



LUXEMBOURG OPEN 40K

EVENT PACK

BASIC INFORMATION:

A 40K SINGLES EVENT FOUGHT OVER 5 GAMES AT HALL IRBICHT IN MERSCH. GAMES WORKSHOP GT MISSIONS FROM THE LATEST GRAND TOURNAMENT BOOK WILL BE IN USE.

THERE IS A 3 COLOUR MINIMUM (INCLUDING BASING) PAINTING REQUIREMENT FOR THIS EVENT.

WE WILL BE USING THE WTC FAQ, RULINGS AND TERRAIN LAYOUT. YOU CAN FIND THEM ON THE WTC WEBSITE, <https://worldteamchampionship.com/> .

REGISTRATION

YOU NEED TO PURCHASE A TICKET ON OUR WEBPAGE (EVENT PAGE <https://gamestower.lu/luxopen40k/>) TO REGISTER FOR THE LUXEMBOURG OPEN. YOU WILL THEN BE ADDED TO THE EVENT IN THE BEST COAST PAIRINGS (BCP) APP USING THE EMAIL ADDRESS YOU HAVE PROVIDED.

PLAYERS NEED TO BRING:

- THEIR 2000PT, BATTLE FORGED, PAINTED ARMY
- ANY TEMPLATES, DICE, COUNTERS OR MARKERS YOU NEED
- A COPY OF ALL RULES AND DATASHEETS THEY REQUIRE FOR THEIR ARMY

DAY 1:

REGISTRATION: 8:30 AM
GAME 1: 9:00 AM
GAME 2: 1:00 PM
GAME 3: 4:30 PM

DAY 2:

GAME 4: 9:00 AM
GAME 5: 1:00 PM
FINALS: 4:30 PM

THE FIRST ROUND DRAW WILL BE RANDOMLY GENERATED WITH FOLLOWING ROUNDS BEING DETERMINED BY A RANDOM DRAW WITHIN A WIN BRACKET.

PLAYING BY INTENT:

WARHAMMER 40K IS GENERALLY PLAYED USING INTENT. THIS IS CONSIDERED TO BE THE STANDARD AT THE LUXEMBOURG OPEN UNLESS 1 PLAYER DECLARES THEY WOULD PREFER THE GAME TO STRICTLY ADHER TO EXACT MEASUREMENTS AND TIMING (E.G THE EXACT MOMENT A STRATAGEM IS TO BE USED). IF A PLAYER DOES NOT CONFIRM THIS IS HOW THEY WOULD LIKE TO PLAY ALL JUDGE RULINGS WILL BE MADE BASED ON INTENT.

CHESS CLOCKS:

IF ANY PLAYER STATES THAT THEY WANT TO USE A CHESS CLOCK AT THE BEGINNING OF THE GAME, THEN IT MUST BE USED FOR THAT GAME. IF YOU DO NOT USE A CHESS CLOCK, THEN COMPLAINTS ABOUT SLOW PLAY CANNOT BE MADE. JUDGES RESERVE THE RIGHT TO ENFORCE THE USE OF A CHESS CLOCK ON ANY PLAYER.

MISSIONS:

GAME 1: (13) DATA SCRY-SALVAGE
GAME 2: (11) RECOVER THE RELICS
GAME 3: (23) SCOURING
GAME 4: (31) TIDE OF CONVICTION
GAME 5: (22) CONVERSION
GAME 6: (32) DEATH AND ZEAL

WYSIWYG AND 3D PRINTED MODELS:

ARMIES MUST BE FULLY PAINTED AND BASED AND BE WYSIWYG. PLAYERS HAVE TO GET BASING THAT MIGHT STRAY FROM THE NORM APPROVED BY THE EVENT REFEREES (SEND YOUR PICTURES OF MODELS TO BE APPROVED TO INFO@GAMESTOWER.LU).

BASE SIZES HAVE TO MATCH THE DESCRIPTIONS FOR EACH MODEL/BOX ON THE OFFICIAL GAMES WORKSHOP WEBPAGE AND THE MOST RECENTLY RELEASED VERSION OF THE MODEL TO BE USED.

MODELS THAT ARE NOT OFFICIAL, DO NOT FIT THE WYSIWYG PROFILE, OR CONSIDERABLY DEVIATE FROM THE NORM MUST BE PREAPPROVED PRIOR TO THE EVENT BY EMAIL (INFO@GAMESTOWER.LU).

