



40k 2000 Points Matched Play GT

Saturday 24th and Sunday 25th May 2025

PLCC Hall - The Canterbury Primary School – City View, Franklyn Rd,
Canterbury CT2 8PT *(additional venue details at end of pack)*

5 Rounds using **Pariah Nexus Mission Deck**

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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.

Mission Statement/Welcome:

GOTHIC GAMES CANTERBURY aims to build a positive hobby community by hosting fun, engaging and friendly gaming events. This event is a **Warhammer 40,000 matched play event**. While matched play games can be competitive by their nature, first and foremost I hope my events foster good sportsmanship and comradery through a shared love of the hobby, whatever one's prior experience or skill level, and a positive event experience for all!

As a one-person operation, I humbly ask that you bear in mind the following:

- 1) I will very probably make mistakes, please be kind when I do!
- 2) I want to put player experience first. Immersive, cinematic game moments and fun reciprocal gameplay are more important to me than leveraging rules ambiguity for advantage.
- 3) My events are attended by a wide range of hobbyists. I aim to treat *every* event as if it is someone's first event.

Meet the Tournament Organiser (TO):

I (Dan Rattigan) run Warhammer Alliance Canterbury, one of the biggest Warhammer youth communities in the Southeast of England based at The Canterbury Academy. Out of the school club came Gothic Games Canterbury!

Initially running 40k RTTs (Rogue Trader Events), Gothic Games Canterbury has quickly grown to be one of the UKs most popular event venues covering a variety of games systems and formats.

Creating a friendly atmosphere for everyone is incredibly important. Furthermore, these events have helped raise over thousands of pounds since starting, supporting local causes such as The Canterbury Foodbank and continue to provide hundreds of hours of free activity time for local youths each year.

When not promoting the Warhammer hobby to anyone who will listen (and frequently those that won't) I am a Secondary Teacher at The Canterbury Academy.

If playing, I can typically be found at the bottom tables. *Those who can, teach; Those who cannot win events, organise them.*



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. (**Pariah Nexus**)

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.

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 **Saturday 17th May (one week before the event)** 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 – 12.15: Game 1 (A)

Primary Mission: **Take and hold**

Mission Rule: **Raise Banners**

Deployment: **Tipping Point**

12.15–13.00: Lunch Break

13.00–16.00: Game 2 (O)

Primary Mission: **Terraform**

Mission Rule: **Stalwarts**

Deployment: **Crucible of Battle**

16.00 – 16.20: Afternoon Break

16.20–19.20: Game 3 (J)

Primary Mission: **Linchpin**

Mission Rule: **Raise Banners**

Deployment: **Search and Destroy**

19.45 – Site Close



Event Schedule:

9.00: Site Open

9.10: Welcome and Briefing

9.15 – 12.15: Game 4 (B)

Primary Mission: **Purge the Foe**

Mission Rule: **Smoke and Mirrors**

Deployment: **Tipping Point**

12.00–13.00: Lunch Break

13.00–16.00: Game 5 (P)

Primary Mission: **Scorched Earth**

Mission Rule: **Inspired**

Leadership

Deployment: **Crucible of Battle**

16.15–16.30: Awards (*precise awards will vary subject to final participant numbers*)

16.45 – Site Close

All tables will use layout 1 or 6 from the GW Pariah Nexus 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 **3 hours**. 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 Battle Ready Army
- 2) A Pariah Nexus 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 or similar

*The Goonhammer Tabletop Battles App maybe 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.

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 Gothic Games events. Most games of Warhammer are not played with laser like precision; my events are about rolling dice and having a great time with your opponent over three rounds. When using the layouts, players should ensure they are as close to the illustrated positions as possible, but given the imperfect measurements of the clear plates, a precise match will not be possible in all circumstances. In general, however, there should be at least 4" between the physical edges of each terrain feature and/or the board edge. 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.

