



40k 2000 Points Matched Play RTT

Saturday 10th January 2026

The Canterbury Academy – Knight Avenue, Canterbury CT2 8 (*additional venue details at end of pack*)

3 Rounds using **Chapter Approved (2025-2026)**

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Contact Details & Feedback:

These events are shaped by the community they serve. I am very keen for feedback to improve participant experience.

For updates, please check the event on Facebook

<https://www.facebook.com/GothicGamesCanterbury>

If you have any additional questions after reading this pack, please do not hesitate to contact me (Dan Rattigan- Tournament Organiser/TO) at

Events@gothicgamescanterbury.co.uk

Note on the venue: The Canterbury Academy is a large campus style facility and plays host to a range of guests and employees. It is a non-smoking/non-vaping site. Please ensure that your conduct reflects 'good character' (in person and online) that and that you could be considered a fine ambassador for the hobby.

Please note while these events are intended for players aged 16+, players under 18 will require parental/appropriate adult supervision for the events duration.

Meet the Tournament Organisers (TOs):

About the organisers

This particular event is a joint venture between **Gothic Games Canterbury** and **Voidstorm Games**, supporting our larger events that run under 'The Kent Major/The Kent Teams' Banner.

Gothic Games Canterbury and **Voidstorm Games** have a wealth of experience running events of various sizes from RTTs to GTs as well as Team events.

The main overarching commitment we both have is to a fun experience for the player. Tournaments should be an enjoyable way to take part in the hobby. We believe that all players should first and foremost foster good sportsmanship and comradery through a shared love of the hobby, no matter one's prior experience or skill level; this in turn leading to a positive event experience for all!

VoidStorm Games:

www.voidstormgames.co.uk

contact@voidstormgames.co.uk

<https://www.facebook.com/VoidstormGames>



Gothic Games Canterbury:

www.gothicgamescanterbury.co.uk

Events@gothicgamescanterbury.co.uk

<https://www.facebook.com/GothicGamesCanterbury>



Event Registration & Mustering your forces:

Games will be 'Strike Force' size (2000 points).

Armies should be selected using the most recent official GW released codex/supplement using points from the most recent tournament pack/data slate. (**Chapter Approved 2025-26**)

Any updates/errata published by GW up to and including submission date will be in effect. Points in the latest Munitorum Field Manual should be used. <https://www.warhammer-community.com/en-gb/downloads/warhammer-40000/>

The TO will add players to the event on Best Coast Pairings. Please make sure that you are registered. If you purchased a ticket for someone else, please ensure that they are registered. It is recommended that you use the web version leading up to and throughout this event <https://www.bestcoastpairings.com/>

If you have a team or club affiliation, please update the relevant field on your BCP profile.

Lists should be submitted in BCP no later than **Thursday 8th January** so that lists can be reviewed by the community. Failure to submit by this date may result in a points penalty or other sanction (see event conduct below). Do please make sure your submission is as clear as possible.

We all make mistakes, so if you spot one in a list or error yourself, please let the TO know.



Event Schedule:

9.00: Site Open

9.10: Welcome and Briefing

9.15 – 12.00: Game 1 (O)

Primary Mission: **Terraform**

Deployment: **Crucible of Battle**

12.00–12.45: Lunch Break

12.45–15.30: Game 2 (D)

Primary Mission: **Scorched Earth**

Deployment: **Tipping Point**

15.30 – 16.00: Afternoon Break

16.00–18.45: Game 3 (L)

Primary Mission: **Take and Hold**

Deployment: **Search and Destroy**

19.00–19.20: Awards (*precise awards will vary subject to final participant numbers*)

All tables will use layout 1 or 6 from the GW Chapter approved document. Please see the additional notes in the terrain section of this pack

ROUND TIMINGS:

The milestones for a round breakdown as:

- 165 mins remaining: Start round (Formally)
- 160 minutes remaining: Complete pre-game discussions (including terrain) and decisions, including Secondary Objectives
- 150 minutes remaining: Deployment Complete, Begin Round 1
- 110 minutes remaining: First Battle Round Complete, Begin Round 2
- 74 minutes remaining: Second Battle Round Complete, Begin Round 3
- 44 minutes remaining: Third Battle Round Complete, Begin Round 4
- 24 minutes remaining: Fourth Battle Round Complete, Begin Round 5
- 4 minutes remaining: Do not begin a new Battle Round without TO Permission

Additionally, see ending a battle below.

