



40k 2000 Points Matched Play 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 events:

Saturday 11th July

Saturday 25th July

Saturday 15th August

Saturday 19th September

Saturday 5th December

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*This is a draft pack, published in good faith to support players in preparing for events. Sections marked with a * are very WIP and will be updated as soon as additional information is confirmed. **Version 1.0 published 11.5.26***

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 (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. This is a **Warhammer 40,000 matched play event**. While matched play inherently carries 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 if you have any questions!!

Meet the Tournament Organiser (TO):

Welcome! I am Dan Rattigan, and I have the pleasure of running 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).

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**)

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 (BCP), typically a few weeks in advance. 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. 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 **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 – 12.10: Game 1

Layout 1**

12.10–12.50: Lunch Break

12.50–15.45: Game 2

Layout 2**

15.45 – 16.05: Afternoon Break

16:05–19.00: Game 3

Layout 3**

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

These events are ITC and KTC affiliated for rankings purposes.

**** 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 by 10 minutes to facilitate the additional step of**

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

*The Tabletop Battles App maybe used , but be sure to confer with your opponent frequently throughout the game to avoid miscommunication

<https://ttba.tabletopbattles.com/>

BATTLE READY/ARMY PAINTING/CONVERSIONS:

Painted armies are NOT a requirement at this RTT events. 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.

