



VAULT HAMMER Warhammer 40,000

Micro Grand Tournament

Updated 18/11/25

LOCATION

5th Ward Hall - Mission Hall
164-79 Halliburton PI, Galashiels TD1 2JH

Contact us:

vaulthammergaming@gmail.com

REGISTRATION

Please sign up to this event here (you will need to have the bcp app installed)

January 31st - February 1st 2026

Vaulthammer to the face! Wh40k GT

<https://www.bestcoastpairings.com/event/3dRA8MJ7CK9p>

The GT will be held off-site at
Volunteer Hall, Saint John Street
Scotland TD1 3JX

TICKETS

Once you have signed up, you will need to pay for your space, please transfer £20 via paypal (via friends and family option) to vaulthammergaming@gmail.com please use as the reference your name on the BCP app and the event date.

For our 2026 GT the ticket price is £40, or £35 with Vaulthammer club membership

For team events the team captain is responsible for paying £20 per player.

Please note that lunch is not supplied at the venue.

Please note: TICKETS WILL NOT BE REFUNDED IF YOU DROP FROM THE EVENT OR CANCEL YOUR TICKET WITHIN 48 HOURS OF THE EVENT START DATE.

We can carry over a ticket purchase to the next event if you let us know before the 48 cut off period.

TERMS

TO - Tournament Organizer

GT - Grand Tournament

VH - Vault Hammer Games Club

RTT - Rogue Trader Tournament , another term for local tournaments like this one.

MISSIONS

Missions will be selected by the tournament organizer prior to the event and will be from the Chapter Approved 2025 mission Pack.

Players may opt for either fixed or tactical secondary objectives.

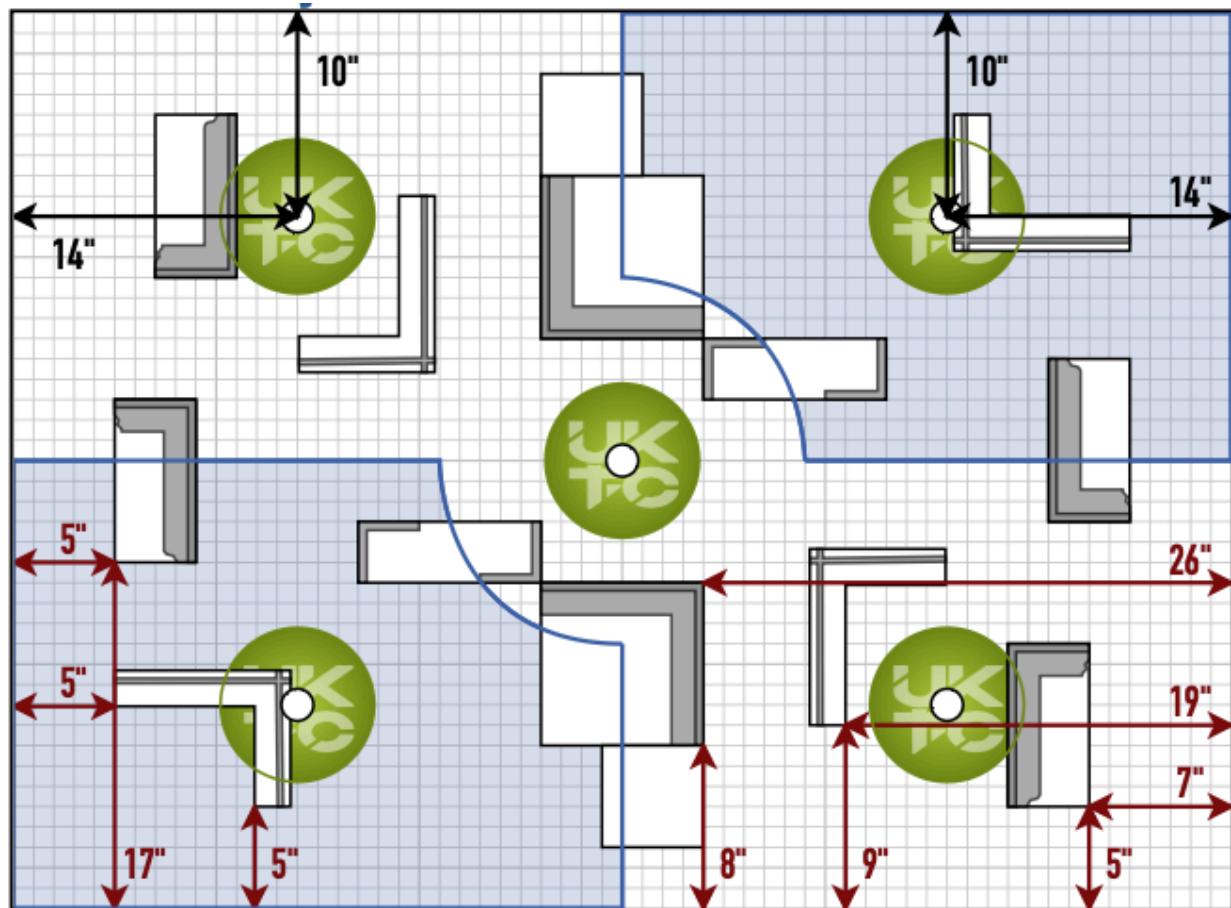
2000 point events will be played using Strike Force missions.

