



Event Pack

40k 2000 3 Player Team RTT

The Canterbury Primary School

City View, Franklyn Rd, Canterbury CT2 8PT
(additional venue details at end of pack)

3 Rounds using

Chapter Approved (2026-2027)

This pack applies to the following **2026 RTT** events:

Saturday 22nd August

Saturday 24th October

Additional dates TBC

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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 event and community updates, please visit Facebook

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

For ticketing info (purchase, refunds, full Terms & conditions etc) please visit Eventbrite <https://gothicgamescanterbury.eventbrite.com>

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 (see event conduct.)

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 to Gothic Games Canterbury!

My mission is to cultivate a positive hobby community through the organization of engaging and enjoyable gaming events that have a positive impact on the community. While **Rogue Trader Tournaments (RTTS)** inherently carry an aspect of competition, my primary focus is to promote good sportsmanship and camaraderie, united by our shared passion for the Warhammer hobby over three games of Warhammer 40k. I aim to create a positive, friendly, experience for all participants, regardless of their prior experience or skill level.

As a one-person operation, I kindly ask for your understanding regarding the following points:

1. I may (and probably will) make mistakes during the event, and I appreciate your patience and kindness when this occurs.
2. My priority is to enhance player experience. I believe that immersive, cinematic moments and enjoyable gameplay should take precedence over exploiting any ambiguous rules interaction to secure 'victory'. The real win is a game where both players have a great time at the table (awful dice rolls notwithstanding.)
3. My events attract a diverse range of hobbyists, and I strive to ensure that each event is welcoming, treating every participant as if it is their first experience.

Thank you for being a part of our community, and I look forward to seeing you at the event but do reach out via Events@gothicgamescanterbury.co.uk if you have any questions!!

Meet the Tournament Organiser (TO):

Welcome! I am Dan Rattigan, and I have the pleasure of running Gothic Games Canterbury and Warhammer Alliance Canterbury, one of the largest Warhammer youth communities in the Southeast of England, based at The Canterbury Academy. From this school club, I founded Gothic Games Canterbury!

Initially starting with Warhammer 40,000 RTTs (Rogue Trader Events), Gothic Games Canterbury has quickly grown into one of the UK's most popular Warhammer event venues, offering a diverse range of gaming systems and formats.

Creating a friendly and welcoming atmosphere for all participants is incredibly important to me. Since the beginning, my events have raised thousands of pounds to support local causes, such as The Canterbury Foodbank, and I continue to provide hundreds of hours of free activity time for local young people each year.



Event Registration & Mustering your forces:

Games will be played at 'Strike Force' size (2000 points) using the Warhammer Teams Companion.

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**)

The TO will add the team captain (assumed to be the ticket purchaser unless notified otherwise) to the event on Best Coast Pairings (BCP), typically a few weeks in advance. **The Captain is then responsible for adding additional team members.** Please make sure that you are registered on BCP or to update me if you purchased a ticket using a different email address. If you purchased a ticket for someone else, please ensure that they are registered. You can find more information here <https://www.bestcoastpairings.com/>

TEAM COMPOSITION AND MUSTER ARMIES Each team should have a single captain (typically the person who purchased the ticket) who is responsible for ensuring that players submit lists on time, and that scores are submitted at the end of each round. Within each team, only one player can use units with a given faction keyword. This will normally mean that only one player can use units from each Codex, including as allied forces. This does not apply to cases where the ally rules being used change faction keywords, or where datasheets appear in multiple Codexes with different faction keywords (e.g. Chaos Daemons and Khorne Daemons in Codex: World Eaters). Each player then musters an army as described in the Warhammer 40,000 app, with the following exception: once they have mustered their army, a player selects one Force Disposition card available to them and records that on their roster. Within each team, for every 5 players (rounding up), only one player can select each Force Disposition. ***Therefore, each army in a 3-player team must have a different disposition.***

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/>

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

Army Lists (included your force disposition) should be submitted in BCP no later than **the Thursday preceding 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). Do please make sure your submission is as clear as possible, preferably using the Warhammer 40,000 app.

Provisional pairings are typically published on the eve of the event.

