

GIBRALTAR GRAND TOURNAMENT

2027



HH 3.0
V2.0

WWW.SNBATTLEREPORTS.COM

EVENT FORMAT

DATE: 26TH FEBRUARY – 28TH FEBRUARY 2027

LOCATION: CENTRAL HALL – GIBRALTAR

TICKET PRICE: £90 (REFUNDABLE BEFORE 30TH SEPTEMBER)

MISSION FORMATS:

- Armies must be a total of 3000 points or less.
- Armies must include a High Command choice to act as the army's Warlord.
- No Allied Detachments are permitted.
- No Primarchs or Paragon Unit Types are permitted.
- Scoria is not permitted at this event.
- No Fortifications are permitted.
- The Lord of War detachment must match the faction of the Primary Detachment.
- Armies must be fully painted and based.
- Armies must follow WYSIWYG guidelines.

More than 50% of the army must be official Games Workshop models. Third-party or printed components may be used, but the core of the model must be official Games Workshop.

KNIGHT ARMIES:

Knight armies may be fielded as normal with some exceptions.

- If a knight army includes any of the Acastus class of knight, (these being the Porphyron or the Asterius) then that army is only permitted to make use of the Armiger talon detachment.
- All Knight Oaths and Vows must be declared and any knight army must include one knight with seneschal rank written on the submitted army list.

RULE OF THREE:

This event uses the Rule of Three restriction.

Players may include a maximum of three of the same datasheet within their army.

This restriction does not apply to:

- Troops choices
- Light Transports

This rule is in place to encourage army variety and prevent excessive duplication of powerful units.

WYSIWYG (WHAT YOU SEE IS WHAT YOU GET)

All armies must follow the WYSIWYG principle.

Weapons and wargear purchased for a model must be clearly represented on the model.

Acceptable

- A Sergeant equipped with a Plasma Pistol and Power Sword must have those weapons represented on the model.
- Vehicles equipped with Dozer Blades must have the upgrade visible on the model.

Not Required

- Ancillary wargear such as smoke launchers or equipment (knives, melta bombs etc) do not need to be represented.

If a model is not WYSIWYG, the Tournament Organiser may:

- Rule that the equipment cannot be used, or
- Require the model to be played with default wargear

All models must be mounted on appropriate base sizes for the current Horus Heresy range.

If a model is mounted on a different base size, players must contact the SN Team before the event for approval.

Players who are unsure about their models should contact the SN Team before the event.

WYSIWYG EXAMPLES



Rhino with dozer blade
and two bolters



Predator with plasma cannon, dozer blade,
hunter killer missile, and sponsons



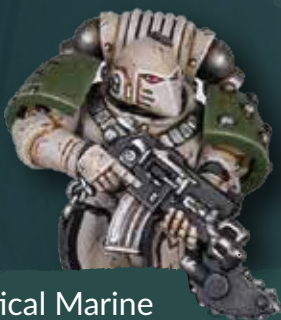
Leviathan with volkites, chain
fist, claw and missiles



Tactical Marine with
bolter and bayonet



Sergeant with lightning
claw and plasma pistol



Tactical Marine
with bolter and chain bayonet



Sergeant with power
sword and plasma pistol

EVENT RULES

WHAT TO EXPECT AT SN EVENTS

At SN Battle Reports we take great pride in creating high-quality gaming tables and terrain for all of our events.

Games will be played across a variety of battlefields featuring detailed scenery as seen in our battle reports.

Tables will not be mirrored on both sides, creating unique tactical challenges when choosing deployment zones.

WHAT PLAYERS MUST BRING

Players must bring the following items:

- Tape Measure
- Dice
- Objective Markers
- Army List (digital or printed)
- Relevant rules for their army

Objective markers will not be provided by the event, so players must bring their own.

LIST SUBMISSION

Army lists must be submitted by Friday 6th February 2026 at midnight.

All lists must be produced and uploaded to the BCP App (Best Coast Pairings).

We aim to have the army lists released on 13th February 2027.

Pairings for the first round will be generated once all players have registered and checked in.

More than 50% of the army must be official Games Workshop models. Third-party or printed components may be used, but the core of the model must be official Games Workshop.

SN EVENT RULES

- Every player can play every player regardless of legion or allegiance.
- Pairings from Game 2 onward will be matched based on equal or closest scores, while avoiding repeat matchups.
- The BCP App (Best Coast Pairings) will be used for lists, scoring and pairings throughout the event.

Use of the BCP app is mandatory for all attendees.

SN TERRAIN RULES

The SN Battle Reports Terrain Rules will be used for this event.

Terrain Placement

All terrain is 'set' on each table, players must ensure that for their games they must designate at least three pieces of Heavy Terrain on the battlefield.

Please see the SN Terrain Rules PDF for details.



EVENT INFO

MISSIONS: THE BATTLEFIELDS

The event FAQ will be released one week before the list submission deadline. The mission pack will be released shortly after list submission closes.

SCORING

- Major Victory (More than double your opponent's points) – **3 Points**
- Minor Victory (Equal or less than double your opponent's points) – **2 Points**
- Draw – **1 Point**

BEST OPPONENT VOTING

At the end of the event, each player will vote for their Best Opponent. Each vote received awards +1 Victory Point, which will be added to that player's final Victory Point total.

These additional points may influence the final standings.

FINAL EVENT RANKINGS

Final standings will be determined using the following order:

1. Total Wins
2. Total Victory Points
3. Battle Points

Best Opponent votes are added directly to a player's Victory Point total and are therefore not used as a separate ranking category.