Some ruins have 'non wall' features. Most (Pipes, small rocks etc) are approximately 2" and should be treated as under 2" for movement purposes. Models may not end their movement on these

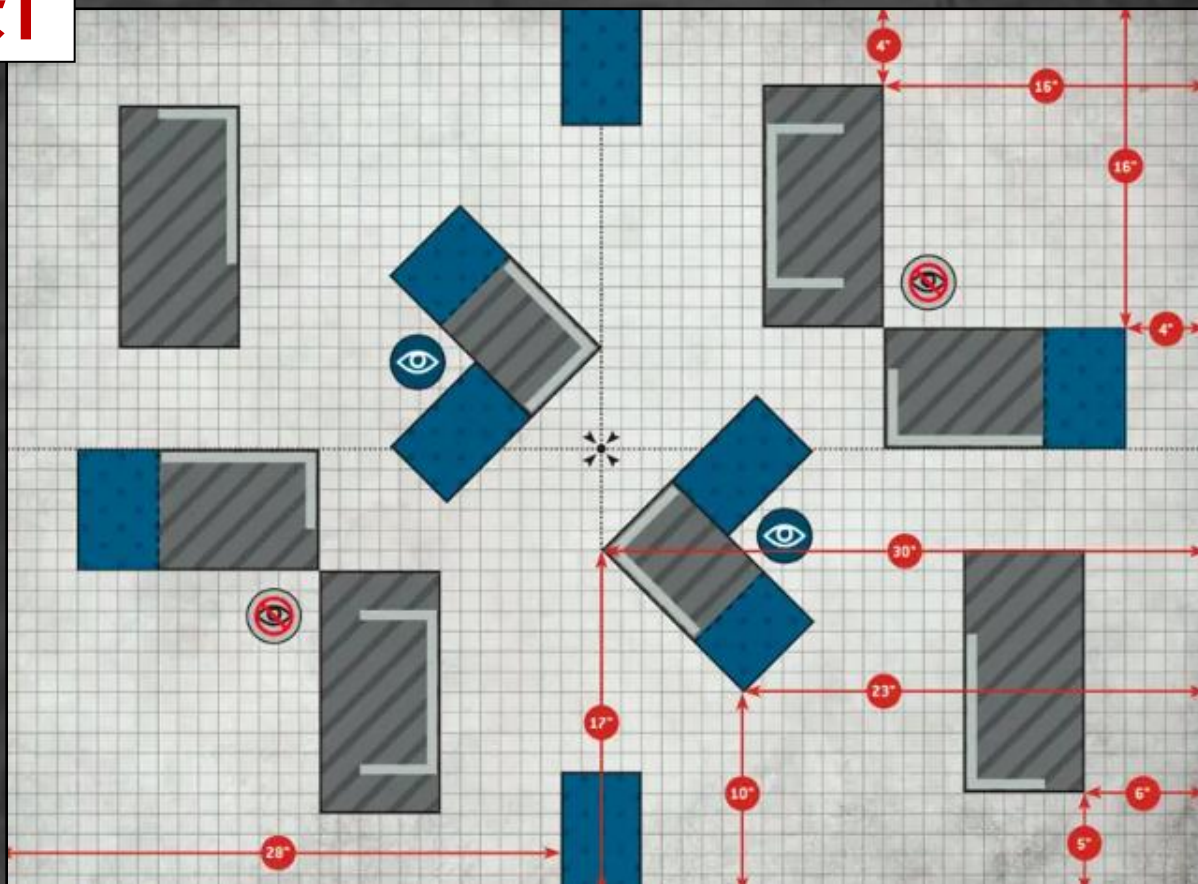
Some features are approximately 4" or taller (Tyrannid terrain for example, or tall rocks). And are included for aesthetic variance These should be treated as no more than 2" high for movement purposes. If in



These maps are indicative (See notes on precise measurements above)