Ending the Battle: It is hoped that all games come to a natural conclusion, and players should attend with an army list they feel comfortable playing a complete game within 2 hours and forty-five minutes. You must not intentionally leverage time to disadvantage your opponent. *Chess clocks are not encouraged at this event.*

There will be announcements, as well as a timer, to help facilitate timely play. If you have timing concerns during a game, *please contact the TO as soon as possible.*

“Talking out” an incomplete game is highly discouraged but if appropriate should take place in the presence of the TO or judge. Game Scores may be capped in such circumstances.

It is a sign of real sportsmanship to see a game through to the very end, even in the face of crushing defeat. Sometimes, however, the dice or other factors may conspire against your forces and a player may wish to concede early. Should this occur, please contact the TO to determine final scores

TOOLS OF WAR

You should ensure you pack and attend the event with the following:

- 1) Your 2000 point Strike Force Army (**There is no Battle Ready requirement for this event – Both players score the 10 points**)
- 2) A Chapter Approved Mission Deck*
- 3) A copy of your roster/the rules for your models – Electronic versions or hard copies are permitted, but these should be readily available to your opponent (or TO!) to check if necessary.
- 4) Dice, measuring tapes, objective markers, any additional markers/tokens
- 5) Score sheets/appropriate app* or pen & paper. It is advised that BOTH players keep track of score during the game.
- 6) A water bottle of similar

*The Goonhammer Tabletop Battles App may be used

<https://www.goonhammer.com/the-official-launch-of-tabletop-battles/>

BATTLE READY/ARMY PAINTING/CONVERSIONS:

~~All models in your army should be painted and based appropriately to a BATTLE READY standard as per the example below. If models fail to meet this standard as determined by the TO, in addition to not receiving the 10pts additional points for battle ready, models maybe prohibited from play.~~

Models should be ‘What you see is what you get’ (WYSIWYG). The change to 10th, however, may have left some warriors wielding the ‘wrong’ weapon. Minor discrepancies are largely fine, so long as it is made very clear to your opponent. **Both Players receive the full 10 points.**

Many players “scratch build” or heavily convert elements of their model collection, and these activities are a hallowed part of Warhammer hobby history. For the sake of fairness, any conversion should be comparable in size to the most current version of the model they represent. You may not gain a benefit from converted models but may incur penalties. For example, a model converted to be taller may be more easily seen but may not gain LOS benefits for its extra height.

If in doubt, please contact the TO prior to list submission, ideally with photos.



Creating the battlefield/Terrain

NO FIXED MEASUREMENTS Precisely locked terrain layouts with fixed measurements are not a feature of this event. Most games of Warhammer are not played with laser like precision; This event is about rolling dice and having a great time with your opponent over three rounds. In general, however, there should **be at least 4" between** the physical edges of each terrain feature and/or the board edge, with terrain matching the maps as closely as possible. This is primarily to avoid situations where certain factions (e.g. Imperial Knights) are unable to interact with areas of the battlefield due to ruins and other impediments being too close together. **If unsure about a layout, please contact the TO prior deployment.**

OBJECTIVE MARKERS Objective markers can and sometimes will be either hidden within terrain or placed in the open, but the markers themselves should never intersect a wall or similar element.

Additional Terrain Notes:

This event uses GW Layouts. Terrain pieces will be available on each table event and should be set up once objectives are placed, after each round etc to better the maps (see pictures for further guidance.)

ALL ground floor windows are considered blocked for the purposes of line of sight.

