



SN BATTLE REPORTS  
**WARHAMMER 40,000 GT**  
RULESPACK (FIRST DRAFT)

LOCATION

Grand Battery Banquet Hall  
101 Line Wall Road  
Gibraltar  
Gibraltar  
[Click here for directions](#)

DATE

Registration: Friday: (29<sup>th</sup> March 2019) @12:00 – 17:00  
Tournament Begins: Friday: (29<sup>th</sup> March 2019) @20:00  
Tournament Games Day 2: Saturday: (30<sup>th</sup> March 2019)  
Tournament Games Day 3 and Award Ceremony: Sunday: (31<sup>st</sup> March 2019)

TOURNAMENT DETAILS

Maximum Players: 80  
Minimum age for tournament: 18

Ticket Price: **£45**  
Tickets will be available for purchase on Thursday 9<sup>th</sup> August, 9am (GMT+1) at [www.buytickets.gi](http://www.buytickets.gi)

TRAVEL

The closest airport to the venue is the Gibraltar International Airport. The next closest airports are Malaga Airport and then Jerez Airport, both of which are around one and a half hours away by car.

HOTELS

The nearest hotels to the venue are as follows:

- Emile Hostel (3 minute walk)
- Sunborn Hotel (7 minute walk)
- Cannon Hotel (8 minute walk)
- O'Callaghan Elliott Hotel (9 minute walk)
- Holiday Inn Express (10 minute walk)
- Bristol Hotel (11 minute walk)
- Ohtels Campo de Gibraltar (25 minute walk from Spain)

## WHAT TO EXPECT

Here at SN Battle Reports, one of the things we find the most important is having the best looking tables and scenery available. This will also be a priority for all of our events and that includes the GT! We will guarantee to have the best looking tables held for any GT previously organised. Each and every board will be unique, packed with scenery and be of the same standard people have seen in our No Retreat events and battle reports.

## PAINTING COMPETITION

The event ticket will also grant each participant one free entry into our painting competition, additional entries can be added for a fee. The competition will be held and judged by our sponsors at Siege Studios with a cash prize for the winner.



## ARMY COMPOSITION

### >General Rules

- Army is to be comprised of 1750 points or less (Regardless of Power Level Points)
- Must be battle forged
- All models must be fully painted (3 colour minimum and based)
- Army must be strictly WYSIWYG. However certain non-visible upgrades (e.g. various Character wargear, grenades, etc) are allowed some leniency. If you have made any conversion work and are unsure to whether they will be legal, just contact us beforehand at [team@snbattlereports.com](mailto:team@snbattlereports.com)
- Armies painted in any specific chapter/regiment/hive world/etc, schemes must use the rules associated to them (E.g. An army painted as Ultramarines cannot use any chapter trait besides those for Ultramarines).
- Armies must be painted uniformly. Exceptions to this rule are units that are notably and traditionally an alternative colour scheme to the bulk of their army, e.g. Blood Angel Death Company. In all, the army must look like an army and not a random assortment of colour schemes.
- May not include index units if the army has their own codex (this does not apply to Forge World index units)

### >Faction Rules

Armies must be comprised of a single faction with the following armies being broken down further. *(Note: Whenever a codex or index is mentioned within this section it is assumed to also include the Forge World units of the same army)*

- Imperium
  - Imperium armies primary detachment must be entirely chosen from a single Codex, or index section, if no codex is yet available e.g. Adepta Sororitas.
  - Secondary Imperium detachments may be any one of the following:
    - Same faction as per primary detachment
    - Imperial Knights (Can only be used if taken under a Super Heavy Auxiliary Detachment)
    - A detachment solely comprised of <Officio Assassinorum>
    - A detachment solely comprised of <Inquisition>
    - A detachment solely comprised of <Adeptus Ministorum>
  - If the Primary detachment is Adeptus Custodes, then they may also include <Sisters of Silence> units as part of their Primary Detachment. If they also include a Secondary Detachment of Adeptus Custodes, then they can also be included into their Secondary Detachment as well.
- Chaos
  - Chaos army's primary detachment must be entirely chosen from a single Codex, or index section, if no codex is yet available e.g. Renegades and Heretics.
  - Secondary Chaos detachments may be any one of the following:
    - Same faction as per primary detachment
    - Renegade Knights (Can only be used if taken under a Super Heavy Auxiliary Detachment)
- Xenos
  - Xenos armies primary detachment must be entirely chosen from a single Codex, or index section, if no codex is yet available e.g. Orks.
  - Secondary Xenos detachments must be of the same faction as per primary detachment. The only exception to this rule are the Genestealer Cult; they may include a Secondary Detachment entirely of units with the <Astra Militarum> keyword (No named characters)
  - Ynnari can only select units from a single codex. Either Craftworld, Drukhari or Harlequins. If using a Secondary Detachment, the Codex used must match that of the Primary
  - Units with the <Anhrathe> keyword may be used in a Craftworld detachment

## >Detachment Rules

All armies consist of a Primary Detachment and an optional Secondary Detachment with the following restrictions:

- The Primary Detachment must be one of the following:
  - Battalion Detachment
  - Brigade Detachment