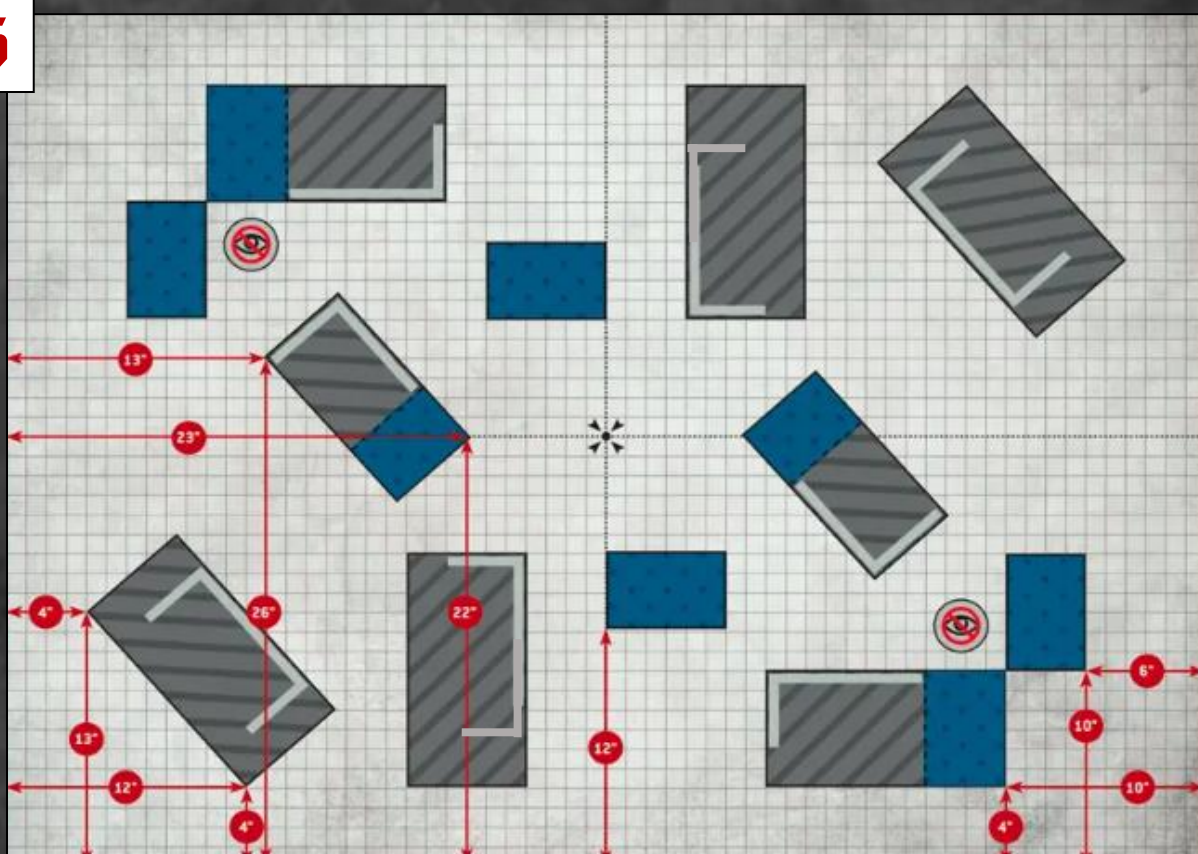
Layout 1

Please note that you can hold the central objective from behind the 'L' shaped ruin with typically one model



Layout 6

Please note that this layout has been adapted to better suite the size of GGC ruins



Pairings & Scoring:

Round one pairing are random with a provisional pairing list typically released on the Thursday prior to the event. For subsequent rounds pairings are determined as below:

First – by record (i.e. the number of wins, losses and draws)

Second – by win path (i.e. the timing of the rounds in which a player won or lost their games)

Third – randomly within players of the same ranking

With a considerable number of players from a diverse range of backgrounds and event experience, an objectively ‘fair’ way of determining places over 5 rounds is not always possible. While ultimately my events are about hosting great games, I am trialling the WTC format for scoring. The best coast pairing app is already configured to calculate the score to give you more time to focus on playing but are included below for reference.

VP DIFFERENCE	PLAYER GAME POINTS	OPPONENT GAME POINTS
0 - 5	10	10
6 - 10	11	9
11 - 15	12	8
16 - 20	13	7
21 - 25	14	6
26 - 30	15	5
31 - 35	16	4
36 - 40	17	3
41 - 45	18	2
46 - 50	19	1
>50	20	0

Awards:

Final can vary owing to final numbers but in addition to traditional podium prizes, best in bracket etc, there are various spot prizes awarded. If you think a hobbyist is deserving of an award either because of an awesome game moment, some incredible hobby or some other reason, please let the TO know!

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

PLCC Hall – The Canterbury Primary School – City View, Franklyn Rd, Canterbury CT2 8PT

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.

