



EVENT PACK 1.1 (12-23-2023)

In conjunction with:



RULES

ENTRY FEE & REGISTRATION

Entry fee for the 2024 8TC is \$125 per player / \$1000 per team and also covers 2 additional non-playing captain/coach/assistant on a team.

Team Tickets must be purchased at www.whatc.org

We MUST receive the Information below to complete your team's 8TC registration. Please email registration@whatc.org with the following information:

- One ACTIVE email contact that is USED & CHECKED OFTEN for the Team Captain.
- The Team Captain's Name
- The Team's Name
- (Please note that this information can be updated at any time if things change)

Registration for the 8TC Event closes February 11th 2024.

Army Lists are due by End of Day, February 18th 2024.

No new factions or codexes will be allowed that are released after February 4th 2024

REFUNDS AND CANCELLATION POLICY

All tickets are digital. You will not receive physical tickets. For the 8TC 2024 event, all purchases are non-refundable.

Although, if need be, tickets may be transferred to another team.

8TC LOCATION

The 8TC will take place at Bradley Square Mall in Cleveland TN on March 1st – 3rd 2024

Bradley Square Mall
200 Paul Huff Pkwy
Cleveland TN 37312

TOURNAMENT SCHEDULE

Please note that these times may change if voted upon to do so in the Captain's Council

Rounds will be 4 hours including 30 mins for the player pairing process

FRIDAY MARCH 1ST

Captain's Meeting	9am sharp
Round 1	10am – 2pm
Break	2pm - 3pm
Round 2	3pm - 7pm

SATURDAY MARCH 2ND

Round 3	10am – 2pm
Break	2pm - 3pm
Round 4	3pm - 7pm

SUNDAY MARCH 3RD

Round 5	10am – 2pm
Awards	2:30pm

TOURNAMENT RULES

- 10th edition, 2023/2024 current Leviathan GT Pack
- 2000 points Strikeforce armies, fully battle ready painted and WYSIWYG
- Only one of each faction per team, which means only one instance of SM/DW/DA/BA/SW/... can be taken per team as they all count as Space Marines.
- Preset missions (deviating from Leviathan Mission Pack) and terrain, played on a 60" by 44" table
- Forgeworld units are allowed, but no Titans (Tau'nar, Revenant, ...).
- Units of Legend may not be used
- Chess clocks are mandatory in all games in rounds 4 and 5 on all teams in the top 4 standings (every team to bring 5)
- The 8TC will be using the WTC Format, and most WTC Rules and Systems and is a part of the National Tabletop League.
- For more information on the NTL [CLICK HERE](#).
- For more information on the WTC [CLICK HERE](#).

TEAM MAKE-UP

A team will consist of a minimum of 8 players, complemented by up to one coach and up to one non-playing captain if the captain is not playing for a possible total of 10 members on a team.

TEAM FACTIONS AT THE 8TC

Note that for the purpose of factions at the 8TC, a single book, like Codex: Space Marines, or Codex: Aeldari, will always use up the slot as soon as one of the armies/factions that is listed within it, or stems from any supplements that are released for it, are taken in a team. This means for instance that when a team would add Harlequin models to a Drukhari force, that army would use up both the Drukhari and Aeldari faction slots for the team.

Below is a list of the codex books that are available as factions for the 8TC. A codex book may have several factions in it. Where this is the case, as soon as one of those factions is taken for the team, no other factions from that specific book may be used by another player on the team.

Titans (this includes models like the Revenant Titan, the Tau'nar, ...) cannot be played at the 8TC, as such Adeptus Titanicus is not a playable faction.

Adepta Sororitas
Adeptus Custodes
Adeptus Mechanicus
Aeldari
Agents of the Imperium
Astra Militarum
Chaos Daemons
Chaos Knights
Chaos Space Marines
Death Guard
Drukhari
Genestealer Cults
Grey Knights
Imperial Knights
Leagues of Votann
Necrons

Orks
 Space Marines
 T'au Empire
 Thousand Sons
 Tyranids
 World Eaters

8TC TERRAIN MAPS AND OUTLINE

All terrain will be provided by Away Games and The Green Dragon

8TC Terrain Maps created specifically by and for the National Table Top League and can be [found HERE](#).

Each team is responsible for adjusting the terrain according to our map pack at the start of a given round in case terrain was misplaced during a previous round. This can be quickly checked by members of either team that aren't needed during the initial stages of the pairing process or while their captains prepare for the round, during lunchtime etc.

8TC MISSIONS

The following missions from the Leviathan Tournament Mission Pool will be used at the 2024 8TC:

A – Take and Hold

E – Take and Hold

F – Supply Drop

J – Priority Targets

M – Purge the Foe

H – The Ritual (To be used if the event is a 6 round event)

LEVIATHAN TOURNAMENT MISSION POOL				
	PRIMARY MISSION	MISSION RULE	DEPLOYMENT	TERRAIN LAYOUTS
A	Take and Hold	Chilling Rain	Search and Destroy	1, 3, 4
E	Take and Hold	Chosen Battlefield	Sweeping Engagement	1, 2, 3, 4
F	Supply Drop	Chilling Rain	Search and Destroy	1, 3, 4
J	Priority Targets	Chilling Rain	Crucible of Battle	1, 3, 4
E	Take and Hold	Chosen Battlefield	Sweeping Engagement	1, 2, 3, 4
F	Supply Drop	Chilling Rain	Search and Destroy	1, 3, 4
M	Purge the Foe	Chilling Rain	Crucible of Battle	1, 3, 4
H	The Ritual	Chilling Rain	Hammer and Anvil	1, 2, 4

8TC FAQ

The 8TC will be using the WTC FAQ [found HERE](#).

8TC SPECIFIC ARMY FAQ'S

The 8TC will be using the WTC Specific Army FAQ's [found HERE](#).

8TC CHARGING GUIDELINES

The 8TC will use the WTC charging guide [found HERE](#)

8TC BASE SIZE GUIDELINES

The 8TC will use the WTC base size guidelines [found HERE](#)

8TC CAPTAINS COUNCIL

The Captains Council will be held within a Private Discord. As new Captains Register and PAY they will be added to the Discord.

When a team is registered and paid for, the team captain will be added to a special email list and given access to a discord group that will consist of the other 40k team captains, 8TC judges and Tournament Organizers. This is where the 8TC staff will present the captains with event updates and most importantly where we will put forth topics for your input and discussion, such as, missions, pairings, event times, penalties, etc.

A CAPTAIN'S ROLE

A Captain is their team's representative at the 8TC, and the liaison between the potential players on a team and the 8TC TO's in the lead up to the event. The prime duties and focus of a captain is making sure deadlines are kept and met, procedures are followed, and that their team makes it to the 8TC in the best prepared condition possible. The time and effort it takes to perform these duties must not be taken lightly. Any captain that in the eyes of the 8TC TO's is unable or unwilling to perform their duties may be subject to removal and/or replacement procedures.

The duties of a captain include but are not limited to;

Before a tournament:

1. Be an active member of the 8TC communication channels
2. Responsible for submitting any information, such as army lists and the list of team members; requested by the TO's and to make necessary changes to that information if corrections are needed.
3. Making payments for attendance and any other services used
4. Voting on key decisions

During a tournament:

1. Attend all Captain's meetings
2. Be responsible for all results submissions and record keeping for their teams at the end of every round
3. Be responsible and accountable for conduct of all team members
4. Be in charge of pairings for their team, even if the task is delegated to others
5. Allowed to give information to players about points needed to win/tie and ask general information about how games are going but NOT ALLOWED to give any tactical advice during games (this last remark goes for all members of the team)

NON-PLAYING TEAM MEMBERS

A team may have up to two non-playing team members. They are allowed to:

- Be the Team Captain
- Do/assist with the Pairings
- Collate and submit Team Results
- Ask questions about how the game is going
- Tell their player how their team is doing and what kind of points they require from this game

A non-playing Team Member is NOT allowed to:

- Give Tactical advice (they may not tell their player 'how' to get that win/draw/loss!) or interject in any way on in-game situations like forgetting that their player forgot to consolidate. If they perceive situations like that, especially in the case where players must do something but forget to, they can call for the game to be stopped, and then get a judge to rectify the situation.

