GOTHIC GAMES
CANTERBURY

VOIDSTORM
GAMES

THE KENT MAJOR
2025

EVENT PACK

1st – 3rd August V2.0

CONTENTS

WELCOME TO KENT MAJOR

START TIME: 1st August 2025 @ 12pm
END TIME: 3rd August @ 10pm

VENUE: Darwin Conference Suite Canterbury CT2 7NY

The Kent Major is Taking place on the incredible University of Kent campus August 1st-3rd 2025, join us and enjoy the ultimate gaming weekend!

During the event a full hospitality service will be available as well as ample free parking on-site.

ABOUT THE ORGANISERS

This event is a joint venture between **Gothic Games Canterbury** and **Voidstorm Games** to bring a larger event to Kent but still with the ethos and values that underpin both tournament organisers (TOs).

Gothic Games Canterbury and **Voidstorm Games** have a wealth of experience running events of various sizes from RTTs to GTs as well as Team events.

The main overarching commitment we both have is to a fun experience for the player. Tournaments should be an enjoyable way to take part in the hobby. We believe that all players should first and foremost foster good sportsmanship and comradery through a shared love of the hobby, no matter one's prior experience or skill level; this in turn leading to a positive event experience for all!

BAR

The venue is licensed and there will be a bar at the venue serving alcoholic drinks and other beverages. As a result, it is not permitted to bring outside alcoholic beverages into the venue and anyone doing so will be asked to leave. The Bar will be open for the duration of the event.

EVENT REGISTRATION

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.

Points in the latest Munitorum Field Manual (MFM) 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/

LIST SUBMISSION: All lists must be submitted on BCP before 23:59 Friday 25th July for the RTT and 2359pm Saturday 26th July for the Major.

This is so that lists can be reviewed before the event. Failure to submit by this date may result in a points penalty or other sanction. 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

RULES INFORMATION

EVENT RULES: Errata / FAQ cut-off date will be Friday 18thth July 2025. This includes MFM and dataslate changes. There will be an additional FAQ for any rule queries before this date. Please submit any rules questions to contact@voidstormgames.co.uk

PAINT STANDARD: All models must be painted to BATTLE READY standard.

EVENT CONDUCT:

The University of Kent 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.

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JUDGES

The event will have at least TWO judges available on the day to assist with any rules queries that occur during any of your games. If you require a Judge, please call them to your table for assistance at the earliest opportunity. Judges are far more useful the earlier they are able to intervene and provide assistance. Its easier for us to be proactive than reactive.

If you do call a Judge, please be prepared with any material you require to support your understanding of any rules in contention (i.e. RULE BOOKS // CODEXES // FAQs).

After being given any supporting material a Judge's decision at the table is final. If you wish to appeal a Judge's decision after the game has concluded please raise it with us, and additional Judges will take a view for future implementation.

ARMY AND PLAYER STANDARDS

Every model in your army must be BATTLE READY.

Battle Ready means your models are painted with 3 colours minimum and a detailed base. This can be achieved using paints, contrast paints, or a mixture thereof. You will not score your 10VP if models are not battle ready, and you may be asked to remove such models by a Judge.

Models must be built so it is clear for opponents to know what each model has. This is more commonly known as WYSIWYG

PROXY or converted models are allowed as long as they are of similar dimensions to the GW equivalent. These must be confirmed prior to the event with the TO, please message us at contact@voidstormgames.co.uk

Please bring a COPY OF YOUR RULES and any SUPPLEMENTS that your army uses. In the event of a rules dispute, the onus is on the players to provide their rules for a Judge / TO to provide a ruling.
External data sources (Wahapedia etc) are very useful aides but will be over-turned with official rules / FAQ's, if they are presented and a conflict appears.

You will also require your own MEASURING TAPE, DICE and any other useful optional peripherals that help speed and clear up gameplay like WOUND MARKERS, BATTLE SHOCK TOKENS, DATACARDS and TRAY etc.

If after round 3 a player is undefeated CHESS CLOCKS should be in use, unless both players agree not to use one. Further rules on clocks can be found in the CLOCKS section

THE TABLETOP BATTLES APP can be used by players to keep track of the game score. The final score must be agreed by both players prior to submission on BCP .