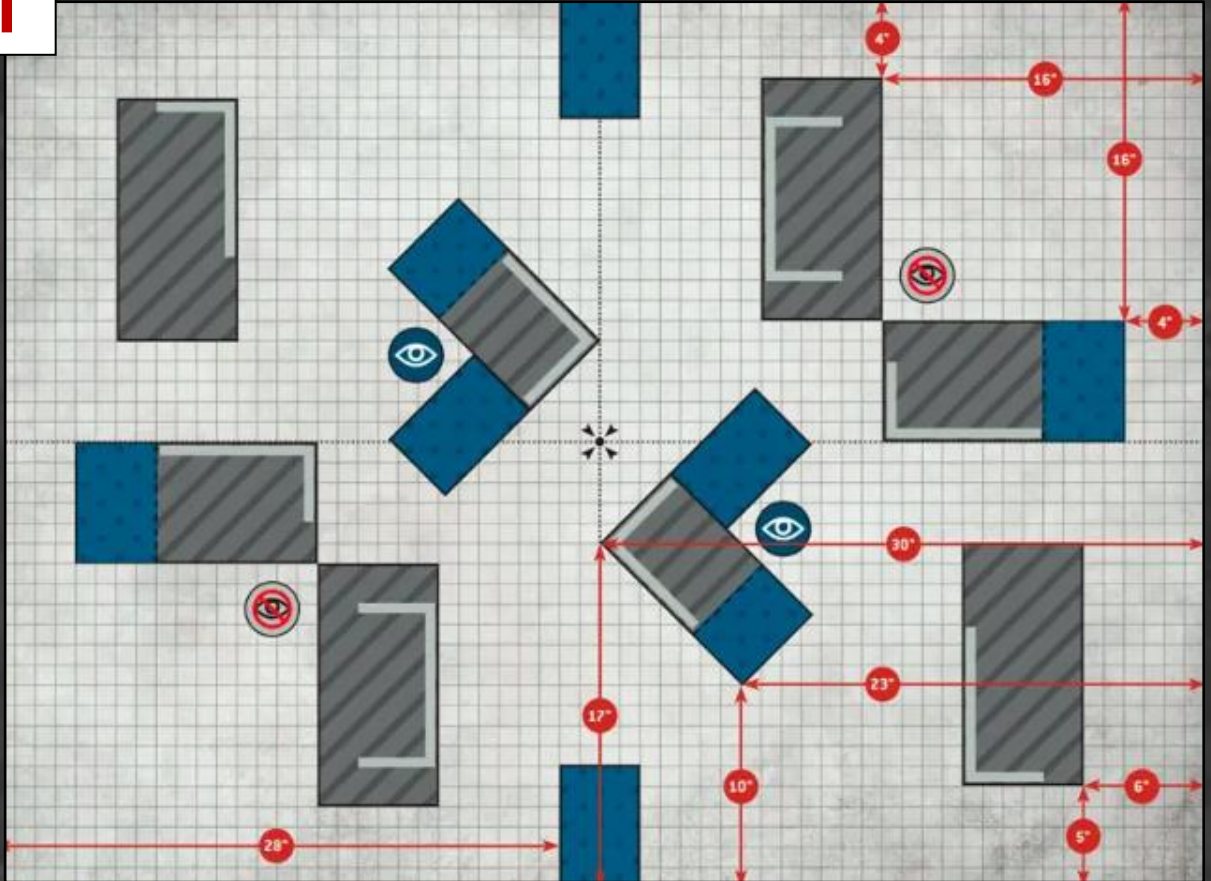
Terrain for this event is provided by Voidstorm Games. You can check out the full selection via their website <https://www.voidstormgames.co.uk/>