Additional Team Member Rules

- Any of the team members may perform a player replacement: this means to play a game with any of the 8 armies submitted by the team in replacement of another team member for the duration of a whole round. Replacement of a player during rounds (ie when games have already started) will not be allowed except under extraordinary circumstances validated by a joint decision by the head judges. A Captain must petition this change before the Head Judge. Any breach of these rules is to be brought to the immediate attention of a judge.
- Once players are at their tables at the start of any given round, it is not allowed within a team to share info on matchups or tactics by means of cellphones or other devices either. Any breach of this rule that gets noticed will see all offenders on the team given an immediate yellow card.

MERCENARY PLAYERS

The mercenary program is a way for single players to sign up for the 8TC event and for teams that cannot get enough players to finalize a team. Single players wishing to put themselves forward as a mercenary must fill out the [MERCENARY QUESTIONNAIRE HERE](#). The event organizers will then help to pair players on teams that need additional spots filled or form brand new teams.

WYSIWYG, MODELLING & 3D PRINTED POLICIES

MODEL CONVERSION POLICIES

We all want to have fun modelling, theming, converting and painting our armies. The ATC always strives to promote strategy and competition while encouraging the hobby aspect of the game at the same time. To help ensure that both of the above aspects of the hobby are acknowledged we have established a few rules regarding the appropriateness of models used during the event. **IMPORTANT:** Consider this a first warning/notification. Warnings regarding these model policies will not be given at the event. Any models that become problematic that were not approved before the event will be subject to immediate removal from the event and may result in a game loss/game losses. If the model(s) in question would have affected more than the current game, the player will be issued a Yellow Card Foul. For details on player warnings/fouls/DQ's please see the ATC DQ Policies.

1. Units must always be represented by appropriate models. This is the single, most important rule. The 'What You See Is What You Get' (WYSIWYG) rule is in effect for all events. That means all units **MUST** be easily identifiable as the particular choice they represent and that any and all weapons/options taken for a unit **MUST** be clearly represented on the model(s). Exceptions **MAY** be made for themed units or armies. Furthermore, you need to contact us to let us know about any conversions you are planning on using, and **MUST** provide us with photos of **ALL** models in question. Don't worry – we fully appreciate spectacular modelling skills, but we just want to make sure everything is super clear for your opponent so that no confusion can arise during games. Players are required to email us to approve **ANY** and **ALL** conversions/etc. **BEFORE THE EVENT** (See below for submission guidelines). To protect everyone's experience, you will be required to remove any models that have not been approved, from the table, immediately.
2. Your army should be primarily constructed of models from the given game system and the appropriate model range(s). Supplementing your army with models from outside the game system is acceptable but **MUST** be approved **BEFORE THE EVENT** by the ATC (See below for submission guidelines).
3. Game units that do not have a dedicated model may use any appropriate models to represent their force(s) as long as they are within the spirit of the game system and force which they represent, but **MUST** be approved **BEFORE THE EVENT** by the ATC (See below for submission guidelines).
4. The size and shape of all model bases **MUST** be appropriate for the given game system. Models, such as vehicles that do not require bases **MUST** maintain the intended size, shape, aesthetic consistency and height of the model represented.

5. Models that were once historically supplied with smaller bases (e.g., older Terminators) are still legal models; although it is REQUIRED that you update them to the current base size for the applicable game system. Models that are supplied with two different types of bases (e.g., Chaos Daemons) must be fielded on the base type that is appropriate for the applicable game system (e.g., Chaos Daemons on square bases are NOT allowed in Warhammer 40K events).

6. Scratch built models and conversions can be used for units, but must adhere to the following guidelines and MUST be approved BEFORE THE EVENT by the ATC (See below for submission guidelines):

- Models may NOT contain significant elements of pre-assembled and/or pre-painted models or toys (A Gundam Model is not an Imperial Knight but an Imperial Knight model with a Gundam head would be acceptable).
- With the following exceptions, 3-D Printed models are NOT allowed:
 - A minimal amount of 3-D printed conversion bits MAY be allowed but MUST be approved beforehand. The print quality of these bits Must be a high quality.
 - 3rd Party Companies that only offer their models via 3-D files may be used but MUST be approved beforehand. The print quality of these models Must be a high quality.
 - 3rd Party Companies that produce physical models and also provide 3-D files for their models may be used but MUST be approved beforehand. The print quality of these models Must be a high quality.
- Models MUST be consistent with the look and feel of the game system they belong in. Scratch built models should aesthetically evoke the production-quality models they are intended to represent. For clarity, printed paper models or models constructed from building blocks, etc. DO NOT meet this requirement.
- Models MUST adhere to all the above restrictions.
- Resin cast “knock offs” (aka China Cast, etc.) are Not Allowed.

8. Count-as armies are allowed at the ATC as long as they follow all the above rules and restrictions. The onus is on the owning player to alleviate any and all avenues of confusion that might result from using count-as models/armies. Count-as models MUST be WYSIWYG, appropriately equipped and sized accordingly in order to best represent the model/unit in question. Count-as armies should demonstrate exceptional effort when it comes to conversions, simply using an existing army with a different codex (as a proxy) is NOT allowed. Models MUST be approved BEFORE THE EVENT by the ATC (See below for submission guidelines).

9. Fliers MUST be mounted on a Games Workshop Flying Base of the appropriate type or MUST be modeled to the same height as if it were on the correct Games Workshop Flying base.

10. Models/armies should be appropriate for a family-friendly event. When in doubt, models should adhere to a typical PG-13 rating. The ATC reserves the right to remove any models deemed offensive. In extreme circumstances, the ATC reserves the right to disallow the use of any model, scratch-built model or conversion in any tournament due to playability or aesthetic reasons. Besides not being able to use a disallowed model for the remainder of the ATC, other tournament scoring penalties may be applied. This would not be a normal circumstance, and if you follow the guidelines outlined above in good taste, you will be fine.

SUBMITTING MODELS FOR APPROVAL

- All submissions for approval must be received no later than one week before the date that army lists for the event that they are to be used in are due.
- If you have any doubts to the appropriateness of a model or conversion, please use the following procedure to get approval from The ATC in advance:

1. Create an email with at least 3 quality digital photos of the completed model(s). Include one picture with a standard infantry figure or infantry stand in order to display the scale of the scratch-built model or conversion.
2. Send this email to registration@whatc.org
3. Your model will be evaluated, and you will receive an official response from an ATC judge via email with our team’s decision.

LIST SUBMISSION

Lists will be submitted by players and teams to the 8TC before the allotted deadline has passed.

All lists will be submitted using the export format from the official GW app, each with the following header:

+++++

Player Name:

Team Name:

Factions Used:

Army Points:

Army Enhancements (list on which model):

Detachment Rule:

+++++

ROUND PAIRINGS (INDIVIDUAL PLAYER PAIRINGS)

At the start of every round, teams get some time to work out the individual matchups that will occur within the round. Teams have 30 minutes to discuss with their team what the best strategy is for the round and to work out the pairings for the round. Rounds that start later than the allotted 30 minute mark should be reported immediately to the judges so they can evaluate if a certain round will be impacted on total game time, and to see if it's always the same teams who seem to be having this problem and need to be spurred on to go through the process quicker.

Before the start of the round, both teams ensure that all terrain is placed according to the map packs provided. If not, both teams make sure that the terrain is set up adequately prior to the start of the round.

A visual guide to aid you with this pairing process is visible by [CLICKING HERE](#).

The procedure for the pairing process is as follows:

Sequence of events – Step 1

Team A and Team B secretly choose their defender and reveal them simultaneously.