ROUND TIMINGS

The milestones for a round breakdown as:
- 165mins remaining: Start round (Formally)
- 160 minutes remaining: Complete pre-game discussions (including terrain) and decisions, including Secondary Objectives. If using a clock, the remaining time should be split evening between players here.
- 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 Game resolution

If players reach the ONE HOUR remaining call and have not progressed into, TURN 3 or at the 30 MINUTES remaining call have not progressed into TURN 4 - a chess clock can be made available for you at that time, and the remaining balance of time split evenly between both players.

GAME RESOLUTION

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.

To aid in all games coming to a natural conclusion and finishing on time, judges will be making regular call outs for time remaining in the round (ie ONE HOUR remaining, 30 MINUTES remaining, 15 MINUTES remaining, and 5 MINUTES remaining).

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

40k MISSIONS AND SCHEDULE

1ST AUGUST RTT

1200   ROUND 1: Scorch Earth // Search and Destroy (K) Layout 3

1445   LUNCH BREAK (45 MINS)

1530   ROUND 2: Purge The Foe // Crucible of Battle (M) Layout 6

1815   BREAK (15 MINS)

1830   ROUND 3: Take and hold // Tipping Point (A) Layout 1

2ND AUGUST MAJOR

915   ROUND 1: Take and hold // Tipping Point (A) Layout 1

1215   LUNCH BREAK (60 MINS)

1315   ROUND 2: Scorch Earth // Search and Destroy (K) Layout 3

1615   BREAK (15 MINS)

1630   ROUND 3: Purge The Foe // Crucible Of Battle (M) Layout 6

3RD AUGUST MAJOR

915   ROUND 4: Hidden Supplies + Hammer and Anvil (F) Layout 8

1215   LUNCH BREAK (60 MINS)

1315   ROUND 5: Terraform // Crucible of Battle (K) Layout 1

1615   BREAK (15 MINS)

1630   ROUND 6: Linchpin + Search and Destroy (C) Layout 2

FAQs

Please make sure you have read the latest FAQS from Warhammer Community including any errata's to data cards: https://www.warhammer-community.com/warhammer-40000-download . For base size requirements refer to: https://assets.warhammer-community.com/eng_09-07_warhammer40000_core_rules_chapter_approved_tournament_companion-ykbgtwjmay-skhjduhbvi.pdf

If you have any questions about rulings, please submit to contact@voidstormgames.co.uk . These will then be added to a complete and regularly updated FAQ

Q. ARE LEGEND UNITS PERMITTED?

A.   No. Legends units are no longer considered legal for Matched Play events and so are not permitted at this event.

Q. CAN YOU HOLD THE CENTRE OBJECTIVE BEHIND A RUIN ON LAYOUT 1

A. No

CLOCKS

Clocks can be used during any round of the event to ensure that both players get an equal amount of time to complete their game. From round 4 clocks will be mandatory for players who are currently undefeated.

During the game, the clock should be passed to the alternate player when they have the priority to roll dice or are in any way delaying progress of the game while making decisions. Free Chess Clock apps may be downloaded from the App Store or Google Play.

•Please note the time on the clock does not take precedence over the official end time of a round, so we recommend that players start the game with 1:25 on the clock. This will allow you to pick secondaries and arrange the terrain and still finish on time.

•Once started, only a referee may pause the chess clock. Players found doing so will receive a warning. The exception to this is where a player has fewer than 5 mins remaining on their clock and need to call a ref. In this instance, they may pause the clock while the referee is brought to the table.

•If your chess clock runs out of time and there is still time remaining in the round i.e. you started your game early and your clocks read 00:00 with 10min remaining until the official end of the round, you should split the remaining round time evenly between the players. Please note that starting a game early is entirely optional and players should not feel obliged to.

•At a judge's discretion, players may be required to use a chess clock. A judge may add or remove time where appropriate, e.g. deliberate time wasting.

GOLDEN TICKET

This event will also give players the opportunity to win a WCW Golden Ticket for the 2025 event as part of the Saturday and Sunday 6 round major.

