



LONDON
GRAND
TOURNAMENT

BHGS HISTORICAL EVENTS





INTRODUCTION

WELCOME TO THE BHGS HISTORICAL EVENTS at the 2020 LONDON GRAND
TOURNAMENT

This document provides all the information you need to play in your chosen period at the BHGS Historical Events @ The London GT.

Contained herein are details of Gaming Schedule, Permitted Army Lists and other Composition Rules. If you have any questions at all, please do not hesitate to get in touch at the appropriate email below.

HISTORICAL EVENTS QUERIES:


london@bhgs.org.uk

Or contact your period umpire

VENUE access ENQUIRIES:

info@london40kgrandtournament.co.uk

For more information on the venue, local pubs, full programme of events and details of all our fabulous prizes and special guest appearances, please see the LGT Convention Programme which can be found at www.LGTpresents.co.uk/programme





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GENERAL INFO

WHAT IS IT

The LGT is a large multi-rulest event which has previously been focused exclusively on GW-authored game systems. In 2019 the BHGS will be hosting a number of historical periods alongside the existing LGT events.

WHEN IS IT

The 27th & 28th June 2020, with optional social activities on the 16th June.

WHERE IS IT

The Lee Valley Indoor Athletics Centre, 61 Meridian Way, Edmonton, London N9 0AR, UK. The venue has over 500 free parking spaces on site. These are available for attendee use on a first come first served basis. The nearest train station is Ponders End and the nearest Underground station is Tottenham Hale, both of which are a short uber ride from the venue.



WHERE CAN I BUY TICKETS

Tickets are available from the LGT webstore: www.LGTpresents.co.uk/store Please note that no physical tickets are issued in advance, all you need is the confirmation email you receive when purchasing your ticket.



EVENT TIMINGS

To avoid queues the organisers are digitally registering attendees before the event. This means that on arrival on Saturday you should proceed directly to the BHGS Historical section of the hall and find your table.

The venue will be open late on both Friday and Saturday evenings with a full bar and food service for anyone who wishes to socialize and play pick-up games under any system .

Saturday

-Doors open	09:00
-Arrival	09:00 – 09:30
-Games Commence	09:30

Sunday

-Doors open	09:00
-Arrival	09:00 – 09:30
-Games Commence	09:30

Game timings for specific periods:

Day 1

-Game 1	09:30 - 12:00
-Game 2	13:00 - 15:30
-Game 3	16:00 - 18:30

Day 2

-Game 4	10:00 - 12:30
-Game 25	13:30 - 16:00
-Prizegiving	16:15 - 16:45





RULESET SPECIFIC INFORMATION

Ruleset name : L'Art de la Guerre


EVENT FORMAT: 3 Person team event

Figure scale 15mm (2 PLAYERS) and 25mm (1 PLAYER)