Missions may change prior to event.

November 29th

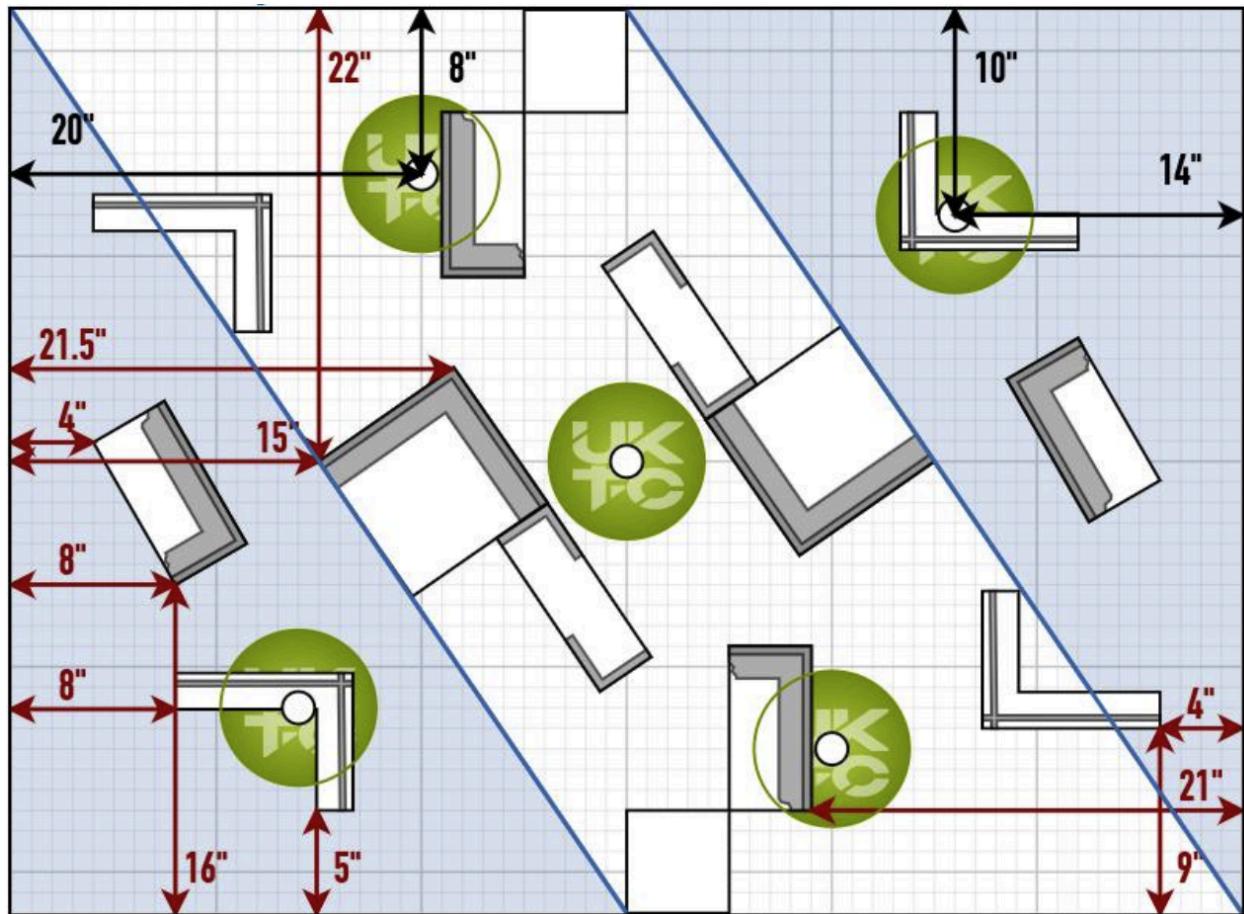
Mission 1

- Primary - Take and Hold



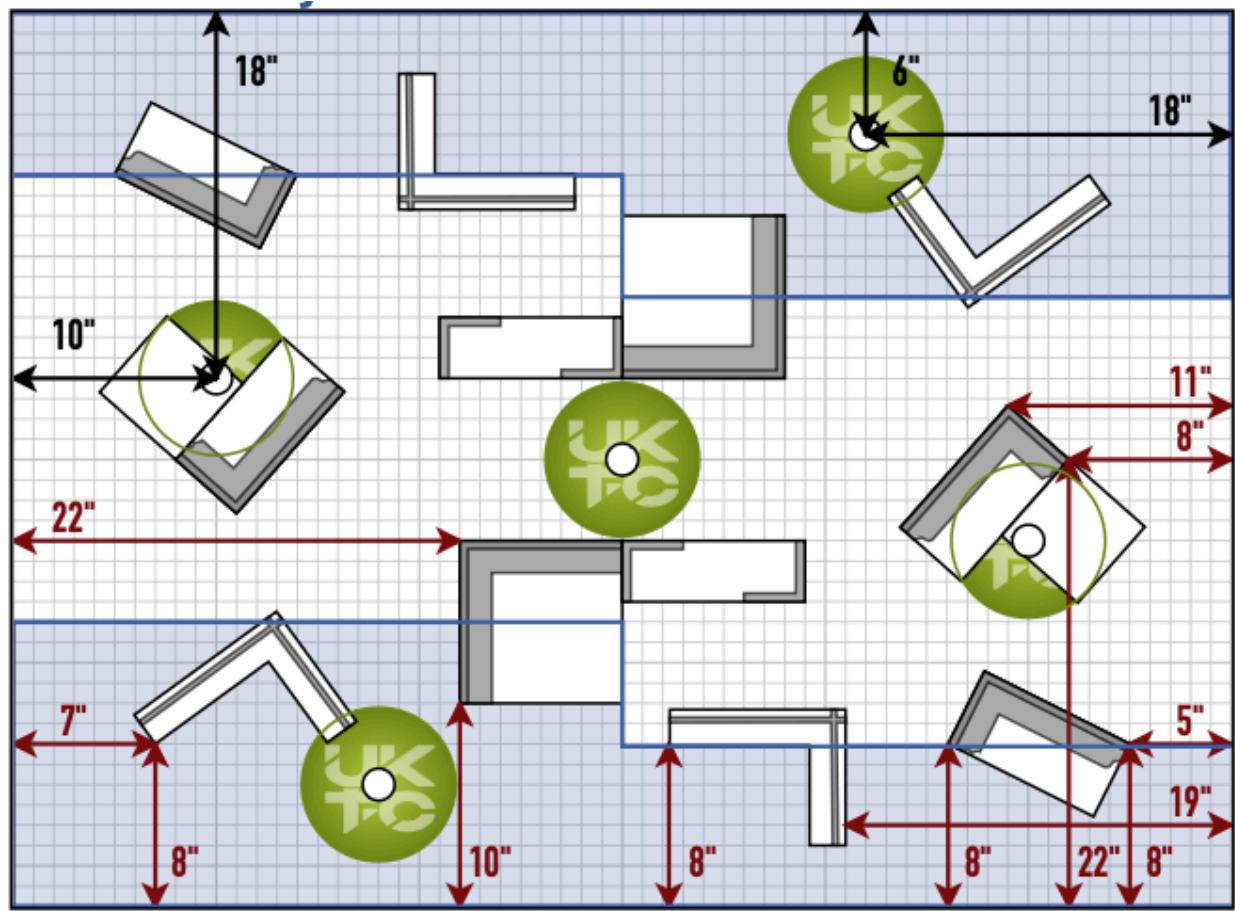
Mission 2

- Primary - Purge the Foe



Mission 3

- Primary - Terraform



TERRAIN

The mission pack outlines the objective set up and terrain set up for each mission. If you have finished your mission in plenty of time, we would ask if you could set up the mission for the next round.

