



40k 2000 Points Matched Play RTT

Saturday 23rd March 2024

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

3 Rounds latest GW 40K Mission Pack (Provisionally Pariah Nexus)

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.
- 4) At time of writing, a new mission pack (Pariah Nexus) is imminent. Therefore missions and terrain layouts are subject to change, but this will be communicated and 'locked in' with as much possible as notice.

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.

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/dataslate. (At time of writing, this)

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. It is recommended that you use the web version leading up to and throughout this event (rather than the app) <https://www.bestcoastpairings.com/>

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

Lists should be submitted in BCP no later than **Saturday 27th July 2024** (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:

Saturday 3rd August

8.30-9.00: Site Open

9.00 – 9.15: Welcome and Briefing

9.15 – 12.15: Game 1

13.00-16:00 Game 2

16.00 – 16.20: Afternoon Break

16.20 -19.20: Game 3

19.45 – Site Close

Saturday 3rd August

8.30-9.00: Site Open

9.00 – 12.00: Game 4

12.00-12.45: Lunch Break

12.45 – 15.45: Game 5

16.00: Event Awards, *after which the top 2 players will be invited to play for a bonus 6th Round to determine the winner of the Golden Ticket*

19.45: Site Close

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

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.*

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.

“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 Army
- 2) A Leviathan 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.

*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 recommended. As well as limiting the variety of terrain organisers may feel permitted to field, such strictures can encourage army construction that plans for guaranteed measurements for the purposes of line of sight, objective control and so on. Furthermore, it can create problematic mid-game situations should players notice their terrain does not meet prescribed limits. When using these layouts, players should ensure they are as close to the illustrated positions as possible, but organisers should avoid mandating precise locations for each piece. In general, however, there should be at least 4" between the physical edges of each terrain feature. 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.

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.

USE OF RUINS The following layouts primarily use the Ruins terrain feature. This efficiently achieves a good amount of line-of-sight blockage and cover appropriate for balanced games, thanks to the natural abstraction of line of sight within the rules for Ruins. Remember that a variety of terrain heights not only adds to the immersive nature of the battlefield, but is also important for line of sight and rules such as Plunging Fire. For organisers and players with a more robust terrain collection (especially elements that block true line of sight), incorporating features such as Woods, Barricades and Hills into your chosen layouts is perfectly acceptable.

Additional Terrain Notes: This event uses GW Layout 3. Tables will be set up prior to the event starting but should be adjusted once objectives are placed, after each round etc to better reflect the maps (see pictures for further guidance.)

While measurements for terrain are approximate, plastic plates should not be within 3" of the objective nearest the middle (see diagram)

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 (Tyrranid terrain for example, or tall rocks). These should be treated as no more than 4" high for movement purposes. If in doubt, check with TO.



Crucible of Battle objectives + 3" (Indicative only)