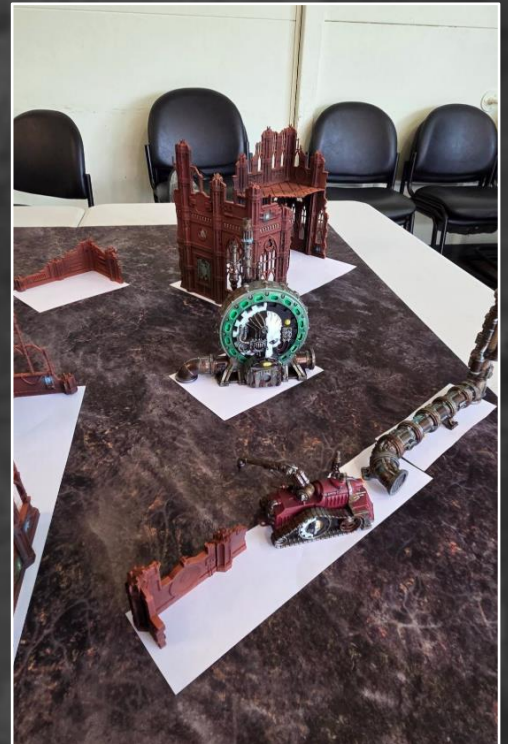


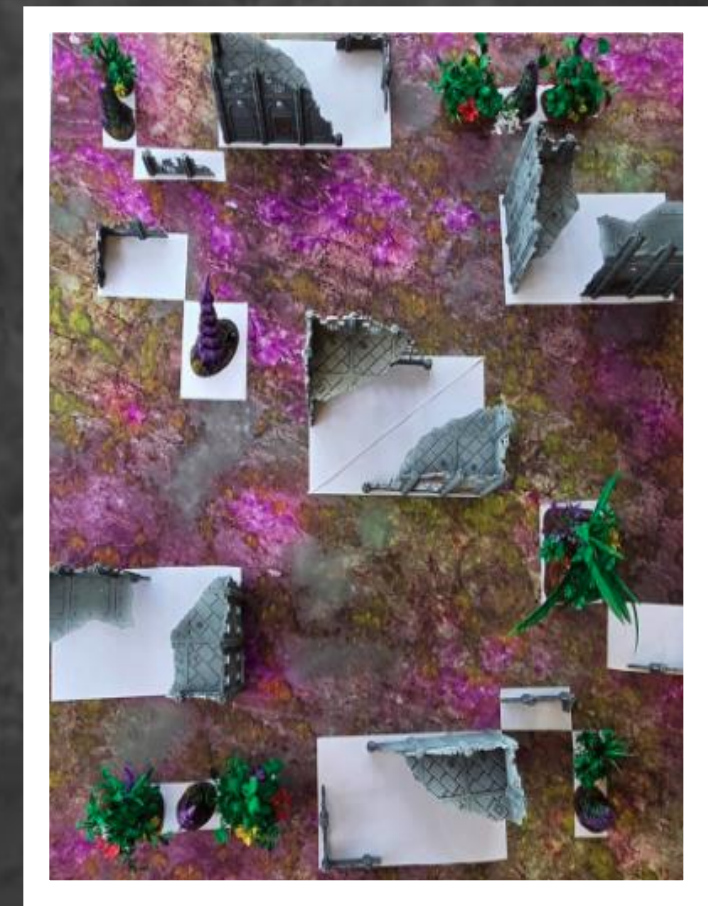
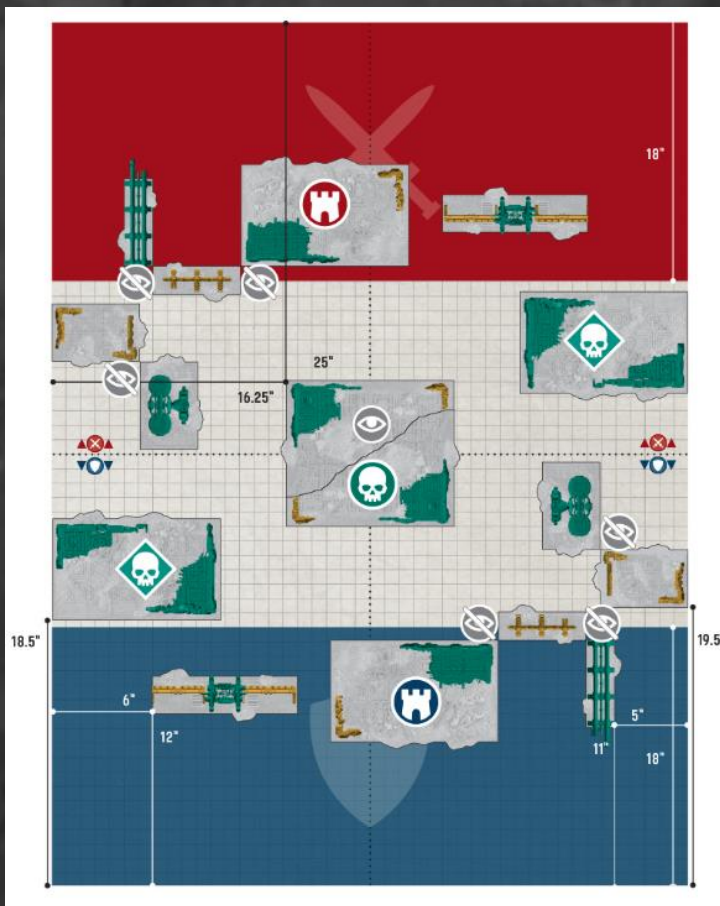
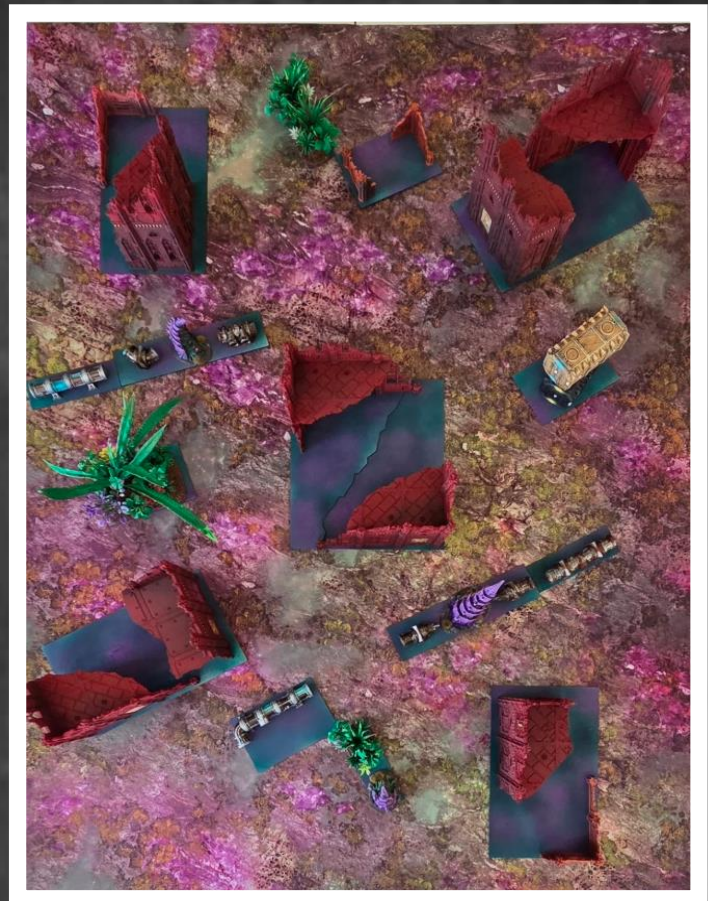
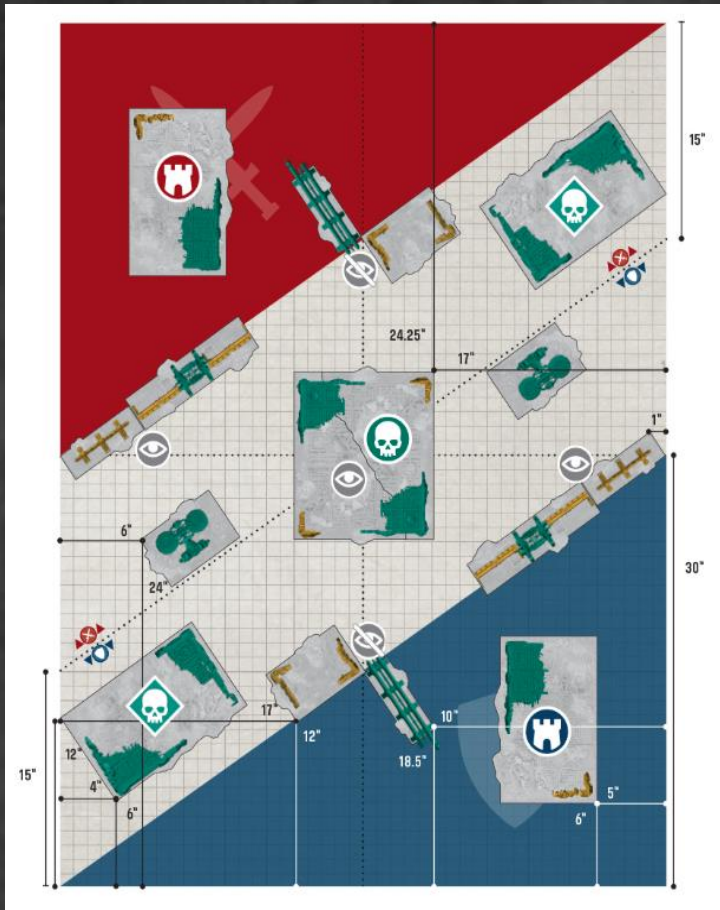
Creating the battlefield/Terrain

