Red Card will cause the loss of the game being played (or a drawn game if both players are at fault). Any further offence, whether a Yellow or Red Card issue, will lead to a player who has been previously shown a Red Card to be Excluded from the tournament. Red Card offences include:

- Argument with a Referee or the tournament organisers.
- Cheating in a game.
- Receipt of a second Yellow Card for an offense.

Exclusion

Players that argue with a Referee, who continue to offend after being shown a Red Card, or who act in an especially unpleasant or violent manner will be asked to leave the tournament and not return. The decision of the Referee is final, and no discussion will be entered into. No refunds will be issued to players who are Excluded. Exclusion offences include:

- Receiving a second Red Card for an offense.
- Persistent argument with a Referee or with the tournament organisers.
- Any act of violence, extreme and unseemly behaviour, or extremely inappropriate language.
- Failure to correct an illegal army roster.

Roster Penalty

Playing Warhammer 40,000 with an illegally constructed army is something that can never be tolerated, even if the mistake is a totally honest one. To keep things simple and to demonstrate the seriousness of this issue the following Roster Penalty will be applied should a player or Referee detect an illegal army roster. If you detect an error in your opponent's army roster you must report the matter to a Referee immediately – it is everyone's responsibility to make sure that the tournament is fair!

Player rosters will be checked during the course of the tournament by a Referee. If an error is detected in an army roster, a penalty of one Tournament Point will be applied to that player's score for each game the army has been played with, inclusive of the current game. The Referees will discuss the changes that are needed to correct the roster with the player concerned. Failure to comply with the Referee's decision will lead to Exclusion.

Appendix Three: Referees & Adjudicating the Rules

Sometimes at the tournament you will seek to resolve a rules question. The most common causes of friction in a game are questions about the rules of the game. Rules questions arise in most games. This can be because the huge number of variables involved in the game make it just about impossible for the rulebook to cover every situation that might occur, or because different people interpret the rules in different ways.

Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems amongst yourselves!

For a quick resolution, and in order to avoid arguments, we recommend that you refer to the appropriate rulebook as soon as a question arises. If the rules do not cover the situation, then roll a dice to decide what happens. In other words, a friendly dice roll should decide any question that cannot be answered by referring to the rules.

If you want a Referee to resolve a rules question, then you are free to call one over, and our Referees may intervene if they see an argument. You should also note that the prime duty of our Referees is to make sure that the majority of players in the tournament get a nice friendly game where winning is secondary to having a good time.

If you ask for a rules clarification the following process will occur:

1. They will show you the rule in its relevant place in the rulebook.
2. If the above is not clear, they will refer to the Chief Referee's Warhammer 40,000 Decisions Book. This is a reference work which contains the previous decisions of Referees at UK Warhammer 40,000 Tournaments; it forms our own body of precedent for adjudicating this event.
3. If this does not resolve the matter, the Chief Referee will make a decision. This decision is final and will be recorded in the Warhammer 40,000 Decisions Book.

The decision of the Referee is final, and no discussion will be entered into.

Appendix Four: Best Army award, The Championship & using 'bought' armies

At every tournament we give out an award for the Best Army. This is awarded to the force that, in the opinion of both a panel of judges and the players, is the best in terms of painting and character. We do this because our hobby is not just about playing games, but also collecting and painting armies.

It's not uncommon now for players to use armies that include miniatures that they haven't painted themselves. There isn't a problem with this. However, we do want to make sure that the Best Army award goes to the player who painted their entire army themselves – the reward for the extra personal effort required to create and win with gorgeous forces. For this reason you'll be asked to indicate on the Results Card for Round One whether you painted your army yourself, or if you got someone else to do it for you.