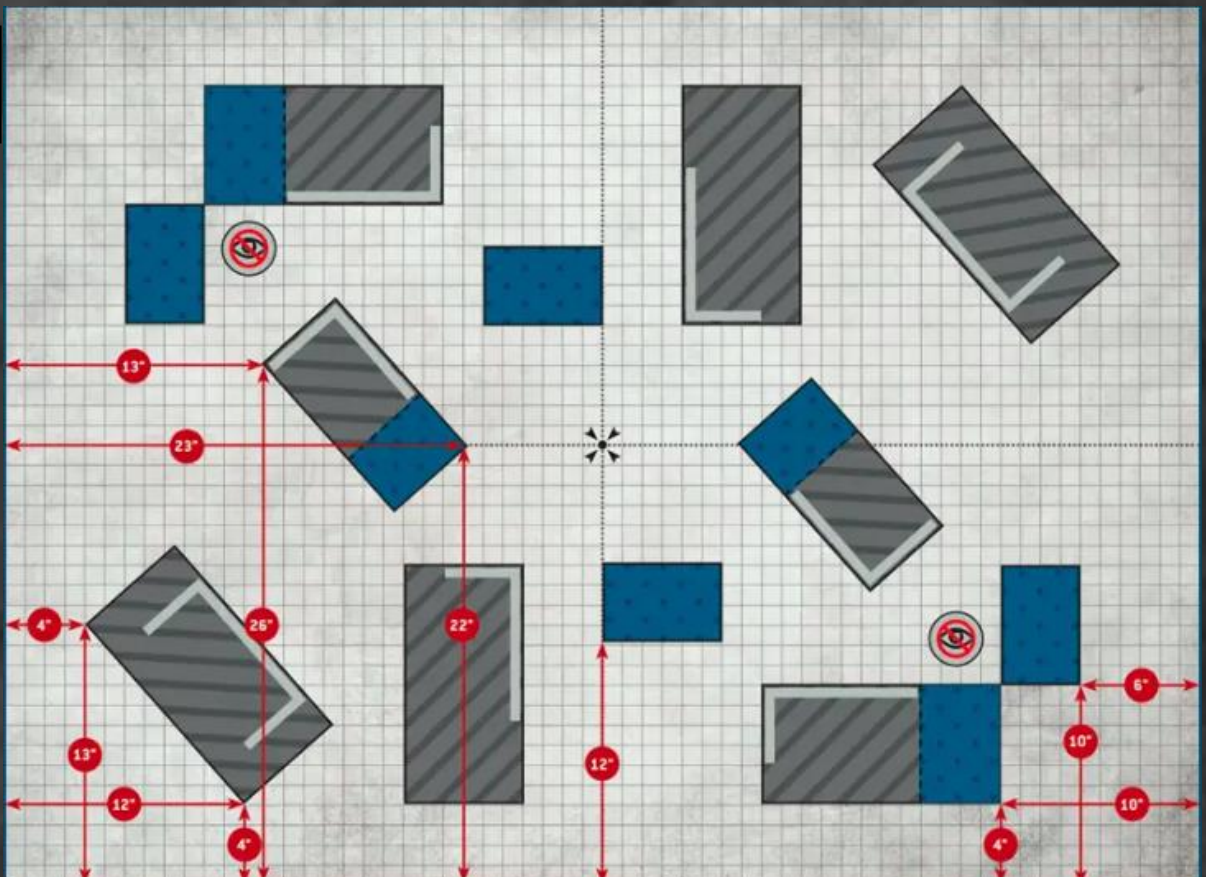
These maps are indicative (See notes on precise measurements above). If in doubt, please check with the TO.

LAYOUT 1

Please note that you cannot hold the central objective from behind the 'L' shaped ruins in the centre of the map.



Layout 2



Event Conduct:

The TO will endeavour to be prominently visible in the tournament hall throughout the event and hold the final say on all game rules and tournament questions.

Individual rulings, however, are never binding precedent – Warhammer is a game, not a court of law. Rulings will always be based on correct rules interpretations and the spirit of the game rather than adhering to previous precedent. When calling for the TOs assistance, please be prepared to provide any relevant rules to the particular question.

Amicable solutions (rolling off, for example) between players are very welcome!

War(hammer) can be a brutal affair, but please remember it is **only a game** and player conduct should reflect this (in person and online). The TO reserves the right (but is not limited) to suggest a cool down, penalise a score, or ultimately eject a player if their conduct falls short of expectations.

TO rulings are final

If in doubt, please ask!

All results will be submitted to relevant circuits (Typically ITC, UKTC and KTC) for points scoring and rankings.

You (both players) are responsible for ensuring that the correct results are submitted to the BCP app or to the TO. If we move onto the next round and you see a mistake it will not be reversible.



VENUE DETAILS

The Canterbury Academy – Main School Hall – Knight Avenue, Canterbury, Kent, CT2 8QA

The Academy Campus is walking distance from Canterbury East and West.

Free Parking on campus is available.

Every effort will be made to provide a light lunch on the day, as well as a tea & coffee station

Hathats coffee shop on campus will be open and serves a range of snacks and drinks.

<https://hathats.co.uk/pages/canterbury>

There are also variety of local shops within walking distance.