One player in each pool

ARMY SELECTION rules

15mm Pool 1 - Armies of the Greater Steppes

- Steppe is permitted as a terrain choice for all armies in this theme.
 - “Road” is added to Steppe terrain options
 - Hills in Steppe cannot be combined with other terrain types (i.e. Hills in Steppe are always Good Going)
 - Players can choose to commit to either attack or commit to defend in Steppe terrain prior to rolling for initiative. If so they add +1 to their initiative roll.
 - Permitted armies are listed below:
- | | |
|--|---|
| <ul style="list-style-type: none">• 108 – Alan• 109 – Sassanid• 110 – Huns (no Western Hunnic options, no allies)• 111 – Hephthalite Huns• 116 - Hsiung-Nu,• 118 - Hsien-Pi• 120 - Chinese Northern Dynasties (Northern options only)• 132 - Umayyad Arab (Central Asia/Iran/Iraq options only) | <ul style="list-style-type: none">• 135 - Abbasid Arab• 137 - Khurasanian• 139 - Dynastic Bedouin,• 140 - Sogdian and Central Asia City States• 141 - Central Asian Turkish,• 154 - Avar• 155 - Bulgar• 156 - Khazar• 158 - Magyar• 159 - Pecheneg• 160 - Rus |
|--|---|
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- 165 - Sui & Tang Chinese (no Korean allies)
- 166 - Tibetan
- 169 - Tang & Five Dynasties (No Southern Han option, no Nan-Chao allies)
- 170 - Shatuo Turkish
- 171 - Tribal Mongol,
- 191 - Buyid
- 192 - Dynastic Kurdish
- 193 - Ghaznavid
- 195 - Seljuk Turk (No Syrian or Rum Sultanate options)
- 198 - Ghurid
- 200 - Khwarazmian.
- 204 - Feudal Hungarian
- 206 - Feudal Russian (no Polish or Mordvin allies)
- 207 - Cuman
- 211 - Khitan-Liao
- 214 - Song Chinese (Northern Song options only)
- 215 - Xi-Xia
- 217 - Qara-Khitans
- 218 - Mongol Empire
- 236 - Lithuanian (pre-1386 'Union with Poland' options only)
- 238 - Medieval Hungarian (pre 1330 options only)
- 239 - Muscovite Russian (Lithuanian allies only pre-1386)
- 240 - Golden Horde
- 246 - Turkoman
- 247 - Ottoman Turks.
- 254 - Islamic Persian
- 255 - Ilkhanid Mongol
- 256 - Steppes Mongol
- 257 - Jalayirid
- 258 - Timurid
- 259 - Black Sheep & White Sheep Turkoman,
- 263 - Yuan Chinese (no Korean or Javanese allies)
- 265 - Ming Chinese (no Burmese allies)

15mm Pool 2 - The Chariot Era

Permitted lists

- 1-16
- 18-33
- 47-49
- 57-59

All lists must be dated pre 400BC. All allies must also be drawn from these lists

25mm Pool - Sub Zero

- Any army valid before 0 AD

Other THEME rules

All armies are 200 points. Games will be played on standard tables.



LIST CHECKING

List Checker lists@madaxeman.com by 2nd June please

LIVE STREAMING

Please be aware that this event is live streamed on the internet. Your game may be featured in a live stream.

BHGS TOURNAMENT Rules

LOW NUMBERS

In the event that there are insufficient players to make your chosen period viable (normally fewer than 6 players), you will be offered the option to switch to another period or a full refund.

GENERAL ENTRY CONDITIONS

Admission to any BHGS tournament is at the sole discretion of the organisers and their decision on all matters is final. If any entrant breaches these rules, commits a criminal offence, causes disruption during the competition (including to public, traders or staff at the venue) or causes or threatens to cause damage to property at the venue the BHGS's representative on the day will be entitled in his or her absolute discretion to require that player to leave the competition and the venue immediately, without any refund. In such cases we are likely also to refuse entry to future events


ARMY LISTS

Late submission of army lists is your best and most effective way to make the lives of the many kind, selfless and generous people who organise these events for you a real misery. Please therefore try to submit your list in good time. Deadline dates and list checkers will be published on the BHGS website and communicated to players. The BHGS reserve the right to inflict any one of a wide range of as yet unspecified grave, horrible, humiliating and potentially personally painful penalties on anyone who submits a late list. Especially if you are a repeat offender. You know who you are.... so be careful !

GDPR

As an entrant to a BHGS event you are agreeing to The BHGS and the Organisers of the LGT processing your data as





an attendee, and to receive from us both a few emails containing practical details about the event itself.

Subsequent to the event if you are not already on the BHGS mailing list you will be sent an "opt-in" email asking whether you wish to be included in the general BHGS email list, as per European GDPR regulations. We generally send out only a dozen or so emails each year to inform list members about upcoming gaming events. Information you provide when booking (i.e. which ruleset you enter) forms part of your profile, and means we can send you even fewer emails (i.e. we occasionally send emails promoting ruleset-specific competitions only to people who have played those sets at one of our previous events). You can unsubscribe or change your preferences for this list at any time via our website.

