



Competative TOURNAMENT PACK

Introduction

The Basics

This tournament is designed to be a 2 day, 32 player competitive 5 Round GT Warhammer 40000 tournament following the ITC format alongside the latest Games Workshop Grand Tournament pack.

This is a tournament where players compete with a 2000 point Strike force Army on competitive style mirror boards set ups and mission layouts.

What you need to bring

- 1: A painted 2000pt legal Army
- 2: Dice, Tape measure and 6 Objective markers
- 3: A Chess Clock or Chess Clock app
- 4: The Core Rules
- 5: The most recent army Codex
- 6: Any additional Supplements (Must be current)
- 7: Your Armies latest FAQ's

Additional need to know's

- 1: No Forgeworld rules or models (unless proxy models & agreed with the Tournament organiser)
- 2: No legendary rules
- 3: Pairings for the first round will be done randomly using best coats pairings and further rounds will be done again using Best Coast Pairings winner plays winner (Swiss Style)

Event Timings

To avoid queues we will be digitally registering attendees (via Best Coast Pairings) and doing the first round draw before the event. When you arrive on Saturday, please proceed directly to your table. You are welcome to start your game as soon as you and your opponent are ready. There will be a short announcement which formally marks the start of round one.

Day 1 Doors Open at 8:30am

Round 1

9am - 12noon
Mission Layout: Crucible Of Battle
Mission: Take & Hold
Sweep & Clear

Round 2

12:45pm - 3:45pm
Sweeping Engagement
Hidden Supplies
Sites Of Power

Round 3

4:15pm - 7:15pm
Dawn Of War
Supply Lines
Purge the Foe

Day 2 Doors Open at 8:30 at

Round 4

9am - 12noon
Hammer & Anvil
Vital Ground
Targets Of Opportunity

Round 5

1:00pm - 4pm
Search & Destroy
Priority Targets
Chilling Rain

Prizes

- 1st Place - £60 RRP in store credit
- 2nd Place - £40 RRP in store credit
- 3rd Place - £30 RRP in Store credit

Refund Policy

Refunds can only be done 30 days before teh event

