



BATTLE FOR SALVATION

GRAND TOURNAMENT OCTOBER 9-10 2021

**Warhammer 40K
GRAND TOURNAMENT PACKET**

Welcome to

THE 2021 BATTLE FOR SALVATION GRAND TOURNAMENT!

We have done our best to provide you, the player, with as many opportunities as possible to excel and win prizes. The prize category breakdown is as follows:

- ⊕ **DAY 2-Best Army Appearance:** Selected by our Head Paint Judge after a final cut
- ⊕ **DAY 2-Best Painted Model:** Scored by our painting judges
- ⊕ **DAY 2-Best Converted Model:** Scored by our painting judges
- ⊕ **DAY 2-Best Sportsman:** Highest sportsmanship scores by round + Favorite Opponent votes
- ⊕ **DAY 2-Orlando Bloom Award:** The player with the lowest competitive ranking
- ⊕ **DAY 2-Bracket Generals:** The players to go undefeated in their respective brackets.
- ⊕ **DAY 2-Renaissance Man:** The player with the highest competitive and appearance scores from both day 1 and 2 (all equally weighted)
- ⊕ **DAY 2-Second to One:** The player who loses the final game to the tournament champion in the Champions Bracket
- ⊕ **DAY 2-Tournament Champion:** Winner of Championship bracket and winner of the Battle for Salvation GT

There will be **THREE** games on Saturday and **THREE** games on Sunday. All players will compete on both days. According to their performance on Day 1, players will be divided into brackets. The Championship bracket contains the players with the highest competitive scores from Saturday who will be contending for the Tournament Champion title. Players in the other brackets will be competing for the Bracket General honors. All players will continue to play even if they lose on Sunday. Therefore, all players are guaranteed to play 6 games. Overall placing will depend on Wins and Losses with battle points being the tiebreaker in each bracket.

Schedule

Saturday

Doors Open 8:00AM
Game 1 9:00AM-12:00 Noon
Game 2 12:45PM-3:45PM
Game 3 4:00PM-7:00PM

Sunday

Doors Open 8:00AM
Game 1 9:00AM-12:00 Noon
Game 2 12:45PM-3:45PM
Game 3 4:00PM-7:00PM
Awards Ceremony 7:15PM-7:30PM

Each round has an allotted time of 3 hours.

Battle Size: Strike Force

Board Size: 60" x 44"

LEGAL ARMY CONSTRUCTION

All armies must be Battle-forged according to the Warhammer 40,000 Core Book and the Strike Force guidelines set forth in the Chapter Approved: Grand Tournament Mission Pack 2021. When building your army, use all the most up to date Warhammer 40,000 rules found in the following Games Workshop and Forge World publications prior to a publication date of September 25th, 2021

- Codexes
- Warhammer 40,000: The App
- Campaign Books
- Chapter Approved: Grand Tournament Mission Pack 2021
- White Dwarf
- FAQs, errata, and beta rules found via www.warhammer-community.com/faqs

Army lists should be presented in an easy to read format (such as army lists exported from Battle Forge in Warhammer 40,000: The App), including all relevant wargear and unit upgrades.

Modelling and Painting

All models must be fully assembled and painted to at least a Battle Ready standard.

Each model must accurately represent its entry on your army roster (What You See Is What You Get - WYSIWYG). For example, if your army includes a Space Marine equipped with a Meltagun, the model must be equipped with a Meltagun. Equipment such as Frag Grenades that are included on every model within a unit, but not included on every model of that type, need not be modeled.

CONVERSIONS AND FORGE WORLD

Conversions

Any conversion should be comparable in size to the most current version of the model they represent. You may not gain a benefit from converted models, but may incur penalties. For example, a model converted to be taller may be more easily seen, but may not gain LOS benefits for its extra height. For any converted or scratch built models, you must seek permission from battleforsalvation@gmail.com, including photos of the models in question where possible, at least two weeks before the event. While you may submit models for approval after this date, we may

not have an opportunity to review them in time. If you do not obtain permission for conversions before this date, you run the risk of them being removed from play or other appropriate penalties.

Forge World

Any Forge World models must be the actual models and not conversions to look like Forge World models.

Subfactions

Additionally, if you are going to have multiple different subfactions (ex. A Tyranid army with a Hive Fleet Kraken Detachment and a Hive Fleet Behemoth Detachment) within the same army and if any/all of them are different from the official color scheme, you must submit the army for approval via email.

Basing

Many models are no longer produced on the bases they originally came with. Wherever possible, base your models according to their current boxed kit. As with other exceptions, if you wish to have a model reviewed, please e-mail us.

POLICIES

Judges

Judges will be prominently visible in all tournament spaces and hold the final say on all game rules and tournament issues. Individual rulings, however, are never binding precedent. Rulings will always be based on correct rules interpretations rather than adhering to previous precedent. When calling for a judge's assistance, please be prepared to provide any relevant rules to the particular question.

Player Conduct

Players may intentionally or unintentionally commit rules or sportsmanship fouls in the course of a heated or challenging battle. Behavior such as bullying, rules abuse, moving models illegally, picking up dice before your opponent has the chance to see the results, lying to judges or opponents, or any other form of unethical or inappropriate conduct can result in substantial in-game penalties, automatic loss assessment, permanent removal of parts of your army for the duration of the event, or removal from the event itself. Consequently, judges are empowered to apply both in-game and scoring penalties equivalent to the magnitude of the foul.