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 (tea & coffee available)

9.10: Welcome and Briefing

9.15 – 12.15: Game 1

Layout A**

12.10–12.55: Lunch Break

12.55–15.50: Game 2

Layout B**

15.50 – 16.10: Afternoon Break

16.10–19.10: Game 3

Layout C**

19.10–19.20: Awards (*precise awards will vary subject to final participant numbers*)

**** A new feature of 11th edition is that missions and terrain are determined by match ups using Chapter Approved 2026–27. Round times have been extended to accommodate the pairings step, as well as setting up terrain.**

ROUND TIMINGS:

The milestones for a round breakdown as:

- 175 mins remaining: Start round (Formally)
- 165 minutes remaining: Complete pre-game discussions (**including setting up terrain**) and decisions, including Secondary Objectives
- 150 minutes remaining: Deployment Complete, Begin Round 1
- 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 fifty-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, see notes below**)
- 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
- 7) **Pairings cards, tokens or similar for the pairing process each round.**

*The Warhammer 40,000 has been updated for 11th edition to support events and is the recommended for use at Gothic Games Canterbury events.

BATTLE READY/ARMY PAINTING/CONVERSIONS:

Painted armies are NOT a requirement at this RTT event. Regular rules and points updates may relegate a character to the shelf or inspire you to finish building that unit that has otherwise been in storage. I do ask that models are at least undercoated.

Models should be ‘What you see is what you get’ (WYSIWYG). The change to 11th edition, 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, using the correct base size as published by GW. 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.



Creating the battlefield/Terrain

For my events you can expect that terrain will follow the Games workshop format as closely as possible, but with a few changes to accommodate my own terrain collection and to facilitate more immersive boards. Key changes are below with some examples on the following page. Precise, laser like measurements are not a feature at Gothic Games Events but if you are having difficulty setting up the board or any other questions regarding terrain, please let the TO know.

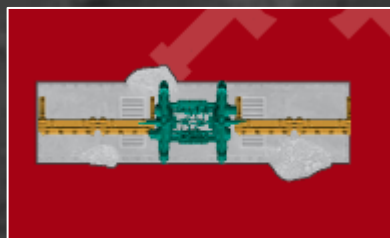
Boards will typically have larger light terrain pieces in place of several smaller ones for this terrain feature.



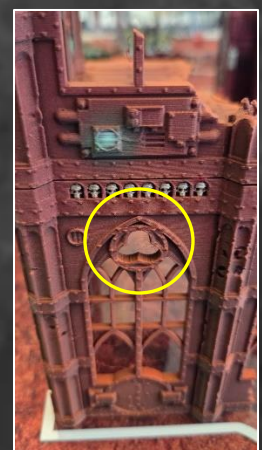
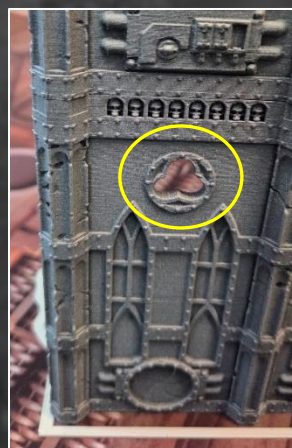
Every terrain set includes 2 'barbed wire covered ruins' to represent the dense line terrain feature.

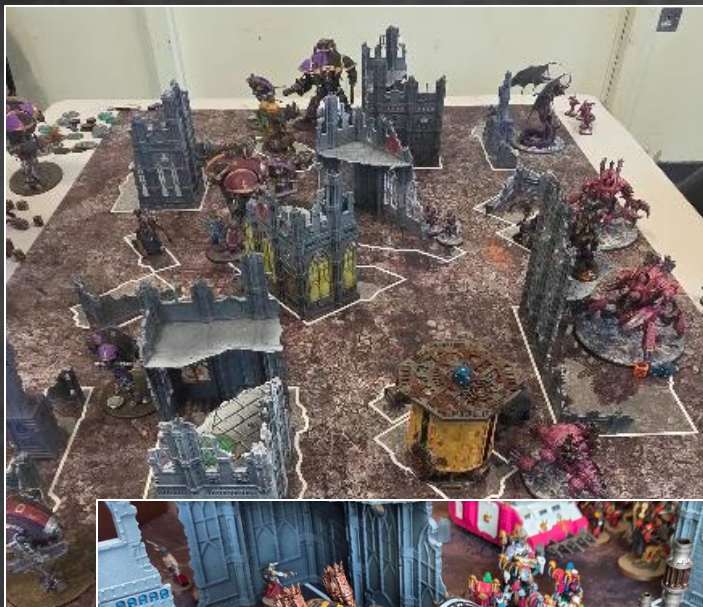


Every terrain set includes 2 statues to represent the small dense terrain feature