After that, Team A and team B secretly choose their two attackers for the given defender and reveal them simultaneously.

Team A takes the two attackers given by team B, and secretly chooses which one is refused.

Team B does the same with the two attackers selected by team A. The refused Attackers are revealed simultaneously and return to the pool of available armies.

Captains roll off to determine which team will get to choose its table first. That team gains the “table choice” token.

At this point, two defenders know their attackers; this identifies two games. Log this on the score sheet. The Team with the “table choice” token lets his defender choose the table first followed by the defender who's team didn't have the table choice token. Two tables are now no longer available.

Sequence of events – Step 2

Repeat Step 1 with the difference that the Team without the “table choice” token now becomes the owner of this token throughout this pairing step.

Sequence of events – Step 3

Change “table choice” token again during this pairing step. This step will identify the remaining 4 games: 2 games “attacker vs. defender”, 1 game between refused attackers and 1 game with the remaining players.

Team A and team B secretly choose their defender and reveal them simultaneously. After that, Team A and team B secretly choose their two attackers for the given defender and reveal them simultaneously. At this point there is only one last player available remaining in each team. These are automatically designated as being the last matchup. Each team immediately notes this on their round pairing log-sheet.

Team A takes the two attackers given by team B, and secretly chooses which one is refused.

Team B does the same with the two attackers selected by team A. The refused Attackers are revealed simultaneously. They will automatically be designated to play the 7th game of the round and face each other. Defenders know their attackers; this identifies two matches. Log this on the score sheet. Team with the “table choice” token let his defender choose the table and then teams alternate choosing tables, starting with the defending players first.

The 8TC will use the WTC Pairing Sheet / System [found HERE](#).
You can see an example of the WTC Pairing System [HERE](#).

AI ASSISTED PAIRINGS

We have become aware that some teams have taken the habit of using algorithms and/or AI methods to assist with the pairing process. Note that the use of any algorithm and/or application that use AI powered methods that proposes pairing strategies or makes decisions is strictly forbidden at the 8TC. These algorithms / AI powered methods should be limited to summarizing matrix information and providing users with a broader perspective for the impact of their decisions. Any teams that try to gain an unfair advantage by the use of AI programs may be given a penalty, up to exclusion of the team for the event. We ask all teams to take their responsibilities in this area. This is a game between players, not computers.

ROUND SCORING

A Round between teams consists of 8 individual games. Each game, players will score a number of points as described in the GT Tournament Pack, namely games are scored individually on a scale of 100 pts (Each individual game at the 8TC will have 90 points available from in-game scores and 10 points presuming the player in question had a correct army list that was sent in on time. These 10 points will be accorded each game, but players that have not managed to send in a correct army list will automatically see a 70 point penalty that will be deducted from their team for the tiebreaker at the end of the event - namely - 10 pts for each game that they would have used a wrong army list-. This is done to ensure the penalty doesn't apply to each game individually, but so that there is still a player incentive to provide a correct and properly formatted army list for their team).

An individual player scores an amount of points for his team based on the VP differential outcome from the game with his opponent. To determine Game Points, each player counts their victory points, subtracts their opponent's victory points and consults the table below. If the score is negative, the player who has a negative difference counts his points from the 'opponent' table.

VP DIFFERENCE	PLAYER GAME POINTS	OPPONENT GAME POINTS
0-5	10	10
6-10	11	9
11-15	12	8
16-20	13	7
21-25	14	6
26-30	15	5
31-35	16	4
36-40	17	3
41-45	18	2

46-50	19	1
51+	20	0

To determine the round score, players from each team count their combined Game Points. The combined total of all game point scores from all the players on a given team will give the result for the Team as a whole.

TEAM GAME POINT TOTAL	TEAM WIN CONDITION	TEAM TOURNAMENT PTS
0-74	ROUND LOSS	0
75-85	TIE	1
86+	ROUND WIN	2

If two or more teams have the same number of Round points (2/1/0), game points gained from all battles will be used as tie-breaker.

The 8TC will use the WTC Scoring Sheet [found HERE](#).

STARTING A GAME

Follow this procedure to start your games at the 8TC:

- Muster forces: Go over your army list with your opponent
- Mission briefing: Go over the mission details with your opponent
- Players set up objective markers on the battlefield as described by the mission.
- Players agree which battlefield edge is the Attacker's and which is the Defender's. The players then roll off and the winner decides who will be the Attacker and who will be the Defender - this will determine which player uses which deployment zone in the coming battle.
- Select Secondary Missions. There are two Secondary Mission decks (one for the Attacker, one for the Defender), meaning players can draw the same Secondary Missions. These describe goals that players can achieve to score VP. Each Secondary Mission card will detail when and how it is achieved, as well as how many VP that player scores for achieving it. Each player must now choose whether to use Fixed or Tactical Missions during the battle. To do so, each player writes down if they will play Tactical or Fixed on their scoresheet. Players reveal their choice simultaneously. If a player selects two Fixed Mission cards, those Secondary Mission cards are active in every battle round during the battle, and can be achieved and scored in every battle round. The remainder of their Secondary Mission deck will not be used in the coming battle and can be placed to one side. Players' selected Fixed Mission cards cannot be discarded for any reason. If a player did not select two Fixed Mission cards, then they will use Tactical Missions in the coming battle and take their respective Secondary Mission and Gambit decks, hand them to their opponent, who will count the cards in the deck, shuffle them and return them to their opponent to use for the battle who may then choose to cut their deck once. At the start of each of that player's Command phases, that player must determine which Secondary Mission cards are active for them by drawing cards from their Secondary Mission deck, if they have fewer than two active Secondary Mission cards. That player has access to the New Orders Stratagem (see below), and can spend CP to use it after drawing their Secondary Mission cards if they wish. If a player's Secondary Mission deck runs out, they cannot generate any additional Secondary Missions during the battle. Each time that player achieves a Secondary Mission, after scoring the VP described on that card, that Secondary Mission is then discarded.

- Declare Battle Formations In the order below, both players secretly note:
 - Which of their Leader units will start the battle attached (they must specify which Leader unit is attached to which Bodyguard unit).
 - Which of their units will start the battle embarked within Transport models (they must specify which units are embarked within which models)
 - Which of their units will start the battle in Reserves (including Strategic Reserves). No more than half the number of units in a player's army can start the battle in Reserves, and the combined points total of those units cannot be more than half the total of their army. Units embarked within a Transport that are set up in Reserves also count as being set up in Reserves for these limits.
- When both players have done so, then they reveal their selections to their opponent.
- Deploy Armies. Players alternate setting up their remaining units one at a time, starting with the Defender. A player's models must be set up wholly within their deployment zone. If one player finishes deploying all their units, their opponent then deploys the remainder of their units.
- Determine First Turn. Players roll off and the winner takes the first turn.
- Resolve Pre-battle Rules. Players alternate resolving any pre-battle rules units from their armies have, starting with the player who will take the first turn.
- Begin the Battle

The first battle round begins. Players continue to resolve battle rounds until the battle ends. At the end of each player's turn, if that player is using Tactical Missions, they can discard one or more of their active Secondary Mission cards. If they do, and if it is not the fifth battle round, that player gains 1CP.

At the end of the third battle round, players generate Gambits.

- End the Battle. The battle ends after five battle rounds have been completed. If one player has no models remaining in their army at the start of their turn, the other player can continue to play out their turns until the battle ends. Note that a player conceding a game does not immediately end it. The non-conceding player plays out the remainder of his turns scoring what points he may. All games should be played to their full conclusion. If that cannot be done for some reason, contact a judge to intervene immediately.

- Determine Victor

Each player can score a maximum of 50VP from Primary Missions and/or Gambits (any excess VP awarded are lost) and a maximum of 40VP from Secondary Missions (any excess VP awarded are lost), for a possible total of 90VP. If a player is using Fixed Missions, that player can score a maximum of 20VP from each of the Fixed Mission cards they selected before the battle (any excess VP awarded are lost). If every model in a player's army is painted to a Battle Ready standard, that player is awarded a bonus 10VP. This gives each player a maximum total score of 100VP.