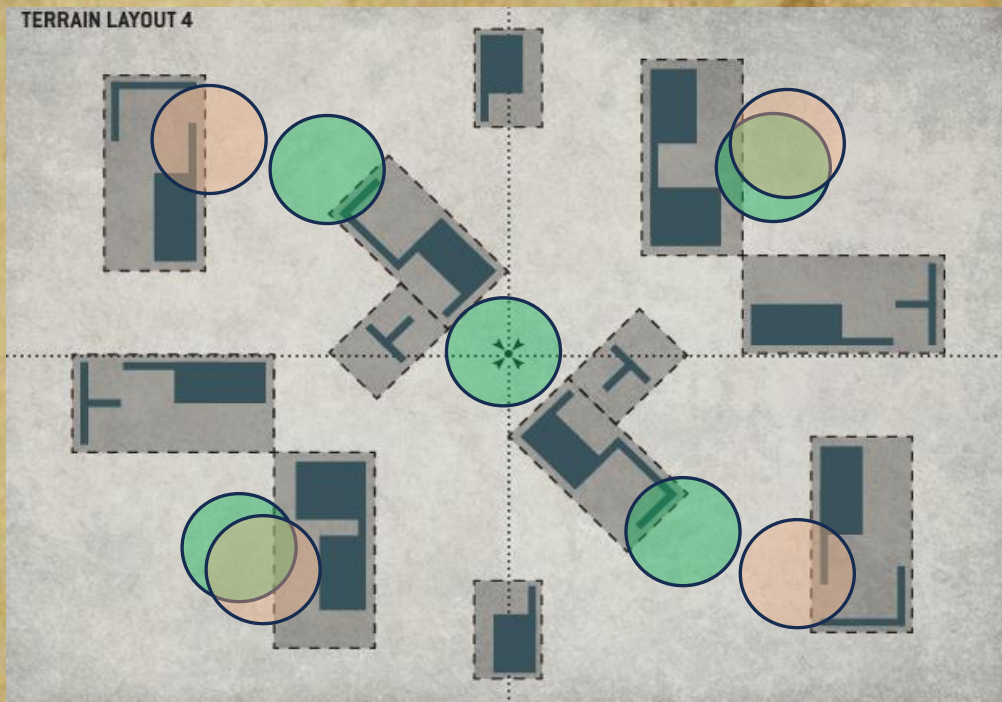
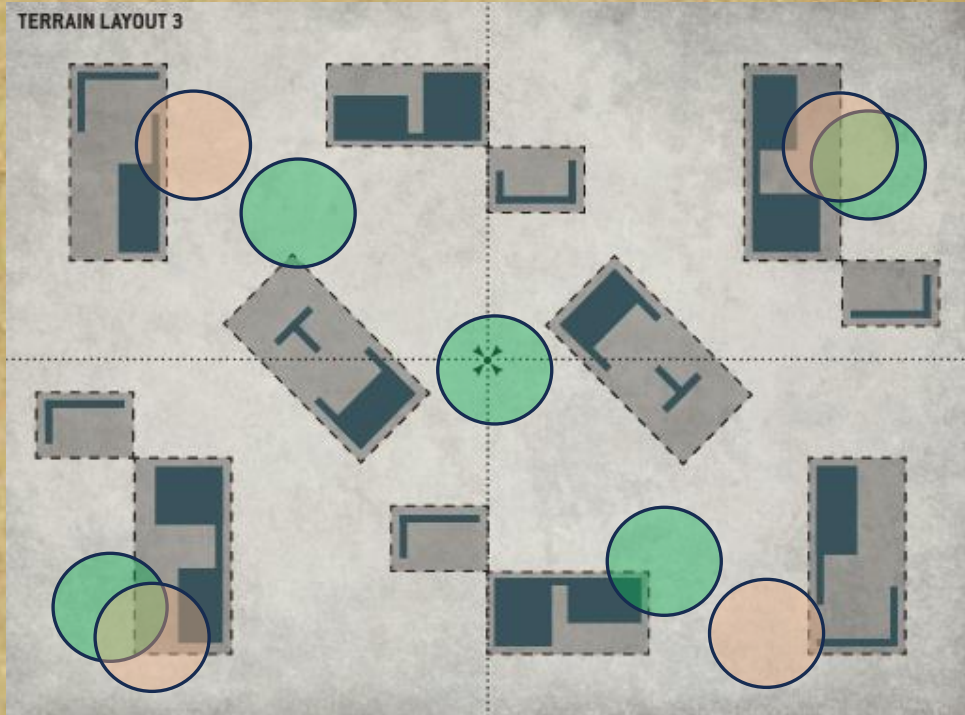


Search & Destroy objectives + 3" (Indicative only)

TERRAIN KEY

Area Terrain	Suggested Ruin walls

For model mobility purposes, wall sections shown as thin lines should be largely under 2" in height, and never more than 4" in height, while wall sections shown as solid rectangles should always be more than 4" in height.



Some examples of 'non-standard/themed' terrain. I hope to develop these as 10th Edition grows and so feedback welcome.

Please note that the top 3 tables will have 'standard terrain' for the final game.

Please be sure to discuss any questions with your opponent before the game.



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.



VENUE DETAILS

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

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

Free Parking on campus is available.

This event takes place in the main school hall.

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.