TERRAIN

This event uses GW Layouts. Terrain pieces will be available on each table and should be set up once objectives are placed, after each round etc to gain a better idea of the maps (see pictures for further guidance.)

Players should work together to setup the terrain and agree with each other the measurements etc prior to starting the game.

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 features. If in doubt, check with TO.

The terrain layouts and pictures are for reference only and may be updated to reflect any changes in the latest Mission Pack.

TERRAIN KEY – SUGGESTED TERRAIN HEIGHT

MORE THAN 4"   2" OR LESS

For model mobility purposes, we have shaded the area terrain outlines in the above colours to show our recommendations for how tall the terrain should be in each section.

Below are examples of Ruins terrain placements within area terrain sections, as well as icons that denote if connected area terrain outlines are a single area terrain section or separate area terrain sections when determining line of sight.

These height and Ruin placement guidelines help provide a balanced tournament experience; as organisers you are free to adjust this to suit your terrain collection.
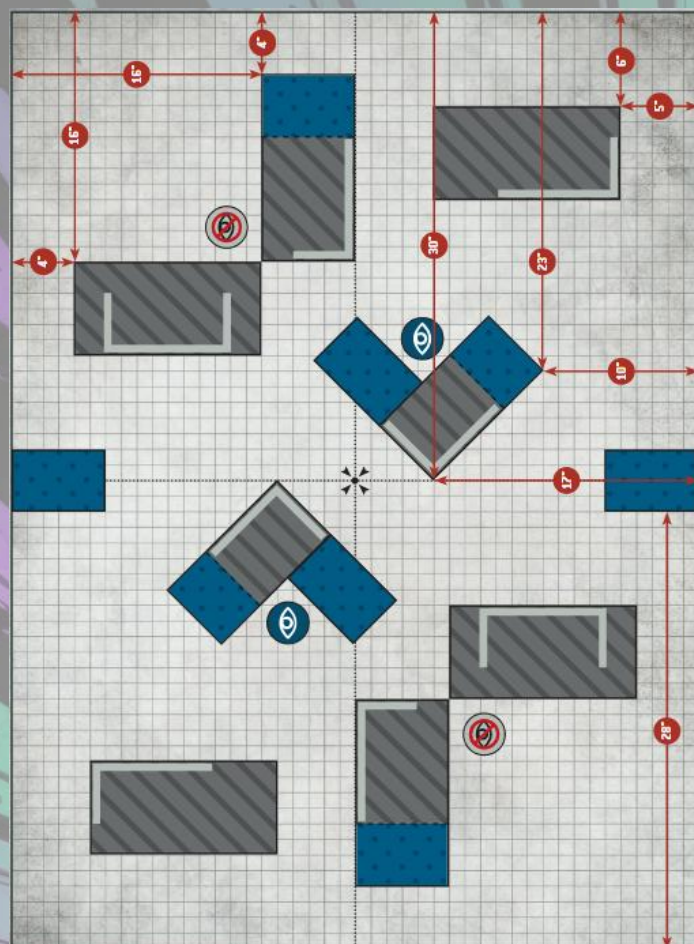
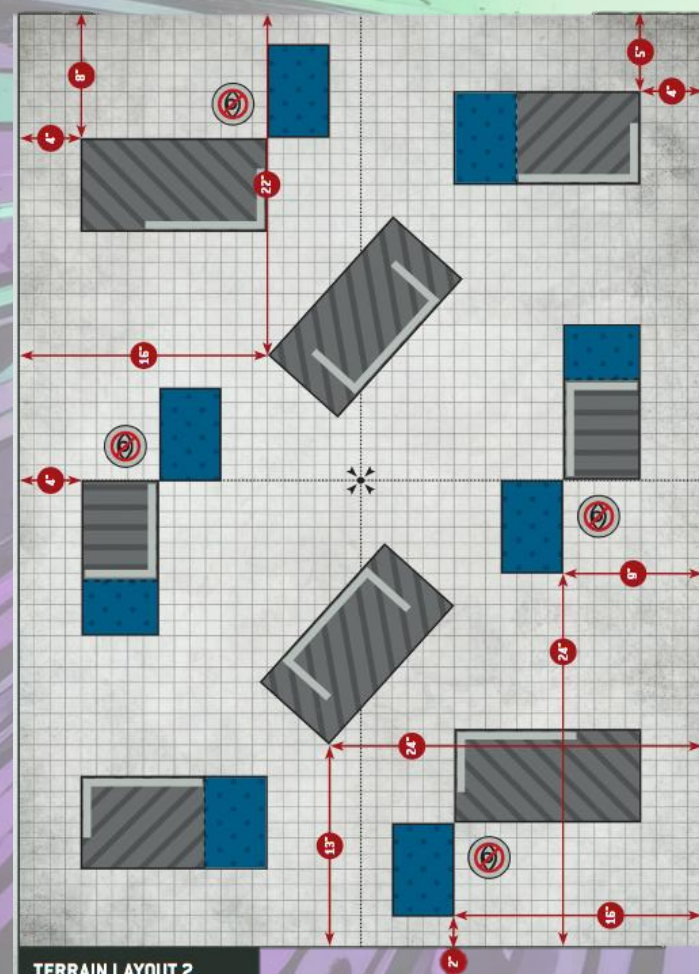RECOMMENDED RUINS TERRAIN PLACEMENT