ANY UNOFFICIAL MODEL IN USE AT THE LUXEMBOURG OPEN WITHOUT PRIOR CONSENT WILL LEAD TO AN IMMEDIATE INFRACTION NOTICE (YELLOW CARD) FOR EACH GAME IT IS USED IN, AND THESE MODELS WILL BE REMOVED FROM THE TABLE, UNLESS ORIGINAL STAND-IN MODELS CAN BE PROVIDED BY THE PLAYER ON THE SPOT. 3D PRINTED MODELS ARE ALLOWED BUT MUST ALWAYS BE APPROVED VIA WTC DISCORD IN THE MODELING QUESTIONS CHANNEL.

LIST SUBMISSION AND NEW RELEASES CUT OF DEADLINE

THE LIST SUBMISSION DEADLINE IS JUNE 10TH. LISTS NEED TO BE UPLOADED VIA BATTLESCRIBE. THIS IS ALSO THE DEADLINE FOR NEW PUBLICATIONS, EVERYTHING RELEASED AFTER THIS DAY WILL NOT BE USABLE FOR THE EVENT. IN CASE 10TH EDITION DROPS BEFORE JUNE 10TH, WE WILL USE 10TH EDITION RULES.

WHAT YOUR LIST NEEDS TO CONTAIN:

- 1. IF PURCHASED, WARLORD AND WARLORD TRAIT MUST BE LISTED**
- 2. ABILITIES SELECTED DURING LIST CONSTRUCTION SUCH AS PSYCHIC POWERS AND CHAPLAIN LITANIES MUST BE LISTED FOR EACH RELEVANT UNIT**
- 3. ALL PRE-GAME STRATAGEMS USED MUST BE LISTED. IN CASES WHERE ONLY A SINGLE UNIT BENEFITS SUCH AS AN ADDITIONAL WARLORD TRAIT IT MUST ALSO BE LISTED NEXT TO THE UNIT'S ENTRY**
- 4. ANY ARMY TRAITS OR SPECIAL RULES MUST BE LISTED UNDER ARMY TRAIT (SUCH AS SACRED RITE OR MASTERS OF TITAN), EVEN IF THEY CAN BE CHANGED AT THE START OF EVERY GAME. IN THE CASE WHERE THE ARMY DOES NOT HAVE A TRAIT, STATE 'NONE'.**
- 5. ANY WARGEAR WHICH HAS A POINTS COST, AND/OR IS NOT THE DEFAULT WARGEAR FOR THE UNIT MUST BE LISTED (E.G. SWAPPING BOLT RIFLES FOR AUTO BOLT RIFLES). UNLISTED WARGEAR IS ASSUMED TO BE THE DEFAULT SELECTION.**
- 6. ALL SECONDARY OBJECTIVE INFORMATION LISTED ON THE ARMY SHEET MUST BE ENTERED CORRECTLY. WHERE MULTIPLE UNITS COULD BE CHOSEN FOR A SECONDARY OBJECTIVE, LIST ALL SUCH UNITS. FOR ALL SECONDARIES, LIST TOTAL POINTS, UNCAPPED BY THE LIMITATION OF THE SECONDARY (E.G. IF LIST CONTAINS 7 CHARACTERS WHERE ONE IS WARLORD, YOUR ASSASSINATION POINTS SHOULD BE LISTED AS 22)**
- 7. ALL ARMY LISTS MUST BE IN ENGLISH AND BASED ON THE MOST CURRENT VERSION OF THE RELEVANT ARMY BOOK AND USING THE MOST CURRENT POINT COSTS IN THE MUNITORUM FIELD MANUAL**

EACH DETACHMENT MUST LIST

- 1. FACTION**
- 2. CHAPTER/ORDER/HIVE FLEET ETC. (WITH ANY TRAITS/CONVICTIONS/ADAPTATIONS CHOSEN)**
- 3. DETACHMENT TYPE**
- 4. REMAINING COMMAND POINTS AFTER ALL PREGAME STRATAGEMS, ABILITIES ETC**
- 5. TOTAL POINTS AND POWER LEVEL**

PLAYER CONDUCT

PLAYERS ATTENDING THE LUXEMBOURG OPEN ARE EXPECTED TO ACT IN A SPORTSMANLIKE MANNER AT ALL TIMES, AND THIS NOT ONLY TOWARDS THEIR DIRECT OPPONENTS. THIS GOES FOR ALL OTHER ATTENDEES AS WELL. ALL PLAYERS MUST BE ABLE TO COMMUNICATE IN ENGLISH UNLESS BOTH PLAYERS AGREE TO COMMUNICATE IN THE SAME LANGUAGE.

IF YOU HAVE ANY QUESTIONS, SEND THEM TO INFO@GAMESTOWER.LU