Objectives markers will still be set up first and the terrain places around/on top of them.

All other terrain features will be RUINS

Blocking windows:

Windows on all ruins are blocked/no line of sight on ground floor level.

TOURNAMENT PRIZE

You will get a set of Vault Hammer objective markers made from neoprene material and has the Vault Hammer logo printed on it.

‘COOLEST ARMY’ PRIZE

If your army was created and painted by yourself then you may set your army up during the lunch break. Each player may vote for the ‘coolest’ army, for any reason (painting, conversions, etc.) The winner will receive a paint brush.

YOU MUST BRING

- Your painted army (required for 10vp painting bonus)
- Your army list
- Dice
- Measuring tape
- Index/Codex + faqs (physical or digital)
- Core Rules (physical or digital)
- Chapter Approved 2025 Mission Deck
 - *The goonhammer ‘TabletopBattles’ app is a suitable substitute for this*
- Chess clock or app. If your army contains 60 or more models, you are required to use a check clock in your match.

WHAT TO EXPECT

This event is considered 'Competitive', so you can expect challenging lists, missions with objectives and an aim to win. Whilst we take our tournaments very seriously - it's also a fantastic way to meet new friends and enjoy the game on a higher level, both on and off the table. Join us!

THE VENUE

The Mission hall offers a generously sized space big enough to fit many players and their gear, along with toilet facilities and kitchen access. Free parking on the local street.

We appreciate all help setting up and the tear down of tables and gaming materials at the start/end of the night, thank you to all who help out.

Please note that any help and assistance is at your own risk please speak to a committee member, or Vault Hammer Club tournament organiser if you have any health and safety concerns.

TRANSPORT & PARKING

Buses to Galashiels (X62 from Edinburgh, passing through Penicuik, Peebles, Innerleithen, Walkerburn)

Trains from Edinburgh(Waverly) to Galashiels, average 54 minutes.

By car it's roughly 1 hour from Edinburgh and 15-20 minutes from satellite towns

Free on-street parking

TIMING

Preparation for the first game begins at 10am.

Each game consists of a 15 minutes set-up followed by 2:45 hrs game time.

Round 1: begins 10am - 1pm

Lunch for 1 hour

Round 2: 2pm - 5pm

Round 3: 5pm - 8pm

Results & Prizing 8pm - 8:10pm

If your army contains 60 or more models, you are required to use a chess clock in your match. Otherwise it is up to both players in each match to decide to use a clock before any other pre-game actions/declarations.

If both players at a match are happy to use a chess clock, please use one either as an app on your phone or a physical chess clock. Each player will be assigned 82.5 minutes once set up time has elapsed.

PAINTING STANDARD

Armies should be painted to battle-ready standard:

- Models must have 3 colours with some shading applied (e.g. nuln oil to create shadows)
- Models must have a painted base with some sort of texture element.

If your army is not fully painted, you can still play but will not be awarded the 10VP painting bonus.

PROXIES, CONVERSIONS, OLD MODELS, BASE SIZES

Summary: It is your responsibility to make sure your opponent is able to clearly identify what is what with no ambiguity. If your opponent makes a complaint and our judges decide your army does not adhere to this standard, then it will be treated as a sportsmanship foul and you may receive a penalty.

Proxies: Models may be entered with different wargear and datasheet than shown on the model if this abides by the following conditions:

- **Size appropriate proxies only.** A Hellhound may proxy a Chimera as they have the same hull profile, but a Hellhound **may not** proxy a Land Raider.
- **No ambiguity.** If you field a single unit of Eliminators with Sniper Rifles and tell your opponent that they are actually Las Fusils, that is acceptable. If you field multiple units with Sniper Rifles and only want to proxy one of them with Las Fusils then this will create an ambiguity and will not be permitted.
- **Rule of 3.** You should be able to tell your opponent in **3 or less short sentences or less** what you are proxying. For example:
 - 'This character actually has a power fist'
 - 'Every combi weapon in the list is actually a combi-melta'
 - 'These eliminators actually have the las-fusil loadout'
- **Remind your opponent** of your proxies early and often.

