



GRIM DICE 40k DOUBLES 2k 10th EDITION ITC
TOURNAMENT
v1.0

Saturday 06.07.24

This document must be read in conjunction with the Leviathan Tournament Companion available from <https://www.warhammer-community.com/wp-content/uploads/2023/06/hlF8WKv4gJpXPZha.pdf>

Change Log		
Version	Update Date	Change
1.0	07.07.24	Initial document

ITC Format, Best Coast Pairing (BCP) App Usage, Table Layout

Registration, pairings and scoring will be completed using the BCP app – details (download etc) are at <https://www.bestcoastpairings.com/>

The event will be ITC format – full details here <https://www.frontlinegaming.org/community/frontline-gamings-independent-tournament-circuit/>

The table layouts will be the LGT formats (see the end of this document), time is included in each round for players to set the table layout correctly <https://www.lgtpresents.co.uk/>

Registering for the Event

The event information will display on BCP and ITC listing. Tickets will be obtainable via Grim Dice only at <https://grimdice.co.uk/collections/warhammer-40-events>

Tickets will be for a team of two people, once you have a ticket you must notify us of both players BCP email address and faction so we can register you both.

Army Selection

As per main rulebook, the Chapter Approved Leviathan Mission Deck and the Leviathan Tournament Companion (LTC) guide – the following extra criteria apply:

Team force composition:

- Armies must be Battle-Forged and not exceed 2000 points for the team.
- Each player in the team must have a maximum of 1000 point list. You cannot share points between players, i.e., player A cannot have 1100 points and player B 900 points.
- Factions in a team may be different and do not need to be “traditional” allies.
- A unique item or named character (i.e. Epic Heroes) may only be included once in a team.
- Each team must nominate one overall Warlord model for the team in case of any scoring requirements.
- The teams combined force must follow normal Army building rules e.g. maximum 3 of each of unit, no more than three enhancements, each enhancement must be unique. The only exception is each force must contain at least 1 character

Player force composition:

- Each 1000-point force must use no greater than an Incursion Battle Size.
- **BATTLELINE** or **DEDICATED TRANSPORT** are limited to six, all other units are limited to three
- Units that can be added to the player’s army during the battle are subject to the relevant rule limits.
- Each player must choose a Warlord for their army.

List Submission

Submit lists through BCP, any issues please contact us via Facebook messenger or email at enquiries@grimdice.co.uk. Lists must be submitted 7 days prior to the event.

Publications

The 10th Edition rulebook and Indices, FAQ, Errata and the latest Chapter Approved, Munitorium Field Manual and Balance Dataslate are in effect. You must use the most up to date version of the datasheet and points cost for a unit. No beta rules allowed.

Any updates or errata that are published by GW after 2 weeks prior to the event will **NOT** be in effect.

The Leviathan Tournament Companion is required as there are changes to some cards. This is available from <https://www.warhammer-community.com/wp-content/uploads/2023/06/hlF8WKv4gJpXPZha.pdf>

The Chapter Approved Leviathan Mission Deck (CALMD) is also required, all players must ensure they read the information in the enclosed leaflet.

All FAQ and errata can be found here > <https://www.warhammer-community.com/warhammer-40000-downloads/>

Gaming Equipment

All players must bring any required items such as dice, rulers, objective markers, Leviathan Deck, templates, pens and any army specific items they require. These will not be supplied.

Players must bring or have available their rulebook and relevant index/codex/supplements.

Dice rolling apps are not allowed.

Models and Painting

- Forces should be built, based on the correct sized and shaped bases and with base colours applied to a Battle Ready standard (p205 Combat Patrol), 10 VP will be awarded per game for each army that fits this criteria.
- **FOR THIS EVENT YOU MAY USE FORCES THAT ARE BUILT AND UNDERCOATED. ARMIES THAT MEET THIS CRITERIA WILL STILL GAIN 10 VP**
- Conversions or non-GW models are allowed however must remain on the same base size (or area for vehicles) as the original model and use WYSIWYG. You must explain to your opponent before the game starts what the model is and what it is armed with.
- **PROXIES ARE NOT ALLOWED – If you bring a proxy model you may be asked to remove it from the table and be unable to use it**