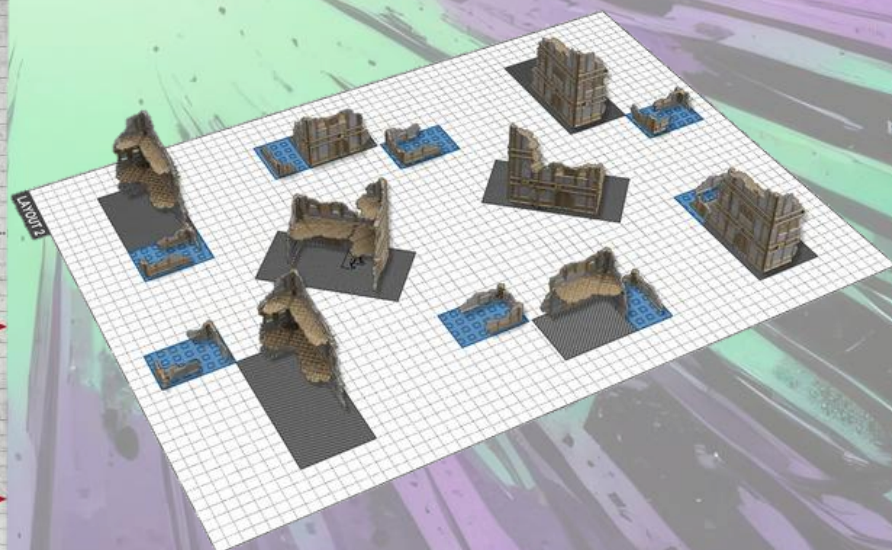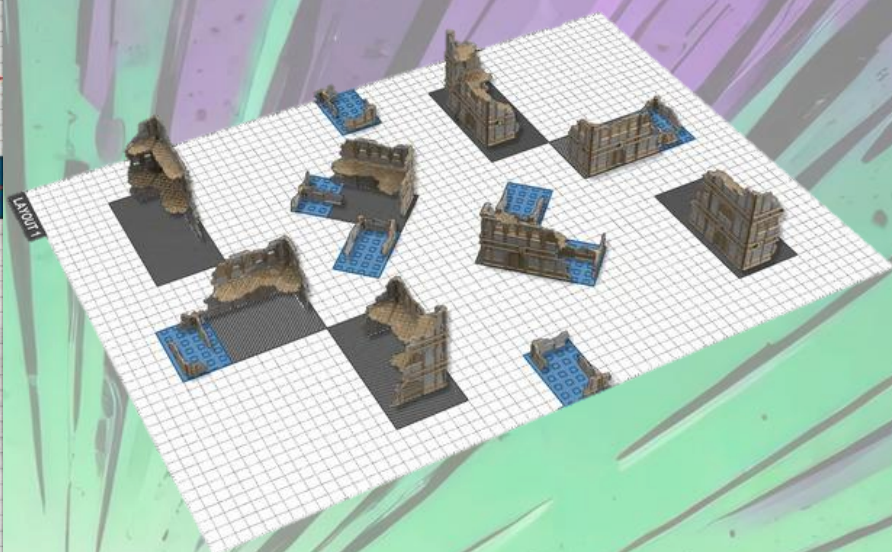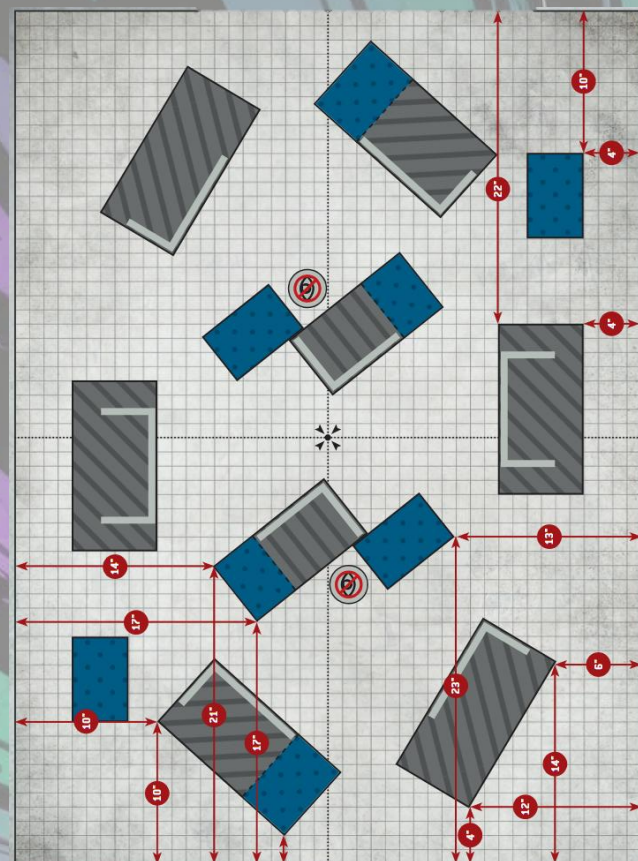