



**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 2022 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 <https://www.lgtpresents.co.uk/>

### GENERAL ENQUIRIES:

[info@london40kgrandtournament.co.uk](mailto:info@london40kgrandtournament.co.uk)

PLEASE SUBMIT YOUR LIST BY 10/09/2022

[lgt narrative@gmail.com](mailto:lgt narrative@gmail.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 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.

During the campaign, it was discovered that the source of the warp anomaly was an ancient power that had awoken, beacons across the land emitted unquantifiable levels of energy. Necron constructs gave the indication that a once noble dynasty had tried to use this power to their own gain, but it must have resulted in their complete extinction.

Oaths of moments were taken, challenges declared. Heroes were forged in the crucible of battle, deeds of legend were undertaken, and in the bleakest of moments, rays of hope pierced through the grim veil of war. The warring parties had secured the prize, with these ancient constructs in their grasp, perhaps they could be used to assist in the destruction of the nearby foes.

It is down to our combatants, led by their esteemed generals, to claim the planet and its resources for their own machinations. As you carry out your campaign, you will learn more





about these constructs and how their reality bending nature may aid you as you wage war and seek the complete annihilation of your foes.



# 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 1<sup>st</sup> and 2<sup>nd</sup> October 2022.

## **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](http://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**

The London GT is open from Friday the 30th of September at 13:00 until 18:00 on Sunday the 3rd of October.

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 October 1st**

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

### **Sunday October 2nd**

- Doors open	09:00
-Arrival	09:00 – 09:30
<b>-Round 4</b>	<b>09:30 – 12:30</b>
-Break	12:30 – 13:30
<b>-Round 5</b>	<b>13:30 – 16:30</b>
-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 17/09/2022 TO: [lgt narrative@gmail.com](mailto:lgt narrative@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.





## **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.

## **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 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). 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. Also should you wish to issue a challenge, or would like to face a particular opponent, then this battle can be arranged!

## **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!





## **FAQ**

All Games Workshop FAQs released prior to September 17th 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](mailto: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.

## **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 a filler army will be used to plug any gaps.

## **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: HOLD THEM BACK

**Attacker:** You have identified strange energy spikes near to you, you send a scouting party to investigate, and hopefully secure an easy prize.

50 PL

**Defender:** You have secured a construct. Your forces need time to research and investigate, send a scouting party to secure a perimeter and hold off any potential hostile forces until more intel is discovered.

50 PL





# SCENARIO 2: UNKNOWN

## POWERS

**Attacker:** Your forces have had some time to understand the purpose of these constructs, however, in a foolhardy attempt to use this power you have opened a portal to another location, detecting its destination not too distant from your current location, a more substantial force is sent to clear the LZ.

60PL

**Defender:** Your force has had time to understand the purpose of these constructs, and has pinpointed a focal point of interlinked constructs, upon arrival a tear in reality opens and the call to battle is made.

60PL





## SCENARIO 3: CONVERGENCE

**Attacker:** Your understanding of the constructs and ancient power is improving. It's unclear what is causing these larger spikes of energy. While you have waged war across the landscape, your forces have uncovered other key focal points across the continent. It seems you are not the first one to discover this. You spot hostile forces encamped around a focal point.

60PL

**Defender:** Your party has gained control of a focal point. You've heard reports of similar locations across the continent. You've also learned that other hostile forces are converging on position, Your forces are close to a breakthrough, but you must keep the foes at bay.

60PL





# SCENARIO 4: GRIND THEM DOWN

Attacker: Your forces made a huge breakthrough. with that knowledge,you bring war and death to the nearest hostile force

60 plus 20PL in reserve

Defender: You are on the brink of discovering the nature of this power, and in a flash battle has made its way to your doorstep, but with this act, the biggest discovery is made. Use this knowledge and destroy those that would dare face you in battle.

60 plus 20PL in reserve





# SCENARIO 5: DEATH OR GLORY

Attacker: Your forces are close to depleted, only the most hardy survive this landscape, with the knowledge you have gained your forces have figured a way off planet, so that you might come back and bring vengeance to the foes you have faced during the campaign. You are not alone, a hostile force has clearly seen the opportunity that presented itself to you. There is only one way out...

40 PL

Defender: Your forces are close to depleted, only the most hardy survive this landscape, with the knowledge you have gained your forces have figured a way off planet, so that you might come back and bring vengeance to the foes you have faced during the campaign. You are not alone, a hostile force has clearly seen the opportunity that presented itself to you. There is only one way out...

40 PL





# 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 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 2022 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. [lgtnarrative@gmail.com](mailto:lgtnarrative@gmail.com)

**Good luck!**

