

Loch 'n Load 40k Grand Tournament (GT) 2 Event Pack



North Kessock Village Hall
Saturday 2nd and Sunday 3rd August
Tickets: £47.50 (includes lunch both days)

Overview

Event Name

Loch 'n Load GT 2

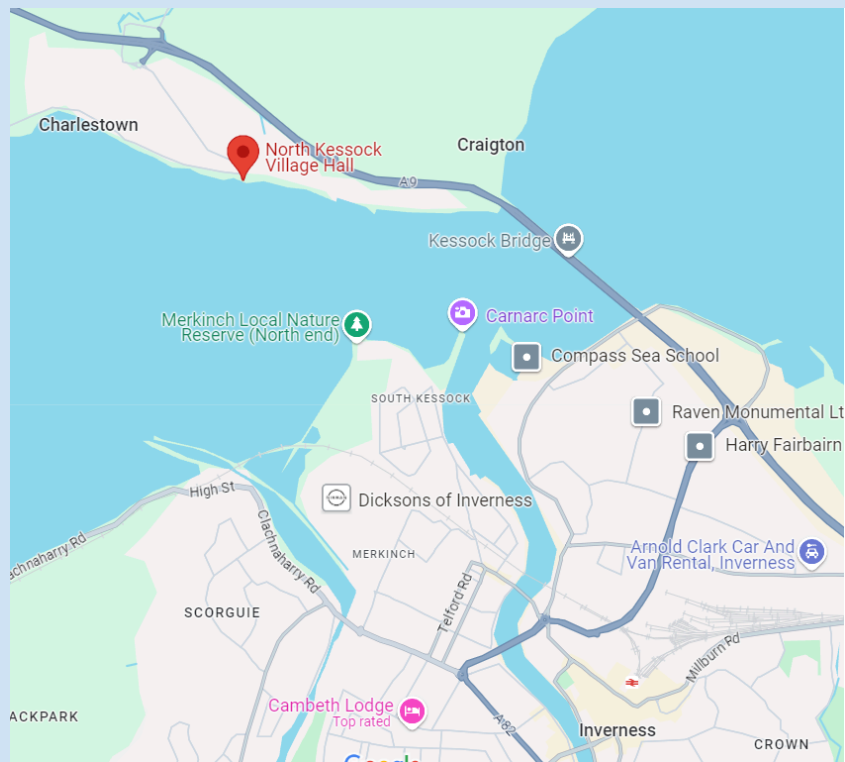
Dates

Saturday 2nd - Sunday 3rd August 2025

Location & Venue

North Kessock Village Hall, North Kessock, Inverness, IV1 3XS

- Free parking is available on-site.
- Food & Drinks - Lunch will be provided on both days. Cans of Monster will be available for purchase
- Accommodation: Players travelling from outside Inverness can find accommodation at local B&Bs and hotels. Please book early to ensure availability.
- Transport. North Kessock is just over the



bridge from Inverness and regular busses can take you from the city centre. Taxi's are also very affordable, particularly if you can get a wee group together!

Format

Warhammer 40,000 – 2000 Point Strike Force – Matched Play - 36 players

Number of Rounds

5 rounds (3 on Day 1, 2 on Day 2)

Welcome to the second Loch 'n Load GT! Over the course of two days, players will battle across five rounds of Warhammer 40,000 using the Strike Force (2000 points) format. The event follows the Warhammer 40,000 10th Edition rules and includes the latest FAQ and errata from Games Workshop and will be using the Chapter Approved mission deck (or most up-to-date at the time, equivalent).

Event Timetable:

Day 1 – Saturday, 2nd August 2025

- 08:30 – Registration & Setup
- 09:00 – Round 1 Begins
- 12:00 – Lunch
- 13:00 – Round 2 Begins
- 16:15 – Round 3 Begins
- 19:15 – Day 1 Ends

Day 2 – Sunday, 3rd August 2025

- 09:00 – Round 4 Begins
- 12:00 – Lunch
- 13:00 – Round 5 Begins
- 16:00 – Award Ceremony & Wrap Up

The Games

Army Composition:

Points Limit

2000 points

Rules & Supplements

Players must use the Warhammer 40,000 10th Edition Core Rules, including FAQs, Tournament companion and erratas up to the point of list submission (7 days prior to event start) of the tournament. List submission and rules update cut-off is subject to change and the TO reserves the right to alter this as required based on the game state nearer the time.