TEAMS FORFEITING A ROUND

If a team gets to the point like they feel they want to concede a round at the 8TC, due to an issue, or a complement of issues arises, the judges and the 8TC TO's should be advised immediately.

If it is a gaming issue between two teams the judge team can try to defuse a situation and come to some sort of fair resolution for both parties. Judges and captains of teams are the only involved parties here. There will be no onlookers or coaches or other team members involved unless the judges deem it necessary.

If there is a need for it, the judges or one of the teams can ask for the 8TC TO's to intervene on an issue. This may occur when the judge team feels they are not comfortable taking a decision, or if one of the captains feels like the situation is still not treated fairly enough to continue playing the round, or if the judges feel like the situation supersedes their authority or mandate. In this instance the 8TC TO's will take an informed decision after listening to the three parties: judges and both captains. In the rare situation where the 8TC TO's are unable to resolve the issue then either they, or captains involved, can call for a captain's council for an immediate vote on the matter.

If a team still feels that the outcome of the above is not sufficient to continue playing, that team forfeits the round and scores 0 points whilst their opponents score 2 points, counting as having the minimum points needed as a team in order to score the win that round.

There should be no gaming situation that warrants people coming from so far, paying so much money, and then not playing a round, and there should be some consequence to teams that force that kind of situation, for whatever reason.

8TC DISCIPLINE / PENALTIES

PRE-EVENT Penalties

List submission

Teams need to submit lists in the correct format without errors. Making correct lists and submitting them in the correct format should be no difficult task for seasoned players. Failure to do so will result in a player not receiving the 'bonus 10pts' per game for a legal list (this is instead of the 'bonus 10pts' for a battle ready army, see below). Teams that fail to submit their lists on time will have 2 team points deducted from their overall score at the end of the tournament. No exceptions, no comebacks, no second chances. All penalties will be evaluated on a case by case basis and motivated before the 8TC 40K captains in a debrief.

Each individual game at the 8TC will have 90 points available from in-game scores and 10 points presuming the player in question had a correct army list that was sent in on time. These 10 points will be accorded each game, but players that have not managed to send in a correct army list will automatically see a 70 point penalty that will be deducted from their team for the tiebreaker at the end of the event – namely -10 pts for each game that they would have used a wrong army list-. This is done to ensure the penalty doesn't apply to each game individually, but so that there is still a player incentive to provide a correct and properly formatted army list for their team.

List checking duties

After the list submission deadline, each country will be assigned 3 other countries lists to check for errors, or teams just check the lists from their respective pod. Teams have one week to complete said list checking. Thereafter teams will have two days to make any necessary corrections to their own lists. Teams that do not meet those deadlines and submit correct army lists will have 2 team points deducted from their overall score at the end of the tournament. Not fulfilling list checking duties will see the entire team penalized. Teams need to reply to the relevant thread for the lists they are required to check with an OK, even when another team has already checked said lists. No reply post automatically means a penalty. Going over the deadlines will also automatically incur a penalty. Just replying OK when there are obvious and glaring errors will also automatically incur a penalty. This will be applied very strictly. This is also overly harsh but list checking is serious business, and as such every team should make the effort to comply.

The judge group will be in charge of overseeing this process. Glaring errors might result in a reduction in points, under the purview of the judges.

Army lists are first going to be posted on the captains section on Discord. After the submission deadline they will be published online via all our channels for everyone to see.

Formatting errors

Any formatting errors will NOT incur a penalty as long as they get corrected IN TIME before the list correction deadline has passed. This penalty is for not properly listing the weapon options or wargear of models and units, not stating the Warlord, not correctly allocating dedicated transports to units, etc.

Illegal lists

In the case of an illegal list, a penalty WILL be immediately incurred. Illegal lists are those that do not follow the 40k rules, codex, or 8TC rules. There is no excuse for this, as teams and captains can freely ask if a given list would be OK well before the 8TC starts. Changes made to an illegal list to make it game legal will always have to be as minimal as possible and are subject to judge approval. If the substantial parts of, or the list in its entirety needs to be changed, the judge corps will apply additional penalties at their discretion because of unfair advantages gained after list submission.

Any checks required as a result of incorrect or illegal lists, will be done by the judge corps to make sure it is done quickly and the corrected list are final and compliant.

Our team of judges have authority to implement other penalties that are not currently included in this list. In case of infractions/penalties, the relevant team captain will be audited.

Signing up to Tournament Management Software

Any teams who have not signed up their full complement of players in the tournament management software will have 2 team points deducted from their overall score at the end of the tournament (not cumulative with other pre-event team point penalties).

EVENT Penalties

Individual player penalties

The 8TC employs a red/yellow card system for managing player behavior and conduct. If a player is deemed by the judges to have broken any of following rules they will be immediately subject to one of the following penalties. The application of a particular penalty is dependent upon the nature of the infraction and how many times previously the player in question has broken the 8TC rules. The penalties for these offences stack if multiple violations (even if they belong to the same category) to these rules apply.

OFFICIAL WARNING

No penalty to their individual score

YELLOW CARD

-50pts to their individual score for that game

RED CARD

-100pts to their individual score for that game and immediate expulsion from the 8TC

If a player receives a red card their team can either find a substitute player to take their place at the discretion of the judges, or else their remaining games immediately are allotted as a loss with a VP differential of 100pts. Additionally, the player in question will be imposed with a minimum one year cool-off period and will be expelled from attending the next 8TC automatically.

The judge crew has the right to escalate any infraction to an immediate expulsion or even life-time ban from the 8TC depending on the gravity of the infraction and the situation that presented itself. The 8TC judge crew will motivate this decision in their post-event debrief before the 8TC 40K Captains.

Take note that the judge corps main concern is always that games are completed naturally within the round time allocated. This of course depends on the transgression but normally the focus should always lie on games to be played even if certain penalties will apply. Everyone paid good money to be at the 8TC and to play their full complement of games. For example, someone might have modeled his entire army in a thematic way but his opponent and the judges agree it falls into the realm of modeling for advantage and the player in question does not have enough stand-ins available. Judges will force the game to be played and at the end of the round apply any penalties that are in place for such transgressions. This way we are sure everyone gets their full complement of games under normal circumstances. A list of offenses follows below:

Agreeing a result

Players simply 'agreeing' on the final score without the game being played is unacceptable and may unfairly affect the final positioning of other teams. To ensure the integrity of the tournament, any TEAM that is caught doing this, whether at the event, or retroactively, and whether or not the action was performed by an individual team member without consent from any of the other team members, will be punished by imposing a year-long ban to attend the 8TC on all the players from said team.

Time management and slow play

The event needs to run smoothly and to its timetable and because of this the players need to adhere to the round times. Players should have plenty of time to play due to the length of the round, and so there should be no reason that all games can't reach their natural conclusion. To enforce this there will be penalties imposed on any team that has a player that is unable to finish their game within their allotted time. This is called a Timekeeping Foul. These penalties will be applied to the team, and will carry through the rounds to the end of the event. It is possible to earn more than one penalty in a round if more than one player on a team commits a timekeeping foul. To be clear, it doesn't matter if different players on the team, during different rounds, commit a foul, the penalties are cumulative. Timekeeping fouls earned through running out of time in the round will not stack with any other penalty that has been applied to your team for any other reason unless the judges feel that this should be the case. This will be an extreme circumstance and not the usual way that this will be handled.