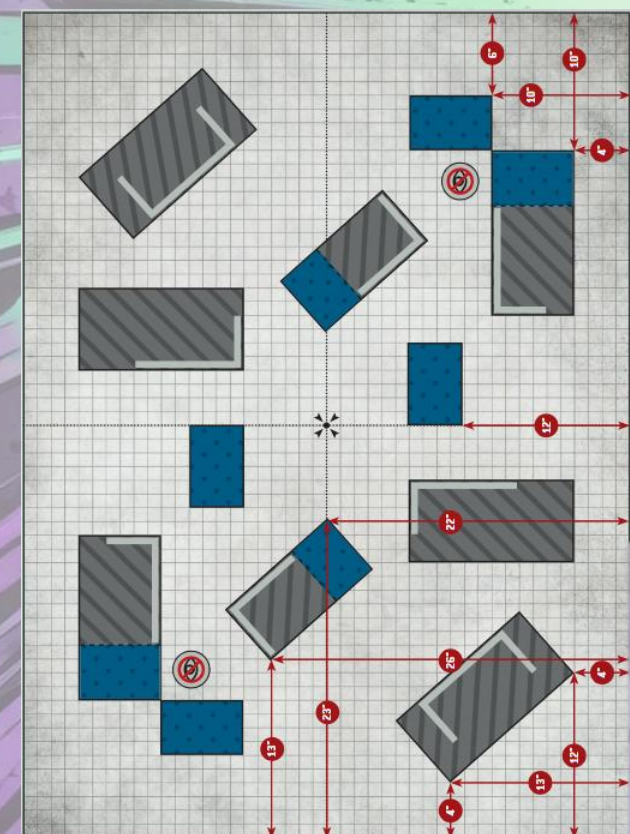SINGLE AREA TERRAIN SECTION   SEPARATE AREA TERRAIN SECTIONS
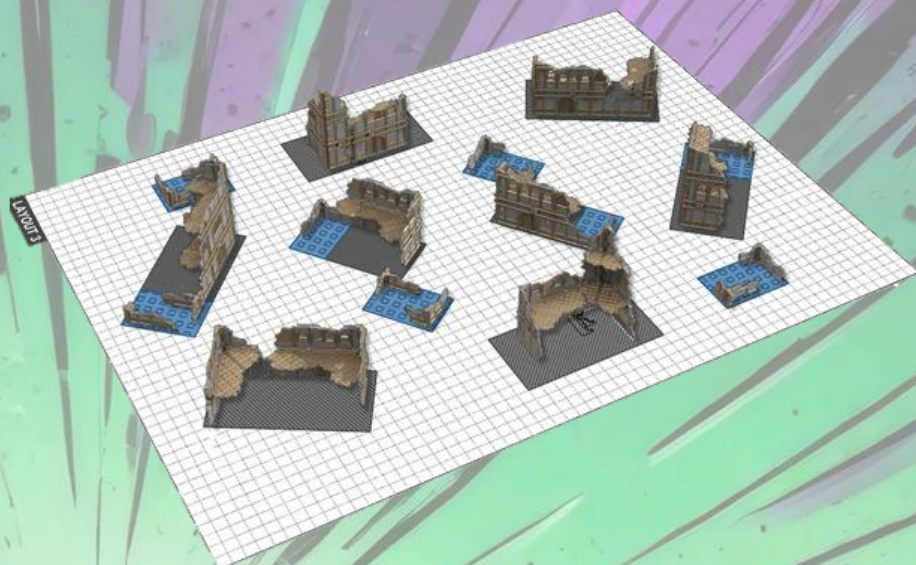
TERRAIN LAYOUT 1