Judges are empowered to actively stop instances of illegal play, with or without a player's specific request for

intervention. If a player has concerns at any point, they are always welcome and encouraged to call a judge.

Quitting

We hope that players will be able to see every game through to a natural conclusion. If a player wishes to concede a game before it has reached its natural conclusion, a Judge must be called to help calculate the final score. Do not move models off the table or fill out any score sheet past the current turn. Players will need a judge to determine how many points could possibly be earned. Quitting does not automatically give someone a full score for the round.

Tournament Format

Scoring

At the end of each game, use the provided score sheet to record your results and provide them to the judges table. There will also be an option for reporting your results digitally on the day. Many players enjoy tracking their progress at Warhammer tournaments across multiple events. To this end, scores and final results will be reported to independent rankings organizations, such as ITC, where appropriate. Once you submit your scores, they cannot be changed. If you and your opponent discover a scoring error after submission, the default stance of Judges is there will be no change

Game Speed Milestones

The event staff will call announce times throughout the round based upon the place in the game you should on average be at. These time calls exist to help keep the flow of play moving, and are not binding. These “milestones” break down as:

- 3:00** Start round (Formally)
- 2:50** Complete pre-game discussions and decisions, including Secondary Objectives
- 2:30** Deployment Complete, Begin Round 1
- 1:50** First Battle Round Complete, Begin Round 2
- 1:10** Second Battle Round Complete, Begin Round 3
- 0:40** Third Battle Round Complete, Begin Round 4
- 0:20** Fourth Battle Round Complete, Begin Round 5
- 0:10** Do not begin a new Battle Round without Judge Permission

Judges have access to a variety of mechanisms for speeding up or ensuring game completion should milestones be repeatedly missed, including placing a chess clock on a table. All players are expected to finish their games, and to attend with an army list they feel comfortable playing a

complete game within 3 hours. You must not intentionally leverage the clock to disadvantage your opponent.

Chess Clock Policy

All games in the Champion’s bracket of day 2 will use a chess clock. You may request a chess clock in any round and it will be at the discretion of the head judge to approve that request. BFS will be able to provide a chess clock if necessary, but attendees are encouraged to bring their own or download a chess clock app on their phones. We reserve the right to place a clock on any table at our discretion.

Win-path Pairing

Your opponent for your first game will be randomly determined. Subsequent rounds will use “Win-Path” to pair opponents in each round. This pits players both against someone with the same record and who won and lost their games in the same rounds. For example, a player who lost Round 1 and won Rounds 2 and 3 will play an opponent who did the same, rather than someone who won their first two and only lost in the third Round. This is done to ensure players with a similar strength of schedule pair off and to ensure an increasing level of skill parity and sportsmanship with each subsequent round, as they face people who have had an increasingly similar play and outcome experience across the event.

Brackets

After the first 3 rounds, the entire Grand Tournament field will be split into brackets of 8 players each. These brackets will be based primarily on Win/Loss record, with “ties” for placing in a bracket determined by total accumulated Mission Points. Each bracket will be won by the player that goes undefeated across the final 3 Rounds of the Tournament.

Terrain Layouts

There will be a mixture of TWO terrain layouts at BFS.
Day 1 (Rounds 1-3) Day 2 (Rounds 4-6)

Terrain Categories

Apply the following rules for the terrain pieces in the pictures:

- A) **LoS Blocking Ruins:** These pieces of terrain fall into the **Area Terrain** category and have the **Scalable, Breachable, Light Cover, Defensible, and Obscuring** traits.
- B) **Windowed Ruins:** These pieces of terrain fall into the **Area Terrain** category and have the **Scalable, Breachable, Light Cover, Defensible, and Obscuring** traits.
- C) **Ruined Walls:** These pieces of terrain fall into the **Obstacle** category and have the **Defense Line, Breachable, Dense Cover, Defensible, and Unstable Position** traits.
- D) **Woods:** These pieces of terrain fall into the **Area Terrain** category and have the **Dense Cover, Breachable, Defensible, Difficult Ground** traits.
- E) **Armored Containers:** These pieces of terrain fall into the **Obstacle** category and have the **Light Cover, Scaleable, Exposed Position** traits.

IMPORTANT: Additionally, we acknowledge that ruins will vary in thickness. For simplicity, we consider any model less than $\frac{1}{2}$ of an inch behind a wall of a ruin chargeable. They are chargeable so long as the charging unit can make base contact with the wall. If your intent is to remain more than half an inch away from a wall, please mention this during the game to your opponent.

There will be missions assigned for each day based on the GW Grand Tournament mission pack.

Round 1 - Scorched Earth

Round 2 - Retrieval

Round 3 - Overrun

Round 4 - Scouring

Round 5 - Sweep and Clear

Round 6 - Vital Intel



HEALTH AND SAFETY

Protocols

At the BFS GT we are dedicated to the health and safety of all in attendance. We will do everything we can to make it as safe and enjoyable an experience as possible.

- Reduced capacities to help people can keep distanced where possible
- Organization to reduce crowding and bottlenecks in any particular area
- Measures to reduce sharing of equipment
- Sanitisation stations

Additionally, masks must be worn by everyone in the event areas.

Specific details will be communicated with all players closer to the event