



WARHAMMER

40,000



2023 MALTA GRAND TOURNAMENT

PLAYER PACK

WELCOME TO THE 2023 MALTA GRAND TOURNAMENT!

This player pack provides information for the Malta Grand Tournament Matched Play Tournament. This is a two-day, 6-round event in which up to 50 players will compete for the title of Mediterranean Champion, a "golden ticket" to the World Championships of Warhammer, other prizes and of course, glory eternal. This packet details everything players need to know about the event, from army construction and painting rules to terrain, scoring & missions.

If you have any questions about the event rules or there's something that isn't covered here, you can contact us directly by emailing us at **MaltaGrandTournament@gmail.com**

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1.0 Event Essentials

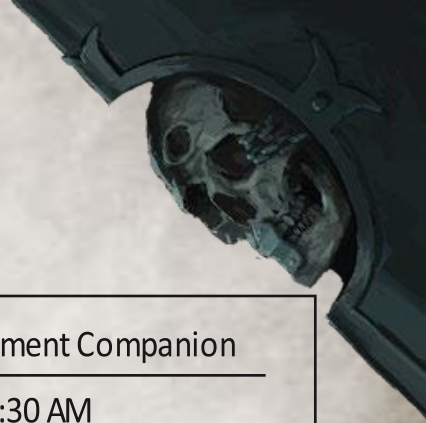
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1.0 EVENT ESSENTIALS



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| System: | Warhammer 40,000 10th Edition - Leviathan Tournament Companion |
| Check-in: | The morning of Saturday, September 23rd, 9:00 to 9:30 AM |
| Late Arrival: | If you arrive or check in late, the tournament will begin without you, though we'll still make efforts to pair you and continue your tournament experience. Late arrivals will cede their spots to attendees on the Waitlist where relevant. |
| Location: | AM Business Center, Triq il-Labour Zejtun, ZTN 2401 (https://goo.gl/maps/8VrrVJCV9vHZyheS9) |
| Battle Size: | Strike Force (2,000 points) |
| Board Size: | 44"x60" |
| Missions: | This event uses missions, terrain layouts, and scoring from the Leviathan Tournament Companion. |
| Number of Games: | Six |
| Army Selection: | Follow the Muster Armies rules in the Warhammer 40,000 10th edition Core Rules |
| Tools of War: | <p>Players are expected to bring all models required to field their army, dice, a tape measure, all relevant rules publications, and sufficient copies of their army rosters to share with each opponent.</p> <p>If you are using any electronic devices to carry your official rules references, please ensure they are charged and available for reference at all times.</p> |



2.0 ARMY CONSTRUCTION AND PAINTING

2.1 Army Construction and Army Lists

Armies must be Battle-forged according to the Warhammer 40,000 Core Book and Strike Force guidelines set forth in the Leviathan Grand Tournament Mission Pack.

When building your army, use all the most up-to-date Warhammer 40,000 rules found in the following publications prior to a publication date of 15th September, 2023 at 11.59pm

- Indexes
- Warhammer 40,000 Core Rules
- Warhammer 40,000: The App
- FAQs, errata, and beta rules found on Warhammer-Community

Army lists should be presented in an easy to read format, including all relevant wargear and unit upgrades.

In the event that an important FAQ, update, or balance dataslate releases the week before the event, tournament organizers will review the changes and make an announcement to players concerning the legality of any additional rules or changes along with any changes to the list submission deadline.

2.2 List Submission

All lists must be submitted in Best Coast Pairings no later than midnight on Sunday, September 17, 2023.

2.3 Rulings and Errata

We will be using the most current set of Games Workshop FAQs and Errata for this event.

2.4 Deadline for Registration

Event registration will close on Friday the 25th of August, 2023.

2.0 ARMY CONSTRUCTION AND PAINTING

2.5 Modelling and Basing

Everyone loves playing with and against painted minis. Every model in your army must be fully assembled and painted to at least a Battle Ready standard. Below are some examples of models painted to a Battle Ready standard, which usually includes multiple colours of paint and basing.

Each model in your army must accurately represent its entry on your army roster (What You See Is What You Get - WYSIWYG) or it must at least be easy to understand what wargear it has. 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. Not every miniature in your army needs to be a Games Workshop or Forge World model, but any third party models or proxies you use must be visibly obvious as to what they're intended to represent, and must generally be of the same size and on the same size base as the model they represent.