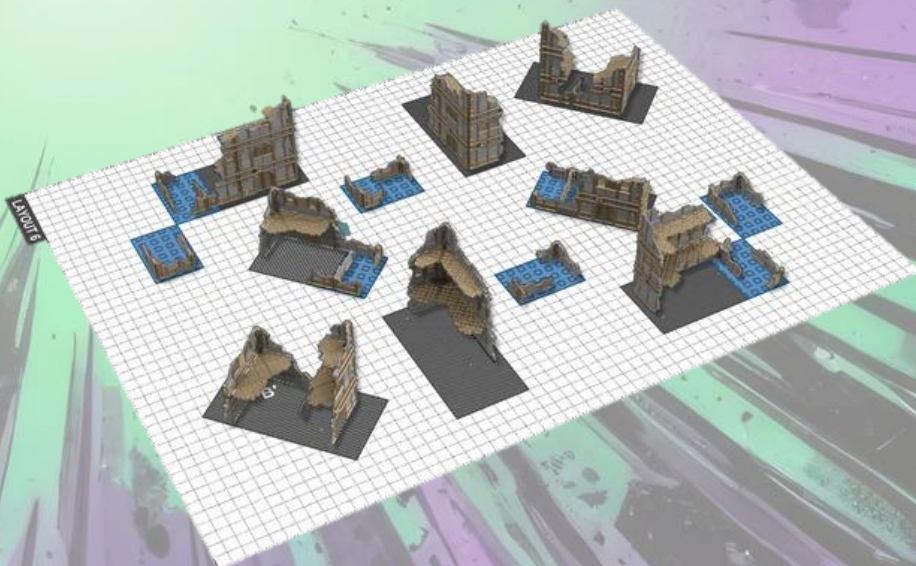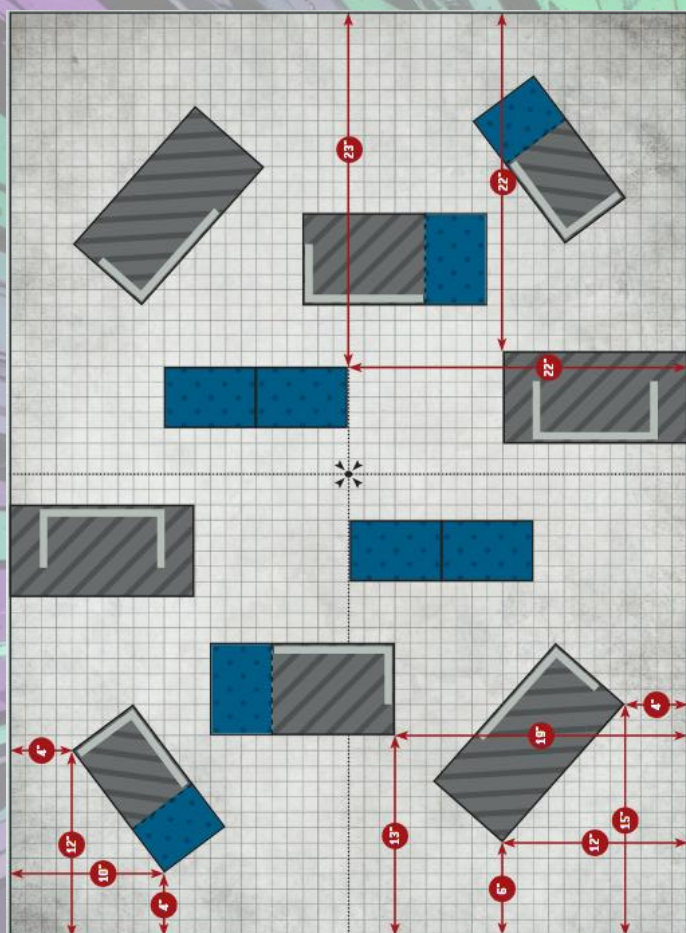TERRAIN LAYOUT 2