In line with the core rules, the small circular trefoil windows only **DO NOT** block line of sight, as they are more than 3" from ground level. **This is a draft addition, subject to feedback.**





Above, an example of a set up board with some additional examples of boards in play with various terrain features



Event Conduct:

Gothic Games Canterbury is known for its positive and inclusive culture, through both the atmosphere at table and in supporting the community beyond the events.

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.

How you conduct yourself is a vital part of building the community culture. If attendees are found by the TO to not be contributing positively to this shared goal, then they may be sanctioned as described.

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, or any concerns regarding player conduct.

Individual rulings, however, are never binding precedent – Warhammer is a game, not a court of law. Games can be quite complex social interactions between strangers. And miscommunication can occur. 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 question such as name of stratagem etc.

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

TO rulings are final.

If in doubt, please ask!

You (both players) are responsible for ensuring that the correct results are



3 Player Teams

The following are taken from the Games Workshop Events companion. You can find the full document here <https://www.warhammer-community.com/en-gb/downloads/warhammer-40000/>

PAIRING SYSTEM In every round, each member of a team will play a game against one member of the opposing team, and the accumulated scores of all team members will decide the winner of a round. At the start of each round, both teams must follow the pairing system appropriate for the size of your teams. This determines which players from each team will play each other. Team captains are responsible for coordinating the pairing system. Once the pairing system is complete, each player pair heads to their table to play. Each player finds their opponent's Force Disposition symbol on their Force Disposition card. The Primary Mission that is listed below that symbol is that player's Primary Mission, which describes how to score VP.

Each team secretly selects one member to be their Defender. 2. Each team's selected Defender is revealed simultaneously. 3. Each team now secretly selects two of their remaining members to be Attackers against the opposing Defender. 4. Each team's selected Attackers are revealed simultaneously. 5. Each team now secretly chooses which of the two opposing Attackers they want their Defender to play against. 6. The chosen Attackers are revealed simultaneously. This decides two matchups. 7. Each team's Defender declares their layout choice. 8. The refused Attacker from each team plays against one another. These players will use a layout based on the round: in round 1 use Layout A, in round 2 use Layout B, and in round 3 use Layout C.



AFTERWORD

WHAT IS THE POINT OF A WARHAMMER TOURNAMENT?

Warhammer is more popular than ever, and this popularity has extended to the tournament scene. Over the last few years, more than one million games of Warhammer 40,000 were played in tournaments around the world, and that growth will only continue in the future. With so many Warhammer hobbyists participating in the game within growing communities, it's important to ruminate on the point of a tournament. First and foremost, it is not about celebrating the ultimate victor; someone who goes undefeated and wins Best General needs very little acclaim beyond the outcome itself (after all, they won!). Instead, it is the experience of every single attendee that truly matters, and the recognition that, for most people who attend a tournament, community and friendship are both the purpose and the outcome.

Before you roll a single dice against an opponent to start your tournament experience, remember two things:

- 1) The person across the table from you shares your love of Warhammer.
- 2) By the time the dust settles on the event, almost everyone will have lost a game (typically, at most, only one or two people will manage to leave the event without a loss).

While any game often yields winners and losers on the tabletop, the magic of Warhammer in an event setting is the opportunity it provides every participant to become a bigger part of the Warhammer community, and to build friendships with fellow hobbyists that can last a lifetime. As an organiser or a player, if you focus on this inalienable truth, then while most of you will have lost a game or two, you'll all share victory in your experience of what it is to attend a Warhammer event.

*- The Warhammer Design Studio and
the Warhammer Events Team*



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 , served by a bus and local taxi services.

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.