- First offence. A warning is given to the team, no penalty is applied to the player, or the team. You can consider this a friendly warning to advise your players to be more mindful of the time in the round. The team captain will be spoken to to ensure that their players realize this is the case, and that a further penalty should be avoided.
- Second offence. An official warning is given to the team. No other penalty is applied at this time. The captain will be spoken to again to ensure that his team knows that further penalties will have a serious effect on their games.
- Third offence. A penalty that is equivalent to a yellow card is given to the team and they will lose 25 points from their round score. The captain will be made aware of this.
- Fourth and subsequent offences. A penalty equivalent to a red card will be issued to the team and they will lose 50 points from their round score. The captain will be advised that it is imperative that they find a way to work with your players to ensure that this doesn't happen again. This will not carry with it expulsion from the event, and will only change the score you earn in the round.

Chess Clock Penalties

There are other ways that a player can commit a timekeeping foul not limited to the ones listed below. These will incur a penalty which can range from an official warning to a red card and everything in between. These penalties are mostly to do with the mismanagement of the clock in an unsportsmanlike way and will be treated as a sportsmanship foul, and can therefore stack with other penalties that the team has received.

- Failure to use the clock in a way that complies with our sportsmanship policies. Attempting to use the clock as a weapon, not switching the clock back to you or your opponent in a timely fashion, perceived malicious use of the clock and other situations can carry a penalty depending on the severity of the situation. This also covers any player that has run out of time, and is still not playing in a timely fashion.
- Players are not allowed to pause the clock at any time. Pausing the clock may only be done by a judge if they feel it is necessary during a game. If a player pauses the clock at any time this is a foul. As well as any penalty applied the judge may adjust the clock to establish what they feel is the correct game state.
- Nobody other than a judge can use the clock other than the players in that game without the explicit permission of BOTH players. If anyone other than the players at that table use the clock in any way, then this will incur a minimum penalty of a yellow card applied to their team and 25 points taken from that teams round score. Coaches, support staff and anyone that is not playing in the game should never touch the clock while it is running.

It is our aim to ensure that all games reach a natural conclusion, at the event, and that this document serves as a reference so our judges do not need to resort to assigning penalties to players and teams. For your team's sake, please ensure that every player knows these rules. Make sure you have shared these rules with your teammates and that they have read and understand them.

Excessive rules questions

If a player is found to be repeatedly calling judges over for rules questions which are clearly answered in any of the relevant game literature including the 8TC FAQ, they will receive a penalty as this is a form of time wasting. The penalty is determined on a case by case basis – this prevents people being penalized for language issues resulting in such questions, and also stops players ‘playing the system’ and stopping before a certain threshold before a penalty is attained.

Dice-, movement- or rules-cheating

Any instances of the following, or anything else within similar confines, that is witnessed by a judge and/or an impartial bystander (i.e. a person not associated in any way with either player or team) and deemed as deliberate cheating will result in an immediate penalty:

Rules cheating – forgetting core rules for your OWN army and models. will all result in an instant infraction.

Movement cheating – moving too far, pushing models outside of their regular movement allowance.

Dice cheating – loaded dice, incorrectly counting the number of passed or failed rolls, changing the value of dice rolled.

A note on dice etiquette: in regards to dice policy and “cocked dice”, “dice that land on top of each other” or in terrain and such, note that at the 8TC the following applies: dice rolls will only count when the bottom of the dice surface is entirely touching the table or game-mat surface. Re-roll cocked or stacked dice when the event occurs, and re-roll any dice that land in terrain or on anything other than the flat table (mat) surface. This includes dice landing flat on objective markers. Reroll the dice. The use of dice-trays at the 8TC is authorized.

When using GW dice, or any batch of custom dice, players need to ENSURE their dice pips (essentially the number on the dice) can EASILY be distinguished from across the table by their opponent. Where this is not the case, players will immediately incur penalty and the dice will be removed for the remainder of the tournament.

Poor sportsmanship or negative/aggressive attitude

Any player or team member deemed by a judge to be acting in any manner not in-line with the expectations of friendly but competitive gaming at the 8TC will incur an immediate penalty.

A few examples to make it clear:

– A player forgets to bring in his reserves, and his opponent objects to this when the player remembers later in the turn during any given phase. It is BOTH players’ responsibility to ensure mandatory things that happen in the game take place. It is customary to ask your opponent at the end of his movement phase if he is sure he does not want to bring any reserves on before moving on to the next phase.

– A player forgets to announce he will use a certain rule, ability, stratagem or wargear at the start of the turn or phase and remembers later in the turn or phase. It is OK as an opponent to disallow the use of said rule or item, but let it be known that we strongly discourage such behavior and encourage players to work together rather than against each other.

Illegal alternative models, modelling for advantage, non-battle ready models.

Any alternative models that have not gained prior approval by the judges will be removed from the board if an unfair in-game advantage is felt to have been gained. Models that have been converted or rebased that are deemed by the judges to gain an unfair in-game advantage will be removed from play. Models that are not painted to a ‘battle ready’ standard, or that simply aren’t up to acceptable hobby standards, will also be immediately removed. The player will have the opportunity to replace them with the official GW models. If no models are immediately available, he will continue the event without the use of said models whatsoever. If a player subsequently is caught reusing said ‘banned’ models he will incur an immediate red-card.

Illegal communication between team members

Any communication between team members and/or spectators should always be in English wherever possible and have no relation to strategic or tactical advice regarding any games in progress. Players can of course seek the approval of their opponents to confer with a countryman in their native tongue prior to starting a conversation.

Failure to do so will result in penalties.

Obviously in some cases communication may not be possible in English, in such a case players should seek the assistance, where possible, of a judge or neutral third-party who understands their language so as to adjudicate. If such a person is not available then it is up to the discretion of the judges if it is felt illegal tactical or strategic advice has been given or not.

The use of cellphones or other media to discuss tactics and game situations once the pairing process has finished and matches have been assigned is strictly prohibited. Players suspected of, or caught, doing this will be immediately red-carded.

Team cumulative penalties

Any penalties occurred during the 8TC as a result of player infraction also incur a team cumulative penalty, and will be strictly imposed upon the round points. As an example, Team A and B have a result of 5-3 wins in the round with a VP differential of 123pts, but Team A incurred their second team penalty that round and loses 25pts (see below). This brings the VP differential under the requirement for having the team win condition and consequently changes their team's match result to a draw. It does not affect the match result for the opposing team.

1st infraction – official team warning

2nd infraction – 25 Victory Points per team

3rd infraction – 50 Victory Points per team

4th infraction – 75 Victory Points per team

So forth and so on...

These penalties are applied incrementally and cumulatively over the course of the tournament. This means if player A on a team gets penalized, then subsequently player B on the same team gets penalized, the penalty against their Team escalates as the Team has then effectively committed 2 offenses. Again, this can cause that team to lose a match, it cannot cause the other team to win the match. This can result in a match result of a draw/loss or loss/loss in extreme scenarios.

8TC CHESS CLOCK RULES

The 8TC will use the following modified WTC Chess Clock Rules for our event:

- The use of a chess clock is mandatory for all games on the top 4 teams in event rounds 5 and 6.
- If any player at any time during the event wishes to use a chess clock, their opponent must do so. A judge should be called if a player refuses to do so.
- There are multiple options for a physical clock, or apps - some of which are also used to score your games - that have a clock function. Whatever you are using then you must allow your opponent to also use it to swap time back to you. It is strongly recommended that you bring a clock that is easy to see who's time is being used.
- Rounds at the 8TC last 4 hours. This includes time for your team and your opponents to pair and establish who is playing who. After you have been paired with your opponent you should go to your table to start your game unless you're involved in further pairings. Once there, ensure that all objectives are in place, terrain is set correctly, and that you've ensured that your opponent is aware of any rules they need to know about your army prior to starting the game - please see our sportsmanship section on that.
- Once you have done this, take the time remaining in the round, remove 5 minutes as a safeguard in case a judge needs to be called to the table to help resolve something that may require a pause to the clock briefly, and divide the remaining time between both players equally.
- An example: Neil and Tom are paired early in the Attacker and Defender stage with 4 hours and 20 mins left on the round time.
- After going to their table and setting up the game they have 4 hours and 10 minutes left.