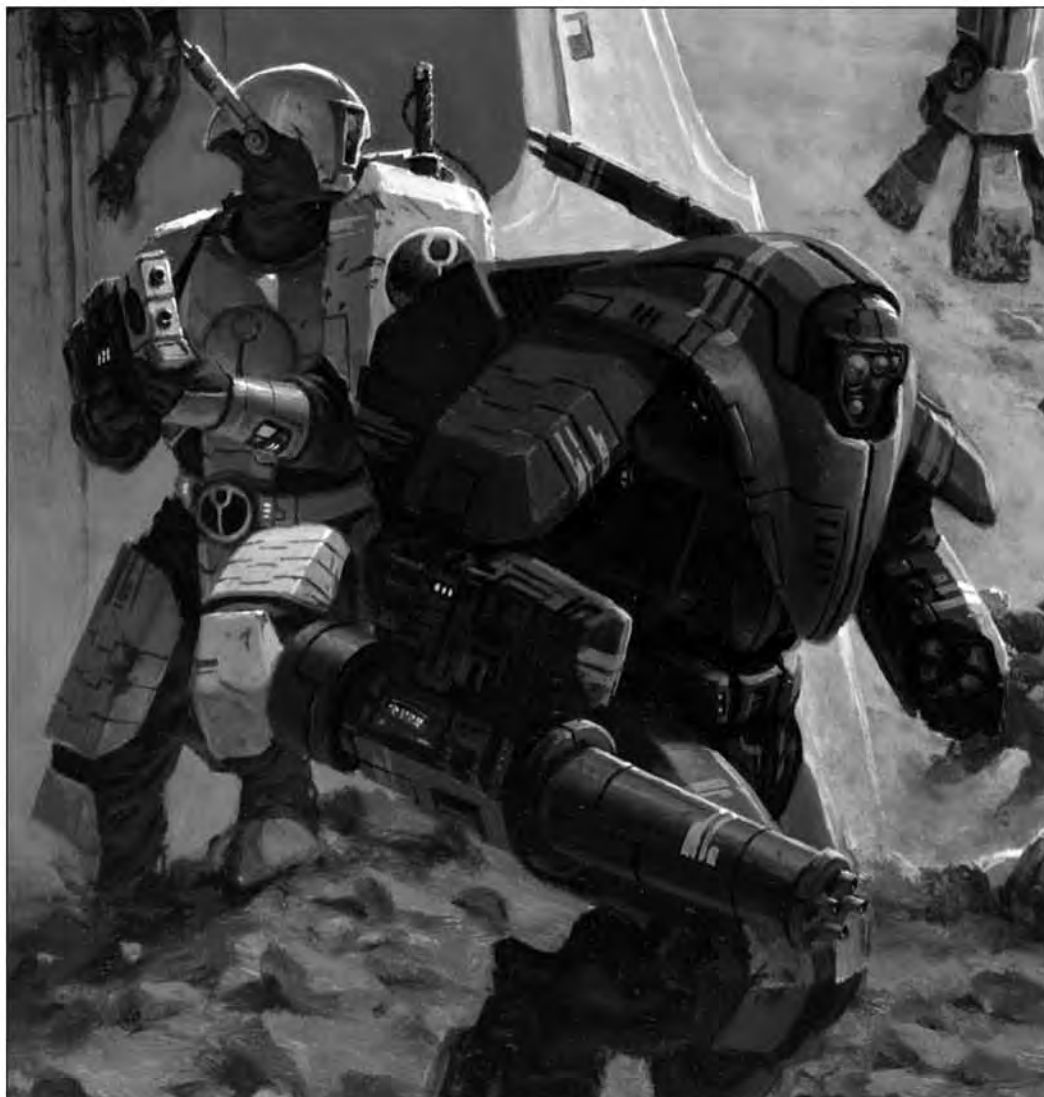
The way in which we have decided to address this is to instruct the Judges that they may not select a player's army for Best Army voting if a player has declared that they did not personally paint their entire force. This means that we can issue the accolade to the people who actually painted their army. We ask all of the contestants to remain honest in their declaration.

The way the Best Army award will be given works in two steps:

1. The Judges pick a few armies for the Best Army vote. These are chosen for purely aesthetic and subjective reasons.
2. You will all be invited to vote for the Best Army on the second day of the tournament. The most votes will win the player the trophy.

WARHAMMER[®] 40,000

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For further details on the
Warhammer 40,000 Grand Tournament visit:

www.games-workshop.co.uk/events