Army Lists Submission Deadline

Friday July 25th, 2025 (submitted via Best Coast Pairings

<https://www.bestcoastpairings.com/organize/event/Sg3pjGZanQP4>). Late list submissions will incur a 10VP penalty to game 1.

Match Format:

Game Length

Each game will be 3 hours in duration, including deployment and setup.

Challenger Cards

Challenger cards, in our opinion, are not currently functioning as intended. The gap between players victory points must be 18 (EIGHTEEN) points at the start of the battle round in order to draw a challenger card, and not the 6 currently listed by GW.

Missions

Game 1: Mission E

Take and Hold, Hammer and Anvil, Layout 1

Game 2: Mission O

Terraform, Crucible of Battle, Layout 8

Game 3: Mission G

Purge the Foe, Hammer and Anvil, Layout 8

Game 4: Mission J

Linchpin, Search and Destroy, Layout 3

Game 5: Mission Q

Supply Drop, Sweeping Engagement, Layout 3

Table layout/terrain

The tables for Game 1 will be setup and ready on arrival. On completion of your 1st and 3rd games, it would be appreciated if you could assist in setting up the terrain for the next rounds.

Ruins have no ground floor windows and touching the outside of a ruin does not count as within the ruin.

All ruins are 4"+ in height apart from the smallest rectangles which are 2" and home ruins which are 6".

Lines of sight and visibility through conjoined terrain features are as labeled in the Tabletop Battles app.



Player Responsibilities

Army Display

Armies must be fully painted to a battle-ready standard. 3 light sprays from a rattle can is not sufficient. Painting a base goblin green is not sufficient. The GW standard is "3 colours minimum and a 2-tone base" - if the TO feels that an effort hasn't been made, you'll be docked 10VP per battle round. Similarly, it is perfectly possible to have a 2 colour army and it look outstanding - you would not be penalised here! Any questions, please contact Kenny Mackenzie via the Loch 'n Load discord.

We want participants to have an immersive and enjoyable experience. The immersion and enjoyment can both be ruined somewhat if someone just buys the current meta army and fields a sea of grey.

Proxies

Proxies and 3D prints are perfectly acceptable at this event, provided that they match the original sculpt for profile, size and base size. Proxies must also be as WYSIWYG as possible and some common sense should apply. Even if your empty tub of Lurpak matches the profile and size of a Rhino - this is not acceptable. Cardboard/paper cutouts are also not acceptable, sorry, so put the 1990's Ork Deff Dread back in its glorious 90's release box.

If you are unsure about a proxy, please send pictures and a description of the model you intend to bring and as what, to lochnloadgaming@gmail.com

If you don't and a model is deemed unsuitable on the day for whatever reason, then that model will need to be put back in it's bag for the remainder of the event!

Sportsmanship

Players are expected to conduct themselves in a respectful manner throughout the tournament. Any disputes will be handled by the TO and their decision will be final. Please, just don't be a dick. I will tell you that you are being one, and I will card you (warning) and then red card (disqualify) you if you persist - no refunds will be given in this outcome and you'll likely not be invited back in the future.

Dice & Tools

Players must bring their own dice, measuring tools, templates, codex, and other materials required to play their army.

Chess clocks

Players are encouraged to bring chess clocks. We will be enforcing a strict "dice down" policy at 3 hours played, otherwise the schedule is thrown off and the club will face additional hire charges. There will be no talking out from that point, or retracting game turns to make it equal - whatever the score is in that moment is the final score. To avoid any "feels bad" moments or accusations of slow play, please, use a chess clock. If you feel, that having agreed to no clocks at the beginning, that someone is slower than you anticipated, there is nothing wrong with politely asking that you start using a clock and divide the time remaining equally. Don't leave this until you get the call for 10 minutes remaining. There is nothing that I can do at that point.