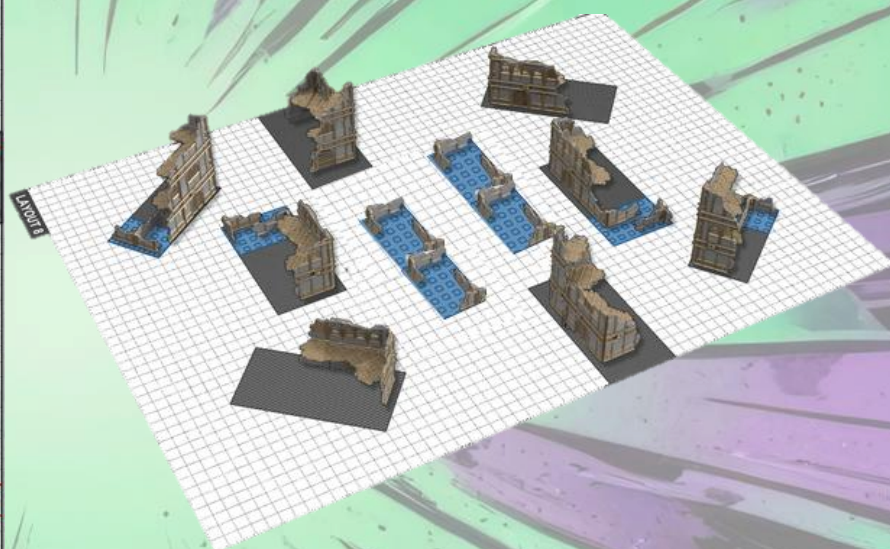10

TERRAIN LAYOUT 3

TERRAIN LAYOUT 6

TERRAIN LAYOUT 8

LAYOUT 8

AFTERWORD

FROM GAMES WORKSHOP

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 Events Team and the Warhammer Design Studio

AOS Pack

AOS MISSIONS AND SCHEDULE

Please see below for AOS specific missions. Refer to the General's Handbook for specific terrain layouts.

2ND AUGUST – DAY 1

915   ROUND 1: Creeping Corruption

1215   LUNCH BREAK (60 MINS)

1315   ROUND 2: Noxious Nexus

1615   BREAK (15 MINS)

1630   ROUND 3: Linked Ley Lines

3RD AUGUST – DAY 2

915   ROUND 4: Roiling Roots

1215   LUNCH BREAK (60 MINS)

1315   ROUND 5: Cyclic Shifts

1615   BREAK (15 MINS)

1630   Awards

CONTACT INFORMATION

For any and all queries relating to the event, please email:
contact@voidstormgames.co.uk

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