- They talk through each army and what it does to avoid any sportsmanship issues and to ensure a good game can be had by both players, there is 3 hours and 55 minutes left in the round.
- They take 5 minutes off the round time and divide the time equally to both have 1 hour and 55 minutes to play. They then start the game normally.

During the game players are free to swap the clock back and forth so that the active player is using their time for their actions. Players are encouraged to discuss how they will handle these situations prior to starting the game, but you should be aware that when the game time is running low this is more likely to happen. When doing so you should also ensure that the clock is switched back to your time when this has finished, continued failure to do so may incur a penalty (see the penalties section of this document). This will of course be for phases in their own turn but may also include, but not be limited to:

- Rolling armour saves or other things like Feel No Pain mechanics
 - Removing casualties
 - Time to consider the use of a stratagem or ability
 - Acting in another player's phase such as close combat, interventions, reactionary abilities such as shoot on death and so on
- Both players are responsible for the time on the clock being correct. It is your shared responsibility to ensure that the clock is on the correct player at all times. If you feel for any reason that the clock is being mismanaged by your opponent then you should call a judge immediately. If a judge is not spoken to at the time, while the game is being played, we have no chance of resolving an issue.

Players have all the time on their clock to finish their game. While we would hope that the players have managed their time and do not need to play in a rushed fashion at any point, as long as a player has time left on a clock he can start a turn.

If a player's time reaches 0, they are unable to act. If they are in the middle of a turn they stop playing immediately. They may only make saving throws (not feel no pain rolls) and morale tests, may not fight back in combat, move, shoot, use command phase buffs, or any other action that would require the player to make a decision. That player must make all efforts to complete any rolls as quickly as they can so as not to use any additional time where possible, failure to do so will incur a penalty in addition to the one they'll receive for running out of time - (see the penalties section of this document).

They may score objectives that they hold, as well as any secondaries that they are eligible to score as well. If an opponent decides to allow you to play on despite you having no time left this is at their own discretion and can be rescinded at any point without incurring a sportsmanship penalty. It is your obligation to complete your half of the game in a timely manner, not your opponents to let you spend more time than you have.

ATC CODE OF CONDUCT 2024 1.0

This document was created using the standard ITC document with additions by the ATC.

Please review this document completely and be advised that these policies and penalty systems will be in full effect at all ATC Events throughout the year.

Purpose:

The ATC Code of Conduct provides judges and players with the knowledge of appropriate player behavior and procedures for handling infractions and adjudicating player disputes that occur during the course of running an ATC tournament. This document exists for two primary purposes: to maintain and ensure the integrity of events, and to protect participants from abuse.

This document is designed to be used in ATC events. It is designed to be used in conjunction with the Warhammer 40,000 Rules. This is a working document and will be updated periodically.

ATC Judging Philosophy:

- Natural justice: it's important not to penalize players unfairly by applying the letter of a rule when that would contravene the spirit or the intention of the rule.
 - Players attempting to abuse the Code of Conduct to their advantage will be considered to have committed a foul.
- Flow of the game and Player accountability: a Judge should let the players play with the minimum number of interruptions but without losing control of the event. Letting the players determine the outcome of the game is of utmost importance as long as they play within the confines of the rules and player code of conduct.
- Active judging: Judges can actively officiate the core rules of Warhammer 40k when they are present. Measurements, die rolls, deployment etc. when a player is not performing these actions correctly.
- Passive judging: judges passively adjudicate nuanced rules disputes between players when a solution between the two is not easily reached.
- Time management: Judges enforce and control the event clock.
- Player Conduct: Judges police player's sportsmanship and their adherence to the social contract.
 - In gaming terms, the social contract is the agreement between players to follow basic decency and adhere to agreements made between them as part of the game.
- Presumptive authority: Judges are given full authority to make binding rules calls to arbitrate a dispute between players during a game, even if these rules calls are later found to be inaccurate. The judge exists to provide a neutral resolution when players arrive at a deadlock on a rules interpretation, with the first priority being a swift resolution of the issue, and the second priority being accuracy; obviously striving for accuracy but accepting that within the confines of a timed event that it is not always an achievable goal. This includes, but is not limited to adjusting/re-adjusting model position to an agreed upon game state.
- Enforcement: Judges are given full authority to issue penalties to a player when they violate the letter or spirit of the event's rules, or rules of the game.
- Judges Conduct: Judges are expected to perform their duties in a professional manner. Players may reach out to the ATC Event TO when they find a judge to be conducting themselves in a manner which is not in compliance with these guidelines.

The Spirit of the Game:

- The following guidelines and codes of conduct exist to ensure that the intended spirit and intent of the Warhammer hobby is maintained at all times.
- The Warhammer hobby is primarily a means for individuals to enjoy themselves. Interpersonal actions intended to lessen this enjoyment are not within the spirit of the game. For the ATC, the game of Warhammer 40K is about sporting competition between two individuals. Any actions that are unsportsmanlike are not within the spirit of the game.

Game State:

- Players must announce their intent to roll a die/dice and apply the outcome. Their opponent is responsible for listening. Any dice rolled without announced intent may be ruled as void by a present judge and the player must re-roll it.
- A player must announce their intent to move a model/unit and for what purpose. Any model/unit moved without announced intent will be considered to be activated for that phase and the player cannot choose to activate another unit instead, or rewind their decision. A player who purposefully moves a model/unit without announced intent and outside of normal protocol for activating a model/unit has committed a foul. Players are accountable for their mistakes, and penalizing or reporting an opponent who doesn't give you a mulligan, or take back, is grounds for a foul.
- A player may not manipulate, touch, or otherwise interact with any models currently active in the game unless they announce their intent to interact with the game state (such as charging, removing casualties, etc). When a model is placed in a precarious position, a player may adjust a model's position slightly to avoid falling, but this must be declared first and with the opponent's verbal authorization of acceptance. Any player interacting with models without announcing intent and in a legal manner has committed a foul.
- Dice that do not land on the playing surface, such as dice that land on the floor, do not count for game purposes and must be rolled again. Players must roll dice in view of their opponent.

- A player must bring an official copy, digital or printed, of all requisite rules for his/her army. If a player cannot show a digital or printed confirmation of a rule, then he/she is considered wrong in any rules disputes involving a judge by default. 3rd party list building applications, or unofficial printouts of rules, are not considered official sources of information.
- Verbal agreements between players that alter the rules, interpretation of rules, or the adjudication of disputes are binding and enforceable during the course of the game in which the agreement was struck. Both players must clearly announce their intent to enter into such agreements, and the players must also have a third party witness to such agreements.
- Any measurement must be acknowledged by the opponent as accurate and accepted. Once accepted, this measurement is considered to be the distance measured, regardless of what another measurement might yield. No player may move a unit without the benefit of a special rule back to its initial or an alternative position after it has been placed without the permission of that player's opponent. A player that does so has committed a foul.
- Each player must endeavor to complete his/her turn in a timely and efficient manner. Any player found using a disproportionate amount of time, particularly if it provides a tactical advantage, will have committed a Foul.
- Other than a judge, at no time may any 3rd party physically interact with models or dice during the course of a game. A player who knowingly allows or invites a 3rd party to do such has committed a foul.
- Persistent buffs/debuffs, from stratagems or psychic powers, should be clearly marked with a card or token when being applied to a particular unit.

TIME:

- The round timer is determined by the Tournament Organizer and maintained by the judges and only the judges.
- The round timer is binding. Players may not start their games before the round has officially been called, nor may players continue to play their game after the round has officially been called. Tournament Organizers and judges are free to adjust this as needed.
- If a judge calls for "Hard Dice Down", the game immediately ends, and no further actions can result in the game state. Players willfully ignoring this have committed a foul.
- During a "Timed Game", only a judge may stop the timekeeping device used.
- During a "Timed Game", only a judge may alter the time on the timekeeping device used.
- Players are expected to know and understand the suggested timeframe for a game at the event they are attending.
- Either player in a game may request to use a Chess Clock. If the event does not have any more available clocks the player(s) may use one of their own.
 - The players need not agree on using the clock, if either player wishes to use one, it must be used.
 - Once they have begun to use a clock, the rules governing "Timed Game" are in effect and enforceable by the Judge.