Every effort is being made transition my current terrain collection to IIth edition. A new feature of IIth edition is specific terrain layouts are determined by specific match ups, with multiple layouts available, and so missions or layouts are no longer published in advance as for previous events.

For my events you can expect that terrain will follow the Games workshop format as closely as possible. I have included some early concept photos of what a typical board may look like based on the currently available information. The footprints will eventually be themed to match the boards – these current ones are just place holders!

You can find the currently available information on terrain here <https://www.warhammer-community.com/en-gb/articles/xlppkx5s/new40k-take-cover-with-updated-terrain-rules/> but expect this section of the pack to be updated as soon as more information is confirmed. If you have any questions or concerns about terrain in the meantime, please do not hesitate to get in touch.





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



AFTERWORD

WHAT IS THE POINT OF A WARHAMMER TOURNAMENT?

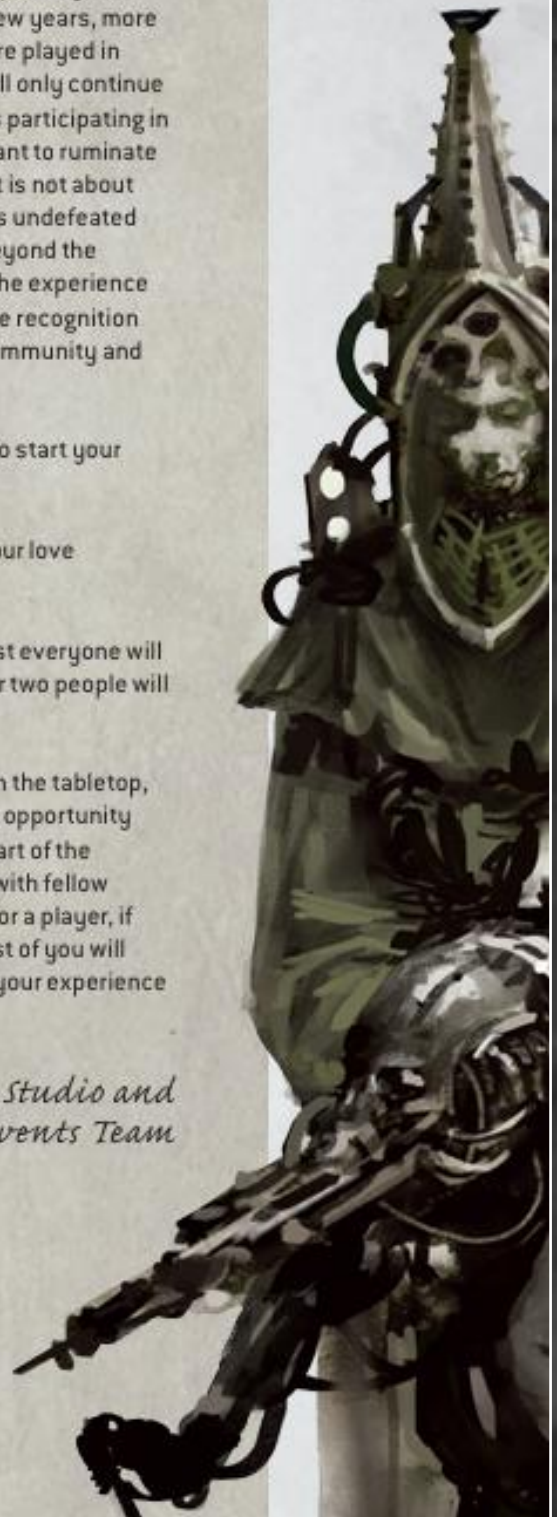
Warhammer is more popular than ever, and this popularity has extended to the tournament scene. Over the last few years, more than one million games of Warhammer 40,000 were played in tournaments around the world, and that growth will only continue in the future. With so many Warhammer hobbyists participating 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.

