

WARHAMMER™

THE OLD WORLD



The Old World 2000 Points Matched Play RTT

Saturday 3rd October 2026

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

3 Rounds from Warhammer: The Old World Rule Book and Matched play guide.

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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 non-smoking/non-vaping site. Alcohol consumption is prohibited. 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: The Old World Casual matched play event, with an emphasis on casual!** 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 attendance 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! *Especially as I do not get play as much TOW as I would like!!*
- 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 (Rouge 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 to me. Furthermore, these events have helped raise over thousands of pounds for community causes since starting, supporting local charities 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.



Event Registration & Mustering your forces:

Games will be size 2000 points using Grand Melee and Combined Arms composition from the Warhammer: The Old World Matched Play Guide (summarised here) –

Grand Meless:

- You may not spend more than 25% of your army's total points value on a single character or unit.
- Your army may include any number of Level 1 or 2 Wizards, but may only include:
 - Level 3 Wizard per 1,000 points.
 - Level 4 Wizard per 2,000 points.
- No single unit may contain more than half (50%) of the total number of models in the army.
- *Allied contingents are not permitted at this event.*

Combined Arms: Unless a unit or character is already restricted in some way by the army composition list you are using, a limit of:

- 0-3 applies to Characters
- 0-4 applies to Core units
- 0-3 applies to Special units
- 0-2 applies to Rare and Mercenary units

When mustering your force please use the most up to date rules found in the Ravening Hordes and Forces of Fantasy publications, and any Arcane Journals, FAQs, errata, and beta rules found via www.warhammer-community.com/faqs. You can use either the Grand Army composition list for your chosen faction or you can use an Army of Infamy list from your faction's Arcane Journal. Mercenaries can be used at the event, and named characters from the Arcane Journals are allowed in alignment with the matched play restrictions. Allied Contingents are not used at this event.

Furthermore, Legends factions are also welcome at this event.

The TO will add players to the event on Best Coast Pairings a few weeks prior to the event. 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 you BCP profile.

Lists should be submitted in BCP no later than **Thursday 15th October** 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.

Muster lists should be presented in an easy to read format, including which model is your General, all relevant weapon selections and unit upgrades, including any magic items etc that should be selected prior to a game with limited extraneous information. Please ensure you have the points values of all your models and upgrades included.

Event Schedule:

9.00: Site Open

9.10: Welcome and Briefing

9.15 – 12.00: Game 1

Drawn Battle Lines*

12.00–12.45: Lunch Break

12.45–15.30: Game 2

Kind of the Hill*

15.30 – 16.00: Afternoon Break

16.00–18.45: Game 3

Upon the Field of Glory*

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

***Each mission will also use ‘Baggage Train’ and ‘Domination’ secondaries in addition to the 4 common objectives and scenrio scoring. Each round will last 5 turns.**

While pairing will be ‘swiss’ in the first instance, there will be an element of flexibility so that players can enjoy new opponents or play old rivals.

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.

In the event that rounds come to a natural conclusion early, then timings may be adjusted.

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 Army **Battel Ready Army** (including baggage trains)
- 2) 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.
- 3) Dice, measuring tapes, any additional markers/tokens such as magic cards, templates etc
- 4) Score sheets/appropriate app* or pen & paper. It is advised that BOTH players keep track of score during the game.
- 5) A water bottle or similar (There will be a tea & coffee station)

BATTLE READY/ARMY PAINTING/CONVERSIONS:

All models in your army should be painted and based appropriately to a BATTLE READY standard. If models fail to meet this standard as determined by the TO, models may be prohibited from play.

Models should be ‘What you see is what you get’ (WYSIWYG). The nature of the hobby, 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.

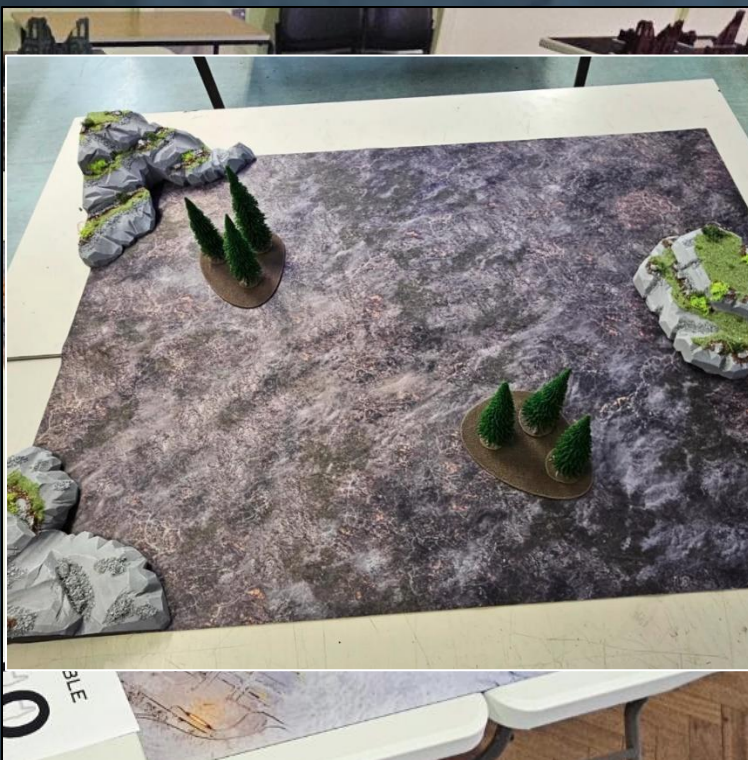
Many players “scratch build” or heavily convert elements of their model collection, and these activities are a hallowed part of Warhammer hobby history. For the sake of fairness, any conversion should be comparable in size to the most current version of the model they represent. You may not gain a benefit 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.

A Note on Basing: Many models are no longer produced on the bases they originally came with. Wherever possible, base your models as per the Base Size section of their profile.

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

Terrain

Below are some indicative examples of terrain, however, players are welcome to adjust for a more aesthetic play experience. **As a casual event, the emphasis is on immersive battles** (not EVERY battle field needs 2 woods, 2 hills etc) but this should not come at the expense of compromised play experience, therefore If you have any questions or concerns about terrain, please ask the T0. There are various measures that can be taken such as following maps etc



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 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.

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.