LISTS:

- In general, it is each player's responsibility to bring a clear and legible printed copy of his/her list to an event. This list may be different in format from the one submitted online via the BCP App. The list formatting must include the total points of the army, the total points of each individual unit, and disaggregation of the points for each upgrade available to each unit. Command Points and detachments must also be clearly delineated. For the purposes of reserves, each unit must also have its Power Level rating clearly marked. The army's Warlord must be clearly identified as should its Warlord trait if it is fixed such as with a special character. Chapter Tactics and special detachment benefits must also be clearly identified for each detachment. The list must also clearly identify the primary army faction and owning player name of the army. **Handwritten lists are not acceptable without the judge's permission.**
- Any player using a list that does not meet the standards of the event cannot participate in the event until they present a list that does meet these standards.
- Any model/unit not present on a player's list may not enter the table at any time, and any players found using models/units that are not listed or incorrectly listed will have committed a foul.

- Units that are summoned during game are accounted for in the list by missing points. It is the player's responsibility to explain why the points are missing and how they can be used during game to summon units not included in the army list.
- Similarly, some units are created in game, such as "spore mines" these do not need to be accounted for on a player's list.
- A player using models in their games that are not on their army list will at minimum get a DQ for that game resulting in a score of zero points for that game. This will be a Yellow Card Foul and multiple instances will result in the player being removed from the event. The amount of points the opposing player receives will be determined by the Tournament Organizer with consideration taken as to how the game was affected. If this model(s) had been used in previous games, the Tournament Organizers will determine the action to be taken to resolve any issues created in previous games of the event.
- Any player using wargear that is not clearly identified on his/her list will have committed a foul.
- Variable powers and abilities such as Warlord Traits and Psychic Powers must be recorded in permanent ink on the player's list or a piece of paper, clearly identifying which event round in which these powers were generated. Any player using powers or abilities not clearly recorded for that event round has committed a foul.

Stratagems/Abilities:

- Whenever a player uses a stratagem, rule or ability in the course of play, they must, if asked, clearly read the entire rule or present the written rule in its entirety to their opponent the first time asked.

DECORUM:

- A player may never take any action that would put the hobby of Warhammer in disrepute.
- A player may never use mocking, abusive, vulgar, or derogatory language toward another player or staff at an event. Any player who uses such language has committed a foul.
- A player may never physically threaten, or use physical violence towards, another player or staff at an event. Any player who threatens or performs physical violence has committed a Red Card foul, will be removed from the event, and may be banned from further ATC events for a period of time determined at the sole discretion of the ATC administrative staff.
- A player may never purposefully destroy property, theirs or otherwise, at an event. Any player who purposely destroys property has committed a Red Card foul.
- A player may never purposefully deceive another player, whether by malicious misinformation, incomplete information, or vaguely stated information. A player who purposefully deceives or attempts to deceive another player will have committed a foul. Any pattern of "accidental" deception/misinformation can be considered a foul based on the judge's discretion.

TARDINESS:

- A player who is 15 minutes or more tardy to the beginning of a round is considered to be severely tardy. A player who is severely tardy to a round has committed a Yellow Card foul. A judge MUST be called. A player who is severely tardy to a round has committed a Yellow Card foul. In addition, the late player automatically forfeits the dice roll off for first turn, giving the non-late player choice of going first or second. Also, if the non-late player chooses to do so, the game will be put onto a time clock and the amount of time late to the table is deducted from the late player's game time.
- A TEAM that is 5 minutes late to the beginning of a round is considered to be tardy. The tardy team automatically forfeits the dice roll off to begin pairings. A TEAM that is 10 minutes late to the beginning of a round is considered to be severely tardy. The late team automatically forfeits the dice roll off to begin pairings and the late team's first army put forth for pairing is done face up, not blindly.

PLAYER INTERACTIONS:

- A player may never give, nor accept, help in a game in which they are not an active participant. If they do so, they have committed a foul. Once players are at their tables at the start of any given round, it is not allowed within a team to share

info on matchups or tactics by means of cellphones or other devices. Any breach of this rule that gets noticed will see all offenders on the team issued an immediate yellow card foul.

- Consistent slow play evidenced through chess clocks, player reporting, or judge's discretion, represents a severe break in decorum. A player found to be doing so has committed a foul.
- By virtue of playing in a ATC event, all players accept that the judge has final authority over all rulings. A player has the right to respectfully communicate and defend his/her position, but a judge's ruling is binding. Any player purposefully disregarding a judge's ruling or debating with the judge in a verbally abusive or disrespectful manner has committed a foul. The level of penalty will be decided by the ATC staff.
- In the event of unsportsmanlike behavior or another break of decorum, being suspected or accused; the judges may consult with players from neighboring tables to ascertain the truth of the situation.

TOOLS:

- Dice used in the event must be whole, unaltered, and with all correct facings representing each number and easily distinguishable by both players. Any player found to be using dice inconsistent with these guidelines have committed a foul and depending on the severity of the infraction may be asked to use alternative dice up to being issued a Red Card. In the instance of "loaded" dice, or dice altered to not function in the intended manner, the player may also be removed from the event.
- Players coming to the table do so with a reasonable expectation to be able to clearly read and understand their opponent's dice. A player with non-standard dice (wherein each facing is not either a number or a number of pips corresponding to the numbers 1 through 6) may be required by their opponent to use standard dice for that game. This requirement can only be enforced before the game begins. To this end, both players must make their opponent aware of any non-standard dice they are using prior to the game beginning. If they fail to do so, they have committed a foul.
- Dice apps will NOT be allowed at ATC Events.
- Measuring instruments must be accurate to the distance that they purport to represent. Any player found to be using measuring instruments that are not consistent with this have committed a foul and may be automatically disqualified from their current game. At a judge's discretion, the offending player may be disqualified from the event itself.
- Any clocks or timekeeping instruments or applications must be accurate and equally accessible to both players. Any player found to be using timekeeping instruments that are not consistent with this have committed a foul and may be automatically disqualified from their current game.
- BCP or any other tournament software is considered a reporting tool. If a player is caught changing an opponent's score in said software that player will get a DQ for that game and a Yellow Card Foul will be issued resulting in zero points for the player who made the change. If the player in question does this more than once, the player will receive a Red Card Foul and be removed from the event.

Chess Clocks:

- Either player in a game may request to use a Chess Clock. The ATC will have a few clocks set aside for this purpose and these should be used if available. If the ATC does not have any more available clocks the player(s) may use one of their own.
 - The players need not agree on using the clock, if either player wishes to use one, it must be used.
 - Once they have begun to use a clock, the rules governing "Timed Game" are in effect and enforceable by the Judge.
- Beginning with Tournament Round #4, ALL players on a team on the Top 4 Table Sections MUST use a Chess Clock

Calling Judges:

- Each player is entitled to call for a judge.
- A judge should be called to provide a neutral measurement or adjudication of a rule's question. A judge should also be called if a player believes that their opponent has committed a foul or otherwise acted in an unsporting manner.