Army Lists

- Lists must be submitted through BCP a week before the event. Once submitted your list cannot change. **See above about BCP submission**
- You must have a copy of your list in writing. All writing must be clearly legible.
- An example roster list can be found at https://whc-cdn.games-workshop.com/wp-content/uploads/2019/01/40k_Army-Roster.pdf or you can use Army Builder or Battlescribe however you must print these out
- Your force cannot change between games
- Psychic powers, Abilities, Wargear and Faction Keywords must be set before the event and recorded on your list
- Any items that are used “before the battle” do not need to be recorded, i.e. Stratagems, however they must be declared to your opponent at start of the battle (see Army Selection information above)

Code of Conduct

- Number one rule – don’t be a g*t. The TO decision on any behaviour issues will be final and may result in the issuing of one or more Fouls or a Significant Foul.
- When you meet your opponents say hello, show your lists, start the game on time, do not delay/drift during your turn.
- All teams must be in position with forces on the table ready to start the game on time.
- Any team who is intentionally slowing the game or if a game starts more than 15 minutes after the due time will be heavily penalised with a foul applied.

- We expect everyone to treat each other with respect and offer each other due gamesmanship.
- TO’s decision is final and binding including any rules clarification or arbitration decisions even if found to be wrong later.

Fouls

If a player/team breaches any of the event rules then they may be issued a Foul at the TO’s discretion. If a player/team accumulates several Fouls or a Serious Foul then action may be taken against them up to and including expulsion from the event with no refund of ticket cost. Fouls may result in a reduction of the player/team’s VP for that game or over the entire session.

Timings

- The round timer is determined by the TO, maintained by the TO and only the TO.
- The round timer is binding. Teams may not start their games before the round has officially been called, nor may teams continue to play their game after the round has officially been called. The TO is free to adjust this as needed.
- Each round will last for 3 hours. This includes ten minutes to set up terrain at the start of the game.
- When there are ten minutes left in the game the TO will announce this. All teams will be advised not to start another turn if it cannot be completed in ten minutes. Scoring will be taken at this point if necessary.
- If teams believe that completing a further turn would fundamentally alter the outcome of their game, then they must notify a Judge/TO at this point. Discretion may be applied to complete a further turn, but this is only based upon the Judge/TO decision.

Determination of Opponents

- Game #1 will be against a randomly matched team.
- From then onwards your opponent will be selected using a Swiss style approach based upon your total points.
- In the event of an odd number of teams in a session then for Game One a bye will be awarded randomly. From then onwards a bye will be awarded to the lowest scoring team however a team will only have one bye per session

Scenarios

Scenarios and board layouts are at the end of this document. The TO will announce which layout, primary scenario and mission rules are being used.

Primary and Secondary missions as well as Gambits will be drawn from the Leviathan Mission cards deck.

Doubles Gameplay

- All references to Player in scenarios or scoring should be changed to Team, i.e. Once per player will be Once per team.
- Command Points are pooled as a team and can be spent by either player.
- The same stratagem cannot be used more than once during a phase by the Team.
- During deployment each team deploys two units (one per player) at a time.
- A team shares secondary cards, as such they should decide as a team whether to pick fixed or Tactical secondaries.
- Any reference to friendly models only applies to that player's force.
- Each team must have an overall "Warmaster", that player has the final say on decisions.
- From CALMD: The limit of 50% of units placed in Reserve (including Strategic Reserve) applies to each player, i.e. Player A can place up to 50% of their army in reserve and Player B can place up to 50% of their army in Reserve. Reserve units cannot arrive during Round One.

Terrain Rules

- As per 40k 10th edition rulebook pp44-48 Core Rules.
- Please ensure you are familiar with the rules for Ruins (p48 Core Rules and Balance Slate)

- Teams will have ten minutes at the start of their game to move terrain as required for each layout (see scenario layouts). The scenario layouts will be based upon those used in the LGT pack.

Scoring

Scoring will be based on the rules in the Leviathan Mission card deck and must be completed for each game. Ensure you fill in the scoring sheet as the game progresses and then upload your scores on BCP.

Scoring will be completed on the BCP app using Wins, Victory Points and Strength of Schedule

Teams are responsible for completing scoring sheets and uploading to BCP, errors due to scores entered incorrectly into BCP or illegible scoring sheets cannot be corrected after the next round has started.

Conceding a Game

If a team concedes the game or must leave early for any reason, then treat this as if they have no models remaining then play out the game to calculate the remaining team's final score. Missions such as Assassinate are automatically scored if they were possible to do so.

Awards

Prize will be provided for the first, second and third placed teams.

