



SN BATTLE REPORTS  
**GIBRALTAR**  
40K GRAND TOURNAMENT  
RULESPACK v1.3

LOCATION

Central Hall,  
11 North Pavilion Road,  
Gibraltar  
GIBRALTAR  
[Click here for directions](#)

DATE

Registration: Friday 16<sup>th</sup> July @12:00 – 17:00  
Tournament begins: Friday 16<sup>th</sup> July @19:30  
Tournament ends: Sunday 18<sup>th</sup> July @19:00

TOURNAMENT DETAILS

Maximum number of Players: 100  
Minimum age for tournament: 18

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 2 hours away by car.

HOTELS

The nearest hotels to the venue are as follows:

The Rock Hotel  
Bristol Hotel  
O'Callaghan Elliott Hotel  
Cannon Hotel  
Sunborn Hotel  
Holiday Inn Express  
Ohtels Campo de Gibraltar (Hotel is located in Spain)

Alternatively, there are a number of air BnB's that can be found at various websites, e.g. [www.booking.com](http://www.booking.com)

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 our events that includes the GT! We will guarantee to have the best-looking tables held for any GT globally. 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.

## ARMY COMPOSITION

Unless otherwise stated below, you must follow the rules and restrictions found in the Chapter Approved Grant Tournament 2020 mission pack for building your army roster.

### <General Rules>

- Army is to be comprised of 2000 points or less
- Must be battle forged
- All models must be painted to a battle ready level deemed acceptable by the SN Team
- Army must be 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)

### <Faction Rules>

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

- Imperium
  - May contain a detachment solely comprised of units with the faction keyword "Inquisition".
  - May contain a detachment solely comprised of units with the faction keyword "Officio Assassinorum" as per the Execution Force rules.
  - May contain a detachment solely comprised of units with the faction keyword "Adeptus Ministorum".
- Chaos
  - ~~Units that arrive via summoning must be chosen from their existing army codex. (Removed)~~
- Aeldari
  - Craftworlds may contain a detachment solely comprised of units with the faction keyword "Anhrathe".
  - Ynnari armies must choose their entire army from the same Aeldari codex (i.e., Craftworlds, Drukhari or Harlequins). Furthermore, they may not take a non-Ynnari detachment in their army.
- Genestealer Cult
  - May contain a detachment solely comprised of units with the faction keyword "Astra Militarum" (<Brood Brothers>) as per the rules in their codex.

## <Detachment Rules>

Armies may contain between one and three detachments as chosen from the rulebook with the following restrictions:

- Fortification Network detachment is not allowed.
- May not include index or legendary units (Forge World units are allowed unless they are also legendary).
- No specialist detachments can be taken.
- 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, then the additional detachment cannot use any special rules from their sub <faction> keyword. The only exceptions to this rule are:
  - <Mark of Chaos> may be mixed within a Chaos army.
  - Drukhari players may have at most 1 Kabal, 1 Coven and 1 Wych Cult represented within their army.
  - With the exception of a Realspace Raid detachment, each detachment may only include units from the designated detachment type. E.G., a Wych Cult detachment may only contain <wych cult> units, a Kabal detachment may only contain <kabal> units etc. (Blades for Hire units can be included within any detachment)
  - Assassins can be included within any <Imperium> detachment following the *Agent of the Imperium* rules found in *Psychic Awakening*.
  - A single **Agent of the Imperium** can be included in each **Imperium Patrol, Battalion and Brigade detachment as per the rules found in *Psychic Awakening***
- You must list the following items in your army list
  - Your Warlord and Warlord Traits, and all relics
  - Any pregame stratagems
  - All psychic powers

## SCORING

- All game scores will be recorded on the BCP app during the event. The event rankings are sorted by: Number of wins (a draw is worth 0.5 of a win), battle points, Wins SoS, Battle Points SoS.
- All games will be scored out of 100 points (45 points for primary, 45 points for secondaries, 10 points for fully painted).

## MISSIONS

All missions are from [Chapter Approved Grand Tournament 2021 Mission Pack](#).

All secondaries must be taken from [Chapter Approved Grand Tournament 2021 Mission Pack](#) or your codex

- Mission 1: Vital Intelligence
- Mission 2: The Scouring
- Mission 3: Scorched Earth
- Mission 4: Sweep and Clear
- Mission 5: Battle Lines
- Mission 6: Surround And Destroy

## LIST SUBMISSION

Army lists must be submitted on the 26<sup>th</sup> June 2021 by midnight. All lists **must** be produced using either Battlescribe or the Warhammer Official App and uploaded to the BCP app. If using Battlescribe, please update your data repository on the 26<sup>th</sup> June prior to sending us your list. Any codex released after the 26<sup>th</sup> June will not be allowed in this event.

We aim to have the army lists released on the 3<sup>rd</sup> July 2021.  
Pairings will be done after registration, once everybody has checked in.

Errata's will only be included up until the army lists are made public. Any errata released after will not be enforced.  
Official FAQs will be in use regardless of when they are announced, unless the first game has already been played.

## ITINERARY

Friday	Registration	12:00 – 17:00
	Introduction	19:30 – 20:00
	Game 1	20:00 – 22:45
Saturday	Game 2	09:15 – 12:00
	Lunch	12:00 – 13:30
	Game 3	13:30 – 16:15
	Game 4	16:45 – 19:30
Sunday	Game 5	09:15 – 12:00
	Lunch	12:00 – 13:30
	Game 6	13:30 – 16:15
	Awards Ceremony	17:30 – 18:00

## ADDITIONAL INFORMATION

There will be an award for the Best Painted army (picked by the SN team).

Drinks, snacks and meals will be available on site.

As can be seen in our battle reports, we use a lot of scenery on our tables. Please bear that in mind when writing rules, as super heavy's could struggle to move around the board.

Please remember that tickets are non-refundable.

Rules pack is subject to change.

If you are interested in signing up or require any further information, please contact [team@snbattlereports.com](mailto:team@snbattlereports.com)

Please check COVID regulations to enter Gibraltar before travelling, as these can change often.

Updated 23/06/21