- Players may not abuse the judge call. If the judge, or judges, decide a player is calling for a judge to delay the game (slow play) or is abusing the right to call a judge in any other way, a foul will be given and penalty will be assessed at the judges' discretion.
 - No player is entitled to more of a judge's time than is reasonable to resolve an immediate dispute. A player that requires a disproportionate amount of a judge's time is committing a foul and may be issued a yellow card at a judge's discretion.
 - Excessive rules questions: If a player is found to be repeatedly calling referees over OR questioning their opponents for rules questions which are clearly answered in any of the relevant game literature, they will receive a foul (this is a form of time wasting). The number of rules calls required to gain such a foul is determined at the discretion of the judges and TO's on a case by case basis.
- A judge has two rulings available to him/her: A "snap ruling" and a "comprehensive ruling". The player calling the judge may ask for one or the other but the decision is binding regardless of the outcome. In the instance that a chess clock is in play, the time comes off of the player's clock who called the judge unless the judge, at their sole discretion, decides to pause the clock.
 - A snap ruling is a judge making an assessment and decision based on initial information gathering at the table. A judge's snap ruling is binding for that game and subject to human error. A judge's snap ruling may contradict a previous ruling or an established tournament ruling, and if so, must be played as the judge determined.
 - A comprehensive ruling is a thorough review and investigation of the question in consultation with other judges, if present, and thorough review of all official material. A judge will leave the table and determine the result. Unless the judge chooses, time does not stop for the players while the question is investigated. Any rulings made after a thorough review are binding for that event in totality and should be noted by the judge and shared with all other present judges for consistency.
- A judge should not be called to settle interpersonal disputes. A judge should only adjudicate such if it is impossible for the players to amicably resolve this dispute or one of the players has broken decorum; for example, they've become verbally or physically aggressive towards their opponent.
- Except during final rounds as defined by the event, judges do not actively participate in the game and provide immediate corrections. If a non-championship game requires the active presence of a judge due to consistent disputes between the players, then it will be considered that both players have been given a warning about their behavior, and as such, the judge is free to penalize as needed.
- In the cases of recorded or streamed games, a judge may use recorded media to determine if a player committed a foul or otherwise engaged in unsportsmanlike behavior and apply penalties retroactively.
- Slow Play:
- A minimum of 4 mandatory turns is required to be completed every game. Teams taking armies or players that take a lot of time should train hard to be able to finish games to turn five within the allotted time frame or not bring said armies to the event. Again, it is the responsibility of the players, not the judges or TO's, to make sure games complete at least 4 turns.
- Any game that gets reported where players do not play 4 complete turns, will see both players receive an official warning. Consecutive games where there is the suspicion of slow play will see players that were previously warned incur an automatic foul. Thereafter any instance of slow play as deemed by the referees instantly incurs further fouls, cumulatively within even a single round if required. Games that finish due to tabling or forfeit are exempt from these rules and penalties.
- So, once more, players need to factor this into both their list design and their play-testing or suffer the consequences. If it looks like a game will not reach the end of turn 4, even early on in the game, then it should be brought immediately to the attention of the judges who will decide based upon the following, but not exclusive, criteria, if any penalties are required:
 - 1 - Number of judge calls by a player.
 - The judges will have a list of teams and players to keep track of this over the course of the tournament. Judges will align these numbers every round. Calling a judge and waiting or looking for a judge have been common to slow down progression in games over the years so this is a factor to take into consideration.
 - 2 - Number of models in an army, including summoned units.
 - This can have an effect, especially if two big armies are facing each other. As such, it is down to the judges to decide if it was unintentional or not.

- 3 - Time taken to deploy should have been noted on the scoresheet.
- Unlike turns which involve the interaction of both players, the deployment does not. Excessive deployment time can therefore be an indicator of slow play. Then obviously it is down to the discretion of the judge if a player is slow playing on purpose.

Penalties:

- A Foul is defined as an action taken by a player that violates the spirit of the game, the rules of the game, and/or the rules and guidelines set forth in this document. Fouls can range in severity and generally fall within three categories, Verbal Warning, Yellow Card, and Red Card. If a player commits a Foul, they can be penalized in the following ways, according to the judge's discretion. A judge is free to apply whatever penalties he/she feels is necessary.
 - Multiple Verbal Warnings can result in a Yellow Card
 - Yellow Cards are given for non-disqualifying offenses.
 - A player may only accrue 2 Yellow Cards during an event. If they receive a third they receive a Red Card and a DQ.
 - Red Cards are given for a disqualifying offense, or in the case of multiple Yellow Cards.
 - If a player receives one or more Red Cards in an event they can be ejected from that event and future events at the Organizer's sole discretion.
 - The ATC reserves the right to escalate any foul to an immediate expulsion or even life time ban from the ATC depending on the gravity of the infraction and the situation that presented itself.
- Warning - A judge gives a verbal warning that the player's behavior is not acceptable and that other penalties are imminent for continued infractions. A player receiving two warnings over the course of an event will be penalized. Multiple verbal warnings can result in a Yellow Card being issued at the judge's discretion.
- Clock Enforcement (Yellow Card) - A judge may penalize a player by forcing the game to utilize the rules for a "Timed Game". The judge sets the time for both players, and the result of the clock are binding for that game.
- Loss of time (Yellow Card) - A judge may penalize a player's clock by removing time from it as a result of deliberate slow-play, stalling tactics, or incorrectly stopping the game clock.
- Loss of turn (Yellow Card) - A judge may end a player's turn or phase should it become clear that through a foul or another misplay, that player has put his/her opponent at an extreme disadvantage or that the game-state can only be fairly corrected via this method.
- Reset of turn (Yellow Card) - A judge may reset a player's turn/phase, moving models back to their most likely and least disruptive positions should it become clear that through a foul or another misplay, that player has put his/her opponent at an extreme disadvantage or that the game-state can only be fairly corrected via this method. The penalized player is not awarded extra time.
- Removal of models (Yellow Card) - A judge may remove models from the game if they were illegally equipped, over the points limit of the event, found to be modeled for advantage, or unacceptable by the event's hobby standards. If models are removed, they may only be used again with a judge's approval after the issue has been resolved.
- Disqualification (game)(Red Card) - A judge may disqualify a player from his/her current game. That player receives 0 points for that game, a loss, and his/her opponent is scored as a Bye unless the opponent's current score would be higher.
- Disqualification (event) (Red Card) - A judge may disqualify a player from his/her current event. That player is immediately removed from the roster of active players, removed from the event venue, his/her current game is scored a 0, his/her current opponent is scored as a Tabeing unless the opponent's current score would be higher. .
- Ban (3/6/8/12 month) - For especially egregious or repeated Fouls and/or behaviors, a judge may request a ban for a player from ATC events for the specified time.
- ATC Ban - Any player that receives a Disqualification (event) (Red Card) will be imposed with a one year cool-off period and will be expelled from attending any of the next 12 months ATC events automatically.
- ATC Records - A record of all logged infractions will be kept and published after the event. All infractions and warnings will be taken into consideration for 3 successive years. We want to flag repeat offenders and take preventive measures to exclude such individuals from attending and ruining the experience and event.
- Team Disqualification – In a 5 player team event, any Team that has less than 4 players remaining as a result of individual player Disqualifications at any point of the event will be disqualified from the event and not allowed to continue. In an 8

player team event, any Team that has less than 6 players remaining as a result of individual player Disqualifications at any point of the event will be disqualified from the event and not allowed to continue. Only the players on a team that have received a Disqualification (event) (Red Card) will be banned from the next year's events.

Game Types:

- Standard Game: A game played between two players using the guidelines of the tournament without any additional stipulations from the Judges or TO.
- Timed Game: A game that is "on the clock", generally using a chess clock. This can be because it's a late round game, both players have requested a clock, or the clock could be Judge imposed.
- Championship Rounds: Generally, the top 8 of a large event. These games are all Timed Games, and actively judged by the judges.
- Championship Game: These are timed games with a dedicated active judge.

Index of terms:

The Spirit of the Game:

- The Warhammer hobby is primarily a means for individuals to enjoy their time. Interpersonal actions designed to lessen this enjoyment are not within the spirit of the game.
- For the ATC, these games are about a sporting competition between two individuals. Any actions that are unsportsmanlike are not within the spirit of the game.

Slow Play: when a player takes actions to intentionally slow the pace of a game for advantage.

Code of Conduct Contributors: ITC and ATC administrators

8TC PARTNERS

Dicehead Games & Comics and DICEHEAD.COM

Grand Adventures Comics & Games

Away Games

The Green Dragon

The Army Painter