CONTRAST METHOD



CLASSIC METHOD



2.0 ARMY CONSTRUCTION AND PAINTING

2.6 Converted and Forge World Models/Units

We're all about sweet conversions and scratch-built units. For the sake of fairness, these should generally be the same size as the most current version of the model they're supposed to represent. Generally when it comes to conversions and scratch builds a unit should not gain a benefit from converted models, but can incur penalties, i.e. it may be taller so it can be more easily seen, but may not gain line of sight benefits from its extra height. Converted and Scratch-built models must be on the same size base as the current version of the model they're supposed to represent.

Conversions will not be approved on a case by case basis, it is on the player to ensure that models are acceptable in terms of dimension and appearance. Refer to the Modelling For Advantage section for further details and possible reprimands.

Proxies, in this case any model which is not fully WYSIWYG or a stand-in, may be permitted at the TO's discretion. This must be reasonable in nature (e.g having a different sponson on a tank or a different weapon on a miniature etc) If they are approved by the TO, the onus is then on the player to inform opponents of any models which are not WYSIWYG. Failure to do so may result in a Sportsmanship Foul.

Vintage models are allowed so long as they follow these stipulations;

The model must be placed on a base of the appropriate size for the latest GW release of that miniature. This can be done either by re-basing the model or through the use of a base spreader. If the dimensions for the latest miniature vary greatly they must be accounted for in regards to LOS and model placement.

Partially Assembled Models and Modelling for Advantage

Models should be fully assembled for the event. Failure to do so will mean that models will be treated as either a proxy, or as a conversion.

In this regard an unassembled/partially assembled model is one which does not contain, for instance, a head, limb or weapon. Purely aesthetic effects however, such as holsters, grenades, pouches etc, are not necessary.

If any parts of a kit include items such as banners or spikes which would increase the profile of a model are not present in an attempt to more easily hide a model these will be considered conversions which are not in line with our conversions policy. As such the player would be liable to reprimand and/or the removal of the offending model/s from play.

3.0 POLICIES

3.1 Judges

Judges will be walking the tournament hall during rounds and hold the final say on all game rules and event issues. Individual rulings however, are never binding precedent - it's a game, not a court of law. Rulings should always be based on correct rules interpretations rather than adhering to previous precedent. Also note that the judges are not all-knowing machines - when calling for a judge's assistance, please be prepared to provide any relevant rules references to the question.

3.2. Player Conduct, Judging, and Penalties

Warhammer 40,000 is a complicated game but we're all just here to have fun. On rare occasions, players may intentionally or unintentionally commit rules or sportsmanship fouls in the course of a heated game. Behavior such as bullying, rules abuse, moving models illegally, picking up dice before your opponent has had a 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, as well as penalties such as a yellow or red card, commensurate with the severity of the action. Judges are empowered to apply both on-game and scoring penalties equivalent to the magnitude of the foul. Because these can often come down to a "he said she said" scenario when judges are not tableside at the time a foul occurs, behavioral and illegal play penalties will always be adjudicated on a case-by-case basis, with respect for both players involved.

Note that the MGT team has a zero tolerance policy for hate speech, harassment, and bullying. Players who fail to meet these incredibly low standards will be ejected from the event without a refund.

3.3 Chess Clocks

Players are allowed to use chess clocks for any of their games, at the request of either player, in order to ensure a fair distribution of time between players and also to keep the event running smoothly. Clocks will not be provided, so please bring your own.

Once a player runs out of time on their clock they can make no further actions except to make saves (including rolls to ignore wounds) and score points that require no further interaction e.g. if your unit is controlling an objective when the time runs out, you will be able to score points for that objective as long as you can do so without moving the unit. If both players run out of time, the game ends. If this happens before the game has concluded, players should score any further points remaining as described above.

In general each player is responsible for their own time on the clock, but we expect players to act sportingly with regards to clock management.

3.4 Streaming and Photography

During the event some games may be streamed on the day live on Twitch and YouTube, and you may be asked to play on the streaming table. This is optional. The MGT team will also be taking photos throughout the event.

4.0 Tournament Format

4.1 Pairings

Initial pairings will be done randomly. From round 2 onwards pairing will be done based on our ranking order.

Rankings are done as follows: Wins > Strength of Schedule > Victory Points.

If your opponent has not arrived at the table when the round begins you are asked to inform the TO, if the opponent has not arrived after 15 minutes of the round beginning you will be re-paired with an opponent if possible.

In the case of an uneven number of players the lowest ranked player without an opponent will be awarded a win with VP equal to an average of the winning scores.

4.2 Score Keeping

Both players should keep their scores on a tangible score sheet that is available for both players to view and access throughout the game.