Program of Events

08.45 – 09.15	Registration + briefing
09.15 – 12.15	Game One
12.15 – 13.00	Lunch
13.00 – 16.00	Game Two
16.15 – 19.15	Game Three

Table Layouts

Terrain Key:

'Large L Shape' This terrain piece has a base size of 20 x 20 cm and two line of sight blocking wall faces also of 20cm x 20cm. It has three levels: 5cm, 10cm and 20cm.



'Medium L Shape' This terrain piece has a base size 4 cm wide. The wall is 3mm wide and is centred down the middle of the base. The wall is 15cm high and has apertures throughout so it does not naturally block line of sight. There is a single level 10cm high. The small side is 15cm wide and the long side is 20cm long.



'Small L Shape' This terrain piece has a base size of 10 x 20 cm and two line of sight blocking wall faces also of 10cm x 20cm and 10cm x 10cm respectively. It has one level at 10cm.

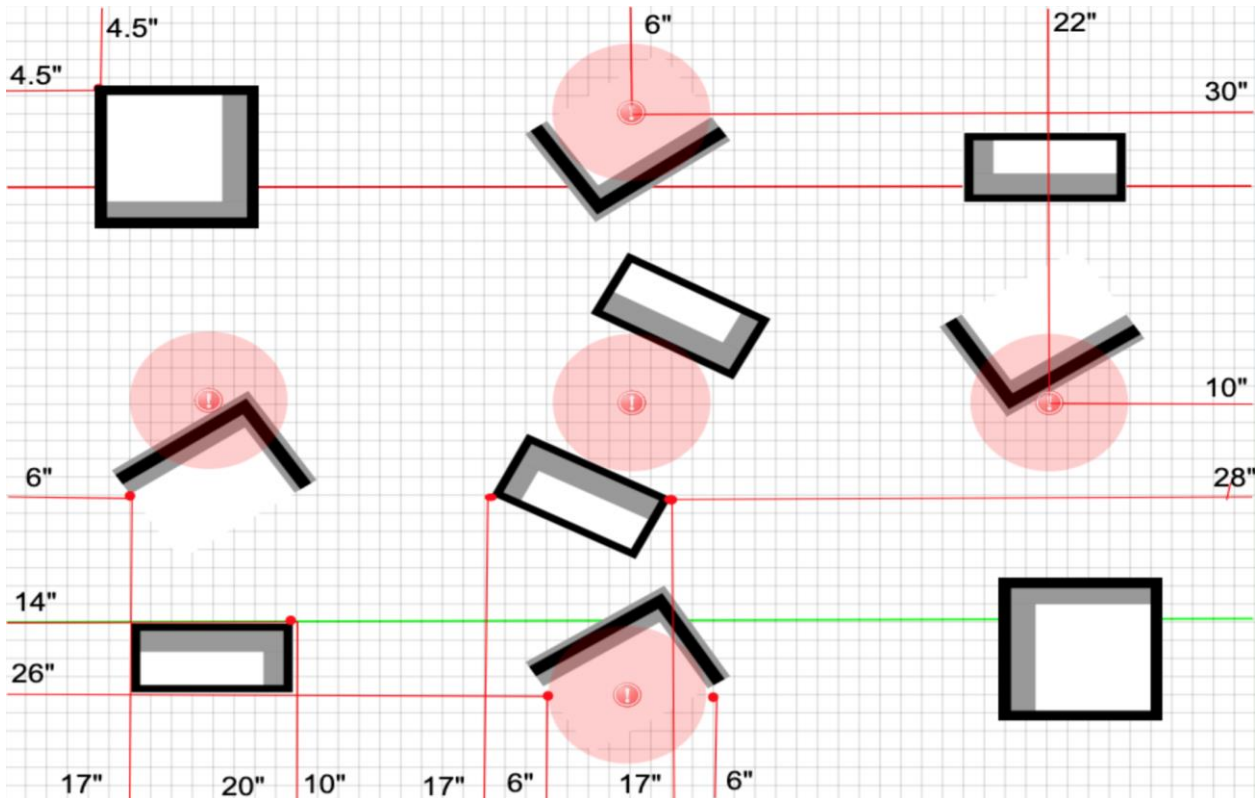


'Ruined Wall' This wall is an L shape with approximately 8cm x 8cm walls, no base and is 3 inches high.