- **Some stuff doesn't matter.** Do not worry about (for example):
 - model with a pistol / grenades missing
 - Heavy stubbers / hunter killer missiles missing from vehicles

Conversions, Old & Unreleased Models:

3D prints, kitbashes, old models and conversions are permitted and if their wargear / datasheet is unclear then they will be subject to the 'Proxies' rules as above.

If a model has not been released by the list submission deadline, you may not use a conversion or proxy to represent it.

Base Sizes:

You should use the current model's dimensions for game play decisions and it must be on the correct base size (this is determined by which models and bases come in the box if bought directly from GW at the time list submission closes). Base dimensions can be found on the GW Warhammer 40k app.

Minor deviations in base size may be allowed with TO permission.

Example of where this may be acceptable:

- You have a kitbashed character that is 40mm instead of the usual 32mm, however you should be respectful of your opponent and not use this to abuse aura abilities etc.

Example of where this is **not acceptable**:

- You have old Ork Boyz on 25mm bases when they have since moved to 32mm (this is extremely significant when it comes to keeping them hidden / combat effective)

CODEX, DATASLATES & NEW RELEASES

A new codex that has been released before the list submission deadline can be used only if its datasheets and points are live in the Warhammer 40k app, even if it is a limited edition / early release (e.g. alongside an army box set).

The game rules (including balance dataslate) for the event are 'frozen' at the time of list submission.

Changes to the points / rules of the game released between the time of list submission and the event are thus **not** in effect; however official clarifications to ambiguous rules will take effect.

For example:

- Between list submission and the event a balance dataslate is released which changes the 'devastating wounds' mechanic of the game. As this was after list submission and is a change to the rules as were written, the **change does not take effect for the event**.
- Between list submission and the event a GW FAQ is released which clarifies the interaction between battle shock tests taken normally and those forced by abilities such as 'Shadow in the Warp' from the Tyranids. As this clarifies a ruling that was previously ambiguous (do affected units have to take 1 battle shock test or two? GW clarify the answer is one) the clarification **does take effect** for the event.

PLACING - SINGLES TOURNAMENT

Highest scoring player is determined by number of wins, with battle score used as tie-breaker.

ARMY SELECTION

Armies are built using the active Grand Tournament supplement for detachments, and from a pool of 2000pts

Each player's army should be Battleforged in accordance with the GT rules for Strike Force missions, i.e. cost no more than 2000 points and follow the rules for army selection as described in the core rules of 10th edition.

LIST SUBMISSION

Lists may be submitted in any format, remembering that optional wargear must be recorded.

Army lists must be submitted on the Sunday evening prior to our event by 20:00.

Lists submitted before that date will be hidden. After that date they will be visible (and locked) Players who failed to submit their list on time will have 10 VP penalty per game

Lists are submitted to the event in the BCP player app.

SUBMITTING SCORES

Scores will be submitted on the bcp app event listing at the end of each round, if you require a pin number to complete the submission, it will be supplied during the pre-game announcements.

RULES FAQs

We use the UKTC rules FAQs / judges rulings:

<https://docs.google.com/document/d/10u4bb4mgqvhFew4MicY4bqnyeZ7Ws57Q6elj95nOPiA/edit>

RULES DISPUTES If you are struggling to agree on the function of a rule, please stop, and ask the TO (Lewis) to assess the situation. You should have your copy of the codex and core rules with you. If you are unhappy with the TO's ruling, an impartial, but experienced player will also be brought in, once a majority have agreed on the rules interpretation, it will be in effect for the remainder of the event.

CHEATING

Knowingly and repeatedly cheating will result in an immediate ban from Vault Hammer events and disqualification from the event attended, no ticket refund will be given, the TO will review and adjust scores accordingly.

In the event that unintentional cheating has taken place during the event but not discussed until after the game or event, the TO reserves the right to adjust scores, in most cases this means the player misusing their army or game rules, will have their scores adjusted. Please note that instances of cheating, intentional or otherwise will be investigated before any adjustments are made.

TERRAIN

The tables are all made up of Ruins from the UKTC layouts.

Blocking windows:

- Windows on the ground floor L shaped UKTC terrain pieces are considered blocked / no line of sight.
- All windows on ground floor level of any of the terrain pieces are considered blocked/no line of sight.
- There are NO windows in the largest pieces of terrain, only windows that are placed on top floor are in the medium L shaped ruins.