

**3-DAY
SUPER-MAJOR
TOURNAMENT PACK
(Coventry)**

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INTRODUCTION

This document provides all the information you need regarding the format of our 3-day Super-Major tournaments.

This pack covers the information on the format, timings, and prizes; for all the practical information on the venue, local hotels, travel, and socials, please see the [Location Pack](#) for the event. For the Missions and Terrain, please see the [Mission and Terrain Pack](#). For the information on the officiating of our events, see the [Policies and Procedures Pack](#).

Please note that this is a live document. It will be continually updated and reference should always be made to the most recent edition. The latest changes are in red, the previous changes are in blue.

Change Log:

V1.0 Document established

GENERAL ENQUIRIES AND FEEDBACK

If you have any questions, please get in touch at warhammertournaments@gmail.com

WHAT IS IT

A Warhammer 40k tournament consisting of 8 rounds. Attendees will bring a 2000 point Matched Play army and play all rounds using the Chapter Approved mission deck.

WHAT YOU NEED TO BRING

- Your painted and based 2000 point army
- Dice, tape measure, and six objective markers
- A chess clock or chess clock app
- The core rules for Warhammer 40k
- Any relevant indices, codices, supplements, and FAQs for your army
- This Gaming pack
- Our Terrain pack (found on our website)

EVENT TIMINGS

To avoid queues we will be digitally registering attendees 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.

Friday

Doors open	10:30
Arrival	10:30 – 11:00
Round 1	11:00 – 14:00
Break	14:00 – 14:30
Round 2	14:30 – 17:30
Break	17:30 – 18:00
Round 3	18:00 – 21:00

Saturday

Doors open	09:00
Arrival	09:00 – 09:30
Round 4	09:30 – 12:30
Break	12:30 – 13:30
Round 5	13:30 – 16:30
Round 6	17:00 – 20:00

Sunday

Doors open	09:00
Arrival	09:00 – 09:30
Round 7	09:30 – 12:30
Break	12:30 – 13:30
Round 8	13:30 – 16:30
Awards Ceremony	17:00 – 17:30

ARMY SELECTION

Each player's army should be mustered rules for Strike Force missions.

TERRAIN AND MISSIONS

The terrain for your games will be on each table for you to arrange. Please see our [Terrain and Mission pack](#) for how to arrange terrain and which missions to play. If you are missing or cannot locate a piece of terrain, please alert a judge.

PAIRINGS

The first round will be paired randomly. The rest of the rounds will have Swiss-style pairings, where you will be paired against someone with a similar score.

- For round 2 onwards, players will be paired by the following metrics: Wins > Random.
- If your opponent has not arrived when the round starts, please wait at your table for 15 minutes. If your opponent has still not arrived after 15 minutes, please report to the judges desk where you will be manually repaired against another player who is as close as possible to you in tournament points.
- In the case of there being an odd number of players in the event, the lowest ranked player without an opponent will be given a bye which is a win of 100VP.
- If at any point you need to drop out of the tournament, please let a judge know or email us.

RANKINGS

Players will be ranked by the following metrics: Wins > Total VP > Strength of Schedule.

BEST PAINTED ARMY

If you would like to self-nominate for the best painted army award. Please set up your army during the lunch break on Sunday next to the judges desks and write your name on the sticker provided. All players are encouraged to review the armies and vote for the winner of the award. Please note that your army must meet the following requirements:

- Your army is painted to beyond a Battle Ready standard
- Your army has a moderate amount of extra detail applied to it
- The models in your army follow a theme and look like an army
- The models in your army were painted by yourself
- The army has a “wow factor” that makes us stop and stare

MOST SPORTING

At the end of each game players should fill out our digital sportsmanship form, which enables them to nominate an opponent for Most Sporting.

AWARDS

Our awards are designed to reward the effort invested in all elements of the 40k hobby. As such, it is possible for players of all abilities to win something.

- **Best General** - The highest ranked player
- **Best Overall**
- **Best General, 1st Runner up** - The second highest ranked player
- **Best General, 2nd Runner up** - The third highest ranked player
- **Best General in Faction (multiple)** - The highest ranked players in each faction who have not already won a Best General award. The faction categories are:
 - Aeldari
 - Chaos
 - Imperium (excluding Space Marines)
 - Space Marines
 - Xenos (excluding Aeldari)
 - Honorable Mention (judges choice for good performance with an underpowered faction)
- **Best General in Bracket (multiple)** - The players in the following brackets with the most total battle points:
 - 6 wins
 - 5 wins
 - 4 wins
 - 3 wins
 - 2 wins
 - 1 win

Note that bracketing is done based on how many games you win. Draws have no effect on which bracket you fall into, but will affect your final ranking.

- **Wooden Spoon** - The lowest ranked player
- **Best Painted** - The player with the most votes for Best Painted Army
- **Most Sporting** - The player with the most nominations from their opponents for Most Sporting