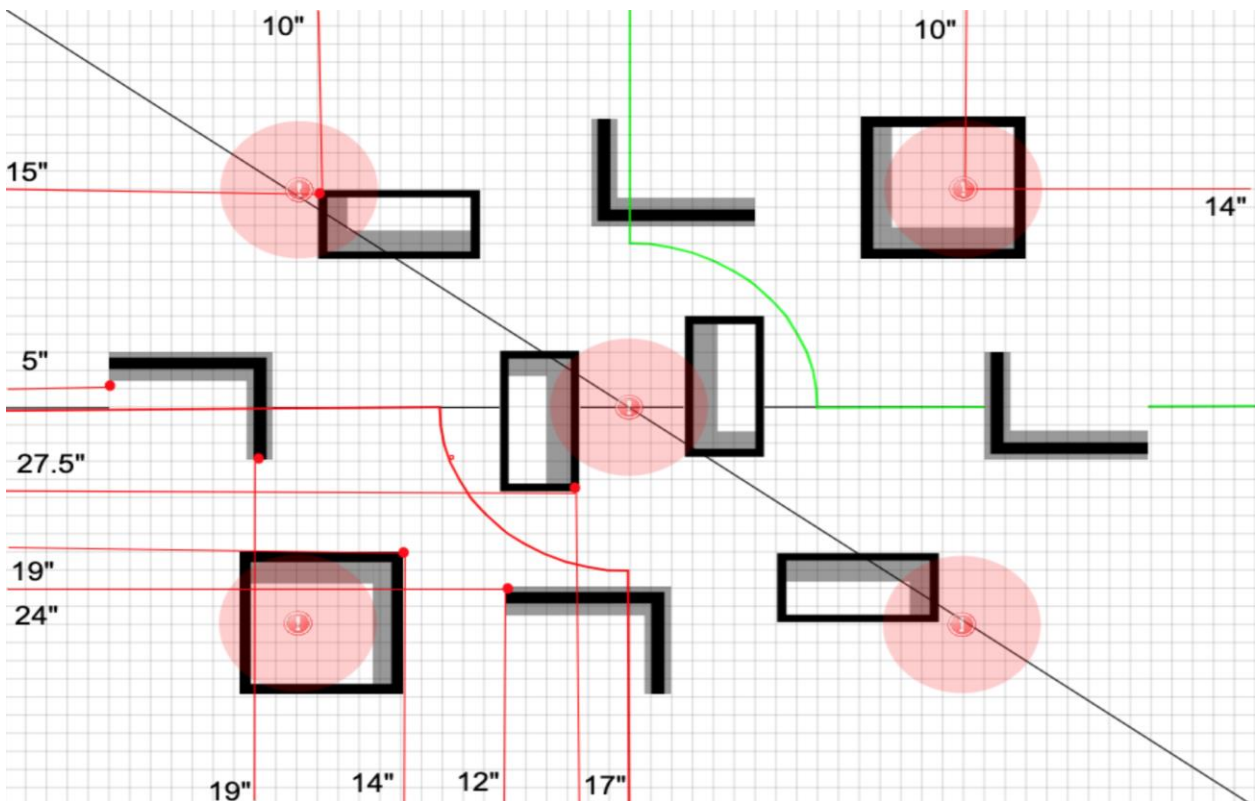
Round A

- Scorched Earth
- Chilling Rain



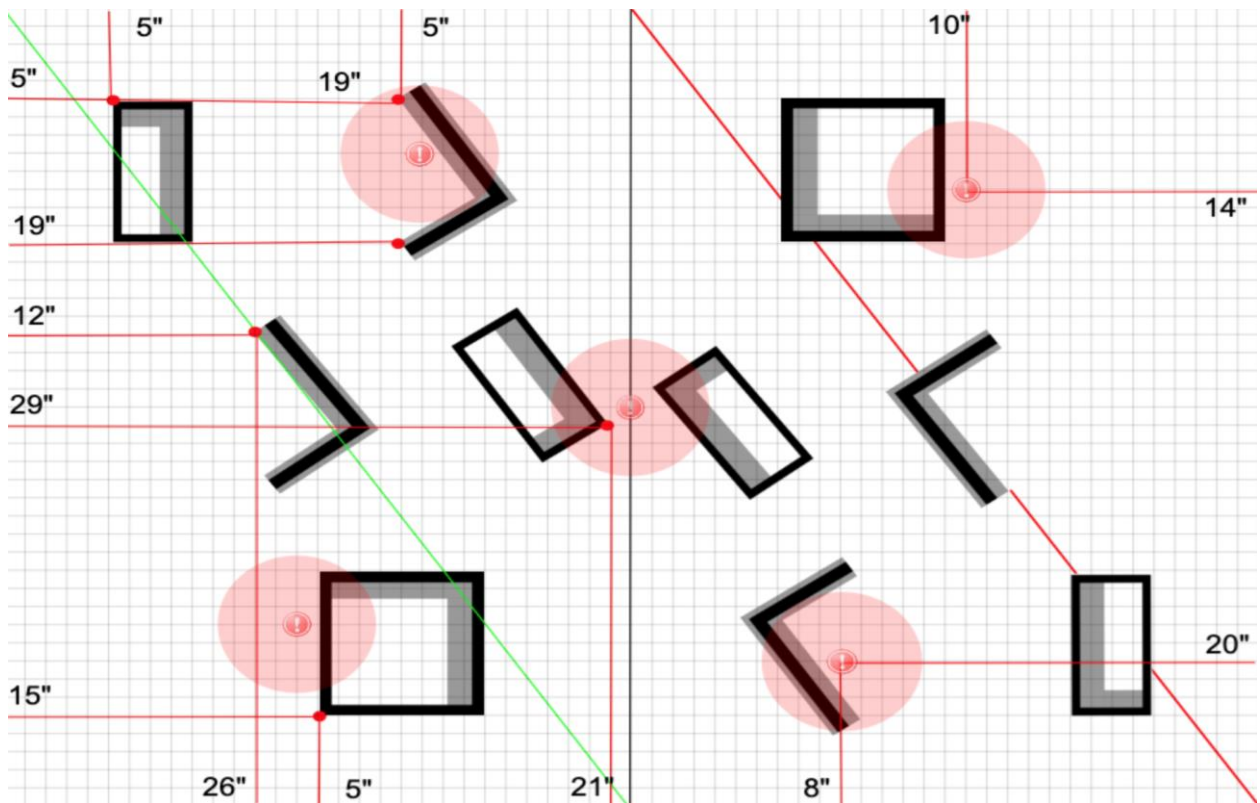
Round B

- Primary - Priority Targets
- Mission Rule - Hidden Supplies