At the end of each battle round or turn players should go through their scoring and reach an agreement as to what has been scored throughout it before moving on to the next battle round.

If at any point players find that their score sheets do not match and they cannot come to a mutual conclusion as to why, the TO should be called to adjudicate the situation.

Players that have scores kept on a private format such as on an app or personal score sheet, should be mindful that these are not taken into consideration by the adjudicating TO.

4.3 Score Submission

Players should submit their score to the TO via the Best Coast Pairing app, in the case that you are unable to do this they should be submitted to the TO for them to input.

Scores should be agreed upon before submission, no changes will be implemented to the score after final submission. If players fail to submit their scores within 15 minutes of the game finishing it will be marked as a 0-0 loss and players will be reprimanded with a warning.

4.4 Awards

Our awards are designed to reward the effort invested in all elements of the 40k hobby. As such, it is possible for players of all abilities to win something.

- **Best General** - The highest ranked player
- **Wooden Spoon** - The lowest ranked player
- **Best Painted** - The player with the most votes for Best Painted Army
- **Most Sporting** - The player with the most nominations from their opponents for Most Sporting

BEST PAINTED ARMY

If you would like to self-nominate for the best painted army award. Please set up your army during the lunch break on Sunday next to the judges desks and write your name on the sticker provided. All players are encouraged to review the armies and vote for the winner of the award. Please note that your army must meet the following requirements:

- Your army is painted to beyond a Battle Ready standard
- Your army has a moderate amount of extra detail applied to it
- The models in your army follow a theme and look like an army
- The models in your army were painted by yourself
- The army has a “wow factor” that makes us stop and stare

Sportsmanship Award

Players are asked to submit a score between 1-10, 1 being very poor behaviour and 10 being the most sporting. These are to be submitted to the TO after every game they play through the form provided on the day.

5.0 Terrain & Missions

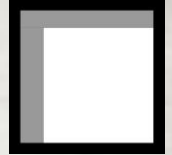
Each round uses a primary mission, mission rule and deployment map combination and has a unique terrain layout to match. When you arrive at the table please set up the objectives for your mission and then set up the terrain according to these maps. The maps list dimensions where placement of the terrain is not obvious by making reference to the deployment zone or objectives. As an additional aid the maps are on a 1” by 1” grid and objective control zones are marked out to make the intent of the terrain placement clear.

N.B- Non-infantry/beasts can, unless otherwise stated, move up, over and down terrain features following the normal rules for movement in 10th edition.

TYPES OF TERRAIN

The measurements of the terrain pieces given below are approximate and provided only as indicative of the pieces we use. They do not supersede measurements taken from the actual pieces on the table.

‘Large L Shape’ This terrain piece has a base size of approximately 20 x 20 cm and two line of sight blocking wall faces also of 20cm x 20cm. It has three levels. **Played using the rules for Ruins from the rule book.**



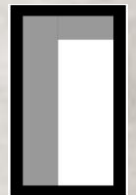
‘Medium L Shape’ This terrain piece has a base size 4.5 cm wide. The wall is 3mm wide and the middle of the wall is 2.5cm from the inside edge of the base and 2cm from the outside edge. There is a single level 10cm high where there are apertures so the wall does not naturally block line of sight.



On the ground floor there are no apertures and line of sight is naturally blocked.

The wall is 15cm high. The small side is 15cm long and the long side is 20cm long. The walls are 20cm and 15cm to the point at which they meet and the base of the ruin is 22cm by 17cm. **Played using the rules for Ruins from the rule book.**

‘Small L Shape’ This terrain piece has a base size of 10 x 20 cm and two line of sight blocking wall faces of **approximately** 11cm x 20cm and 11cm x 10cm respectively. It has one level at 10cm. **Played using the rules for Ruins from the rule book.**