*The only exception to the above are Imperial Knights and Renegade Knights. They would need to use a Super-Heavy Detachment instead of one of the above*
- The Secondary Detachment can be any detachment, except the following:
  - Battalion Detachment
  - Brigade Detachment
- Fortifications are not allowed
- No units with a Power Level rating greater than 31 are allowed
- Only one type of unique sub <faction> keyword is allowed within the entire army. These are pertaining to the keywords found within the brackets, (e.g. for Space Marines it is the keyword <chapter>, which would represent either Ultramarines, Salamanders, Raven Guard, etc). If an army has an additional detachment from another faction (e.g. a Space Marine army with an Imperial Knight secondary detachment), then the secondary detachment cannot use any special rules from their sub <faction> keyword. The only exceptions to this rule are:
  - <Mark of Chaos> may be mixed in a Chaos Space Marines or Daemons army
  - Drukhari may have a mixture of <Kabal>, <Wych Cult> and <Haemonculus Coven> in their detachments. However you may not use two different <Kabal>, two different <Wych Cult> or two different <Haemonculus Coven> obsessions in the same army
- Warlord Traits and Psychic Powers must be chosen as part of the list building and cannot change between games
- Your Warlord must be part of your Primary Detachment
- All relics must be included in the army list. Therefore if you plan to use command points to gain any extra relics, this must be incorporated into the list.

## SCENARIO RULES

- Maelstrom objectives are all setup in advance and equidistant to each other. They may not be moved at any point.
- Mysterious Objectives rules will not be used for any objective
- Units cannot be holding or contesting more than one objective at any time. Also, units cannot capture both a primary mission objective and a maelstrom objective simultaneously. At this point the player must nominate which objective they are claiming at the end of their player turn, which cannot be changed until the start of their next player turn. They are also considered as contesting the same objective and cannot contest any other objectives regardless of their proximity.
- There will be 6 games played during the course of the tournament.
- All Primary mission objectives must be placed on the ground floor
- When drawing your maelstrom cards, if there is absolutely zero possibility of achieving the objective, you may immediately discard it and draw a new card. That being said, if there is even the slightest remote possibility of achieving the mission, regardless of how slim or ludicrous it may be, then you must accept the card. Secure and Defend objective cards cannot be discarded in this manner.
- All maelstrom cards that are worth D3 points are automatically worth 2, and cards worth D6 are worth 4.
- Once the final scores are recorded, In the case of a tie break, players will be ranked depending upon who has gained the most logistical points from all their games collectively. Logistical points are the point values of a unit that has been completely destroyed. Units only partially removed grant no points to the opponent
- First blood will be replaced with "First Strike". You gain a point if an enemy unit is destroyed during the first game turn
- All the latest FAQs and Beta rules will be used for this event
- Objectives from the primary missions must be placed at least 12" away from each other and 6" away from a maelstrom objective.

## SCORING

- Each game will consist of three missions: A Primary, Secondary and Tertiary, which will be scored as follows:
  - Primary Mission: (Eternal War Mission)
    - ◆ Major Victory - (4 or more VPs than your opponent) - 16 points
    - ◆ Minor Victory - (Between 1 and 3 more VPs than your opponent) - 12 points
    - ◆ Draw - (Equal amount of VPs each) - 8 points
    - ◆ Minor Loss - (Opponent has between 1 and 3 more VPs) - 4 points
    - ◆ Major Loss - (Opponent has 4 or more VPs over you) - 0 points

*Example: Player A controls 2 objectives at the end of the game, Player B controls 1. Each objective is worth 3 VPs, therefore Player A has 6 VPs, Player B has 3 VPs. The difference between both players is 3, hence Player A gains a Minor Victory, and Player B scores a Minor Loss*

- Secondary Mission: (Maelstrom Mission)
  - ◆ Major Victory - (Greater than 50% more VPs than opponent) - 12 points
  - ◆ Minor Victory - (More VPs, but 50% or less difference) - 8 points
  - ◆ Draw - (Equal amount of VPs each) - 6 points
  - ◆ Minor Loss - (Less VPs, but 50% or less difference) - 3 points
  - ◆ Major Loss - (Less VPs and opponent has 50% more) - 0 points

*Example: Player A has scored 7 VPs, while Player B has scored 11 VPs. To work out whether Player B has 50% or more VPs, the lower of the two scores is multiplied by 1.5. Therefore, Player A's score of 7 VPs is multiplied by 1.5, which results in 10.5. Player B's score is greater than 10.5 thus giving Player B a Major Victory and Player A a Major Loss*

- Tertiary Mission: 4vp
  - ◆ Victory - (More VPs than opponent) - 4 points
  - ◆ Draw - (Equal amount of VPs each) - 2 points
  - ◆ Loss - (Less VPs than opponent) - 0 points

- Tabling an opponent will grant you a Major Victory for your Primary and a Victory for Tertiary. However Secondary will still be required to be worked out. If you have tabled your opponent you automatically score all the Maelstrom cards in your hand. If the player was tabled during turn 5, 6 or 7, the game ends there. However, if it was either turn 1, 2, 3 or 4, then the player who tabled the opponent will draw a new set of cards every turn, until it gets to the end of turn 5. They will also automatically gain the full points available for each of those cards, following the rules stated earlier (i.e. D3 VPs is automatically 2 VPs, etc)

**We will be providing additional information shortly with regards to the missions, itinerary, prizes, food options and other points of interest.**

**Please also bear in mind that this is a first draft so the rules and restrictions could be subject to change.**