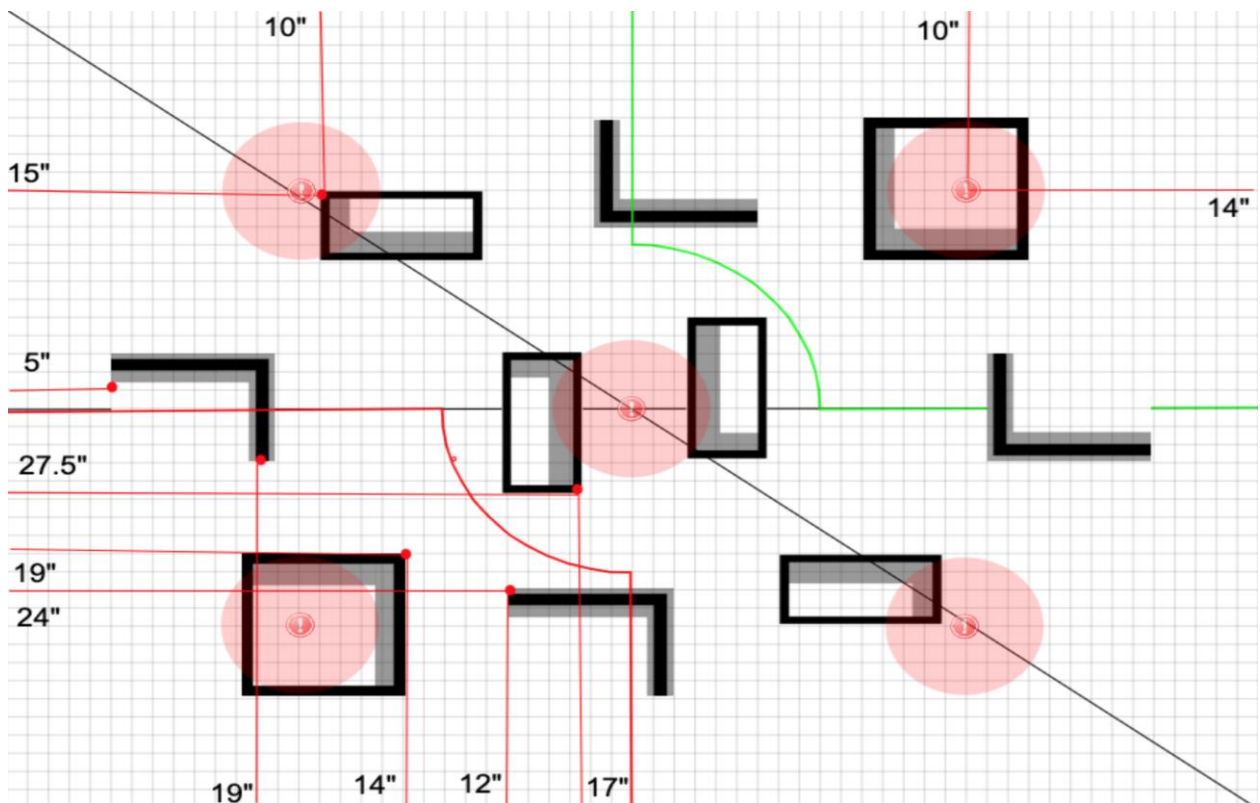
Round C

- Primary - Vital Ground
- Mission Rule - Chilling Rain



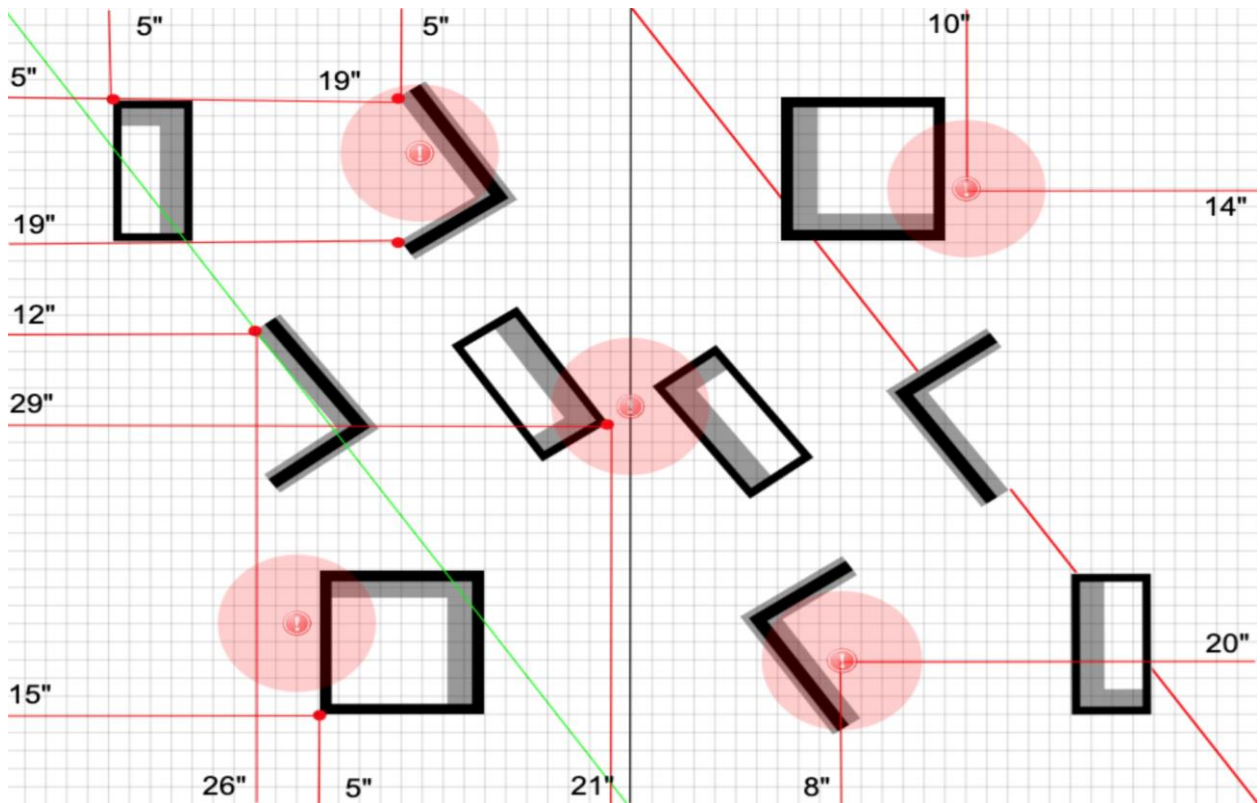
Round D

- Primary - Take and hold
- Mission Rule - Chilling Rain



Round E

- Primary - Purge the foe
- Mission Rule - Chilling Rain



Round F

- Primary - Take and Hold
- Mission Rules - Hidden Supplies