We realise that some players may be unfamiliar with chess clocks and so some rules to be aware of in the event that clocks are used are as follows;

- If one player requests a clock be used, there is no debate here, a clock must be used
- Rounds are 3 hours long. This includes all pregame chat and army discussion/rules disclosures
- Once these discussions have ended and it is time to roll for the attacker/defender, divide the remaining round time equally in two. This is how long players have to complete the game
 - I would advise that a further 5 minutes is removed on top of the above to compensate for any brief pauses required to call a TO. Once you account for 10 minutes of setup/chat and then 5 minutes buffer, the round time may have something similar to 2 hours and 45 minutes left meaning that each half of the chess clock should be set at 1 hour and 22.5 minutes each. This is just an example, you may have less or more time depending on time taken to set up.
- Players may discuss how they want to handle the clock. Whether they pass it back and forth or keep it stationary somewhere - decide this pregame.
- The onus is always on you as the active player to ensure that the clock is switched back to your opponent when you have finished your phases, turns, rolls, activations of any kind, thinking time etc

- Should you run out of time you can no longer make active decisions or actions in your phases/turns. This means;
 - If you are in the middle of a turn, you must stop immediately.
 - You can no longer perform action secondaries
 - Perform command phase actions, i.e Oath of moment
 - Move models
 - Take leadership/battleshock tests - these will just fail automatically.
 - Make attacks or charges any kind
- You can continue to score passive Victory points for holding primaries/secondaries, but only in such instances whereby no action/intervention on your part is required.
- You may continue to draw your secondaries at the start of your command phase but will only score these if you do so automatically and passively with no action required.
- You may continue to roll basic saves and feel no pains - but may not use stratagems of any kind to alter these.
- If you have clocked out, in your opponent's phases, you are not permitted to;
 - Use any stratagems/abilities as this would usually involve thinking time - even if only a second or two, of which you have none left
 - Act in another player's phase, i.e close combat, interventions, reactionary abilities such as surges, fight on death, etc.
- **Both players are responsible for ensuring that the time on the clock is correct.** It is your shared responsibility to ensure that the clock is on the correct player - please do not rely on the active player switching back and please do not try and "game" such an instance of forgetfulness - this strongly goes against our values of sportsmanship.
- Players have all the time on their clock to finish their game. As long as he/she has time remaining, they can continue to start new turns.
- If any player is found to be using the clock in such a manner that could be perceived as a "weapon", i.e by repeatedly not switching it back or obstructing/obscuring an opponent's access to the clock, a penalty/card will be issued.
- Players should also try and refrain from asking to "borrow" an opponent's time at the end. Please let the player with time remaining offer this as it is at their discretion. If they have come with an army that they have practised/has a low model count/played quickly in order to complete their game, it is unfair to ask them to share and puts them in an awkward social situation. Players may offer to "share" but are not expected to do so.

Rule Questions & Clarifications

Any rules queries should be referred to the TO, who will make an impartial ruling based on official Games Workshop FAQs and rules available. Calling a TO is absolutely fine and encouraged, but before doing so, please read the rules - 9/10 this will solve any issues.

Prizes & Awards:

Champion

Awarded to the player with the highest overall score

Best Painted Army

Judged by event staff for the most visually impressive army.

Best Sportsman

Voted by fellow players as the most enjoyable opponent.

Wooden Spoon

For the player who came last, but with style!

Registration/payment & refunds

This event will use BCP and players should download the app and register at the following link.

<https://www.bestcoastpairings.com/organize/event/Sg3pjGZanQP4>

Lists should be submitted through BCP also, no later than the date stated earlier in this pack.

Lists will be hidden until they are locked in and released 1 week prior to the event.

Payment of £47.50 should be made through the www.lochnload.com website.

As was stated when selling tickets, there are no refunds for this event owing to the club immediately reinvesting the funds in resources for this event.

If you can no longer attend, please contact Kenny and he will work down the reserves list to find someone to buy your ticket from you.

Contact Information:

Event Organiser

Kenny Mackenzie/Loch 'n Load

Website

www.lochnload.com

Email

lochnloadgaming@gmail.com

kmackenzie89@gmail.com

We're excited to host this event and look forward to two days of epic Warhammer battles! Prepare your armies, bring your best sportsmanship, and get ready for an unforgettable weekend!