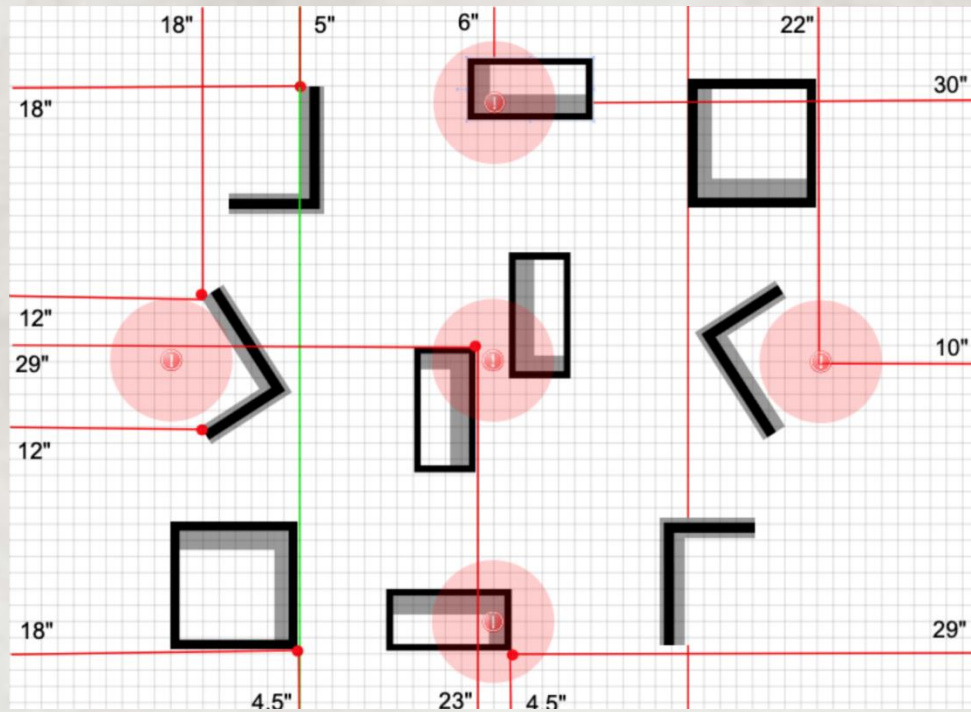


ROUNDS AND MISSIONS

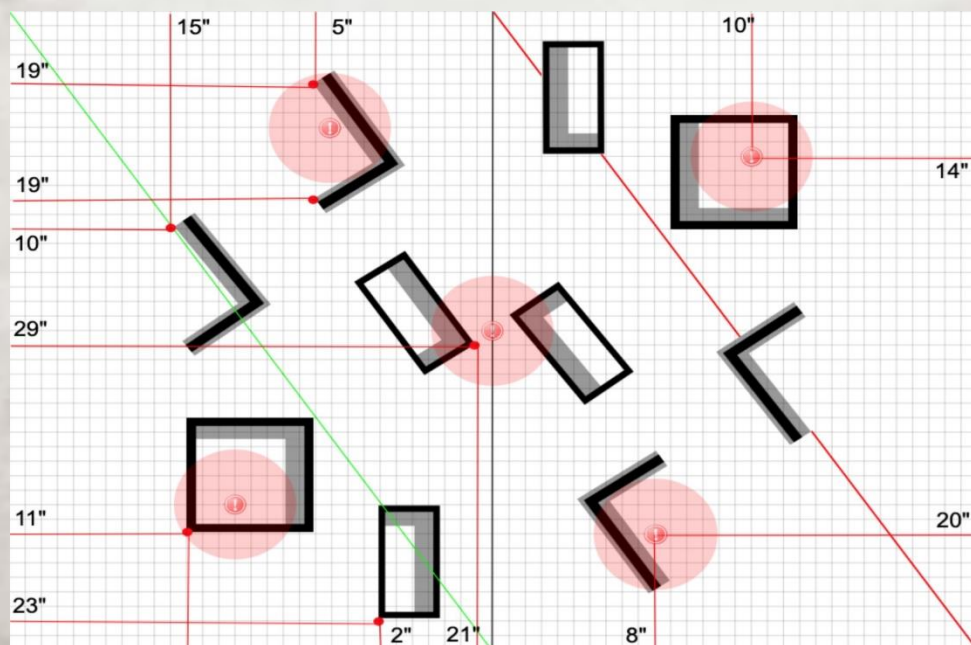
- Round 1
 - Deployment – Hammer & Anvil
 - Primary – Take & Hold
 - Mission Rule – Hidden Supplies
- Round 2
 - Deployment - Crucible Of Battle
 - Primary - Vital Ground
 - Mission Rule - Chilling Rain
- Round 3
 - Deployment - Crucible Of Battle
 - Primary – Purge the Foe
 - Mission Rule - Sweep & Clear
- Round 4
 - Deployment - Crucible Of Battle
 - Primary – Priority Targets
 - Mission Rule - Chilling Rain
- Round 5
 - Deployment - Search And Destroy
 - Primary – Take & Hold
 - Mission Rule – Hidden Supplies
- Round 6
 - Deployment - Search And Destroy
 - Primary – Priority Targets
 - Mission Rule - Chilling Rain

Layouts

Round 1 Layout



Round 2-4 Layout



Round 5-6 Layout

