



LONDON  
GRAND  
TOURNAMENT

BHGS HISTORICAL EVENTS





# INTRODUCTION

WELCOME TO THE BHGS HISTORICAL EVENTS at the 2018 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](mailto:london@bhgs.org.uk)

Or contact your period umpire

VENUE access enquiries:

[info@london40kgrandtournament.co.uk](mailto: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](http://www.LGTpresents.co.uk/programme)





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# GENERAL INFO

## WHAT IS IT

The LGT is a large multi-rules 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 14<sup>th</sup> and 15<sup>th</sup> September 2018, with optional social activities on the 13<sup>th</sup> September.

## 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 our webstore: [www.LGTpresents.co.uk/store](http://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 September 14<sup>th</sup>**

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

### **Sunday September 15<sup>th</sup>**

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

#### Saturday

Game 1 09:15 – 10:45 (750pts)

Break – 15 Minutes

Game 2 11:00 -13:15 (1250pts)

Dinner- 30 Minutes

Game 3 13:45 –16:00 (1250pts)

Break 15 Minutes

Game 4 16:15 -17:45 (750pts)

#### Sunday


Game 5 09:30 – 11:00 (750 pts)

Break – 15 Minutes

Game 6 11:15 -13:30 (1250 pts)

Dinner- 30

Game 7 14:00 – 16:00 (1250 pts)






# Theme Rules

All tables will have a mission set out for that table as per the feedback from BHGS entries from last year, these missions will be taken from any of the books (main rule book- each table will have a mission card on them to explain the mission) and use the mission rules that are set for them. So choose your army wisely.

For this event we'd like to make sure that forces, so far as possible, represent ones that are as plausible as possible for a game that has WWII as its theme. While imperfect, this will help to mitigate the impact of some of the more problematic units in the game without resorting to house rules or 'comping'. We'd really encourage players to go 'as themed as possible', and if you want to do a specific unit at a specific time and place (a reinforced platoon from Johnny Frost's Bn at Arnhem, for instance, or maybe a Panzer Zug from the 21st Panzer Division in 1941, or whatever) then crack on and we'll be suitably impressed (and there might be a prize for 'Best Force' or similar in the mix to reward that). But if all you want is a force that looks right for the time and place for your chosen nation, that's fantastic too.

We've found that the overwhelming majority of forces fit into this structure with little or no tweaking. If time's limited or historical research isn't your strong suit then the guidelines are designed to help you and the event organisers will be very happy to offer any assistance they can if desired - remember this is aimed at improving everyone's enjoyment, it's not meant to be a chore.

## How to pick your force for this event:

- 750 points Infantry only (maximum amount value 6)
  - 1250 points.
  - No more than the set amount of points may be spent on the army as per the guidelines provided on page 124 of the Bolt action rulebook.
  - Pick a nation from any of the countries currently represented in Warlord Games publications (including pdfs)
  - Pick a front from: Balkan, Eastern, Italian, North African, Northern China, North-west European, Pacific, SE Asian, the list goes on obviously this must be a front where your chosen nation fought
  - Pick a year (again, obviously a year where your chosen nation was actually fighting on your chosen front.
  - Build your force to the prescribed points total using your chosen nation with either the generic selector or a theatre selector or pdf 'force' selector that covers your chosen year. But you may only use options that actually were present in your chosen year on your chosen front. This isn't as hard as it might seem at first; the theatre selectors give a good guide and most of the vehicles have a range of years in which they saw service. Your event organiser will be happy to provide assistance and advice if you're in any doubt.
  - No special characters or tank wars skills allowed.
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### Example 1

- Chosen Nation: Germany (this restricts the player to Eastern, Balkan, Italian, North African and North-west Europe).
- Chosen Front: North African (this means the player will be taking an Afrika Korps list so ideally his army will be modelled and painted in that style. It also restricts the years to 1941, 1942 or 1943)
- Chosen Year: 1942 (this impacts on the specific units available. the Rommel's Defeat theatre selector will provide a good starting point for options).

### Example 2

- Chosen Nation: Great Britain (allowing all front options except Northern China - remembering the Australians fought in the Pacific and are covered by the GB book and Eastern)
- Chosen Front: SE Asian (allowing all years from late 1941 to 1945)
- Chosen Year: 1944 (the Burma theatre selector is a good starting point for unit choices but as not all of these units fought in SE Asia, the event organiser might give feedback if inappropriate one's creep to the list. Most players will probably want to use the generic selector for this sort of force though as the theatre selector heavily and unnecessarily restricts the core choices far beyond the historical)

### Example 3

- Chosen Nation: Finland (meaning Eastern Front becomes the only choice)
- Chosen Front: Eastern (however this allows all years 1939-45)
- Chosen Year: 1939 (this will be a Winter War themed list and the selector of that name is again a good starting point for list construction).

### Armies must be drawn from the following books

- Armies of Germany Book.
- Armies of the United States Book.
- Armies of Great Britain and Commonwealth Book.
- Armies of the Soviet Union Book.
- Armies of France and her Allies.
- Armies of Imperial Japan.
- Armies of Axis and her Allies.
- Any additional Army PDF's / List that are publish by Warlords
- Additional Units (PDF's –including the warplane rules).
- Any additional theatre book published
- Any Campaign book published Special may not be allowed(XXX Crops rules for example)

All list to be submitted by the 2<sup>nd</sup> September to [gazbetts@gmail.com](mailto:gazbetts@gmail.com).

Games will be 2:15 hours in length.

750 point games will be 90 minutes in length.

Once time is called all games must end at this point no further rounds are to be played and the current round ends on the dice that is being played.

With all games starting at 09:15 on Saturday with the players briefing just before.



**Mission Definitions.**

- **Top secret** – the objective will be placed on the table and will not be able to be moved – so the mission will be change to the winner will be the person who holds the objective at the end of the game.
- **Point defence** – As this mission will normally turn into a draw for both sides. The BHGS team have decided to change this so that for an Attacker victory the attacker **before** the defender deploys their force the attacker must write down which objective they want to capture for the win.
- **All missions with objective markers will be setup before each game and can't be moved.**
- Each table will have a secondary objective on the table as well which will be something to capture or hold to gain additional points


**Scoring system.**

The scoring system is as follows;

- **5** Points for a win
- **3** Point for a Draw
- **1** Points for a Loss
- **1** Point for any secondary objective taken or held at the end of the game

**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.