TABLING AND CONCEDED

If you table your opponent, it is not automatically a victory.

The player with the highest number of Victory Points at the end of the game is still the winner.

As described under the Sudden Death rule in the main rulebook, the player with remaining models on the table gains an additional 3 Battle Points.

If a player concedes, it counts as an automatic Major Victory for the opponent (3 Victory Points). The player who conceded has their battle points for this game set to 0 and removes all models from the table. The other player scores their current battle points total, plus may work through each turn, scoring battle points as dictated by the mission.

Please only concede if absolutely necessary.

AWARDS AND PRIZES

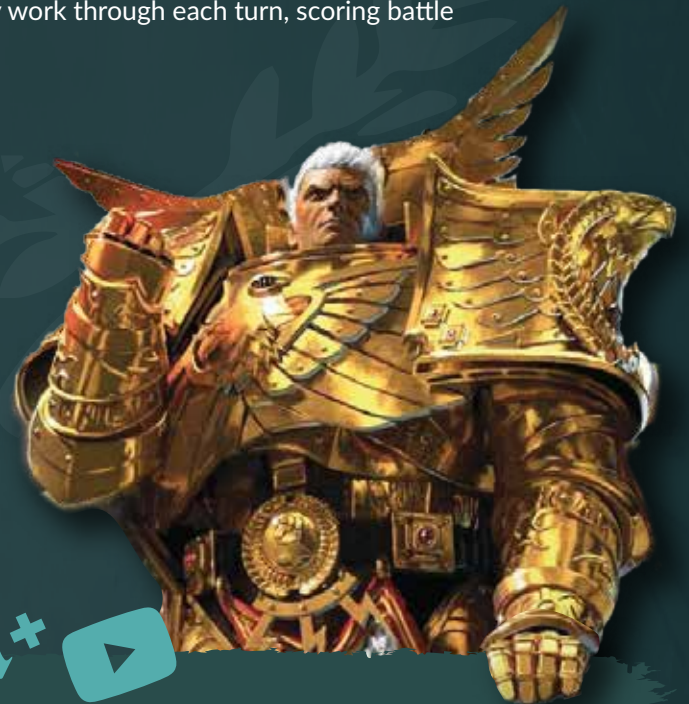
Favourite Overall Army
(Voted by attendees)
Crystal Award & £20 Element Games Voucher

Players Player Award
(Voted by players)
Crystal Award & £20 Element Games Voucher

Overall Champion
Crystal Award & £50 Element Games Voucher

Runner-Up
Crystal Award & £20 Element Games Voucher

3rd Place
Crystal Award & £20 Element Games Voucher



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EVENT LOGISTICS

ITINERARY

Friday 27th February

12:00pm – 3:00pm
Player Registration & Friendly Games

4:00pm – 7:00pm
Game 1

Saturday 28th February

10:30am – 1:30pm
Game 2

1:30pm – 2:30pm
Lunch

2:45pm – 5:45pm
Game 3

Sunday 1st March

10:30am – 1:30pm
Game 4

1:30pm – 3:00pm
Lunch & Best Armies on Parade

3:00pm – 6:00pm
Game 5

7:00pm
Awards Ceremony

TRAVEL & STAY

The closest airport to the venue is Gibraltar International Airport.

The next closest airports are Malaga Airport and Jerez Airport, both approximately two hours away by car.

Nearby hotels include:

- The Rock Hotel
- Bristol Hotel
- O'Callaghan Elliott Hotel
- Sunborn Hotel
- Holiday Inn Express

Alternatively, there are a number of AirBnB and hotel options available through websites such as booking.com.

ADDITIONAL INFORMATION

Army trays will be supplied.

Tournament Organisers will be available during all gaming times and will be strict in enforcing fair play and event rules. Their decisions are final.

Games must be played out until the round timer ends unless a player concedes. Players are not allowed to talk out the remaining turns of the game.

The round timer will be 3 hours.

Once there are less than 10 minutes remaining, no new battle rounds may begin.

Drinks, food and snacks will be available on site.

No outside food or drink may be consumed on the premises.

For further information please contact:
team@snbattlereports.com



ARMY & IN-GAME MECHANICS

JOURNAL UNITS & DETACHMENTS

All units, detachments and rules published in official Horus Heresy Journals are permitted. Players must have the relevant rules available during games (printed or digital).

TRIBUNE LIMIT

Legio Custodes Tribunes are restricted to 0–1 per army, regardless of detachment composition. This includes any variant or named Tribune profiles.

VEHICLES IN RUINS

Vehicles and ruins are not considered infinitely high for the purposes of line of sight. True line of sight will be used. If an uninterrupted line can be drawn from any part of the attacking model to any part of the defending model, line of sight is achieved.

RULES QUESTIONS:

For further questions or clarification regarding the rules pack, please contact: team@snbattlereports.com

EVENT UPDATES & COMMUNICATION

Please note that event rules and guidelines may be subject to change in the lead-up to the tournament.

Any updates or amendments will be:

- Reflected in the latest version of this rules pack
- Communicated via email to all registered players

Players are responsible for ensuring they check their emails regularly and stay up to date with any changes.

EVENT COMMUNITY & WHATSAPP GROUP

We will be running a dedicated event WhatsApp group for this tournament.

Access to this group will be available exclusively to ticket holders via our Patreon community.

This group will be used to:

- Share important event updates
- Answer player questions
- Discuss rules clarifications
- Coordinate travel, games and general event discussion

Further details on how to join will be provided after ticket purchase.

