



ATC CIRCUIT

hosted by



Away Games

collaboration with

Green Dragon

ATC Kansas AOS Event

'In the grim darkness of the far future there is only war' ...

Welcome to the inaugural season and event of the ATC Circuit hosted by **Away Games™** with collaboration from Kaiju Gaming and support from Team ArKCanite!

** This event is the first of the series of ATC Circuit Events leading up to ATC in Chattanooga, TN July 28-30th. These events will utilize the same format and terrain utilized at the American Team Championship. **

Away Games™ in collaboration with Kaiju Gaming have constructed battlefields that all players have a chance to fight to the death for eternal glory...along with awards and prizes. This event brings the spirit and feel of ATC to the Midwest!

As you enjoy competing in the great venue, **Away Games™** will be attending to every detail, allowing teams to relax and have their best tournament experience. The Beacon, our venue, will be providing a great atmosphere and refreshments throughout the event.

Teams can expect **EVERY** set of four tables to have standardized AoS terrain, created with Kaiju Gaming terrain and **Away Games™** terrain.

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Event Essentials

Important Dates and Times

Tournament Dates: November 04-05, 2023

Location: The Beacon, 420 SW 9th St, Topeka, KS 66612

Battle Size: 2000 points

Board Size: 60" x 44"

Format Size: 16 4-Player Teams

Missions: 2023 Season 1 General's Handbook

Terrain: FL Terrain Pack

Number of Games: 4 Rounds

Round Length: 3 Hours

Ticket Fee: \$400.00 per team

Prizes: Placing, Team Painting, and Team Sportsmanship

Check In: Saturday: Captains Meeting at 1000 am Round 1 at 1100 am, Sunday: 7:30 am

Army Selection: Follow Muster Armies guidance in the 2023 Season 1 General's Handbook

Tools of War: Competitors are expected to bring their army, dice, tape measure, and all relevant rules publications. If you are using any electronic devices to carry your official rules references, please ensure they are always charged and available for reference.

Rules cutoff: New rules and materials will not be permitted after **Monday October 30, 2023**.

List submissions: List will be due by **Tuesday October 31, 2023, at Midnight CST**. Any list submitted afterwards MAY be subject to 10 points deduction in round one and a yellow card for the event, pending circumstances.

Scoring: At the end of each game, please record your results and post them digitally or present them to a Tournament Organizer for posting.

Please review our **Away Games™** Tournament Organizers responses to frequently asked rules questions [HERE](#) for any rulings or clarification. If a question remains, please submit them with subject line **ATC Kansas AoS Event** to contact@theawaygames.com



Important Dates and Cutoff Times

The Warhammer Age of Sigmar ATC Kansas Circuit Event will be a 2-day event, held on 04-05 November 2023 in Topeka, Kansas.

THE FOLLOWING CUT OFF DATES ARE FIRM AND WILL NOT BE ADJUSTED/CHANGED UNLESS AGREED UPON BY YOUR TEAM CAPTAINS IN THE ATC KANSAS AOS CAPTAIN'S COUNCIL:

Registration deadline for this event is 31 October at 11:59pm. For registration information please use the [Best Coast Pairing App](#).

Army Lists are due by Tuesday 31 Oct at 11:59pm

Army Lists MUST be submitted using the guidelines set forth in the Discord Captains Council.

No new factions or battletomes will be allowed that are released after Monday 30 Oct.

The 2023 Season 1 Generals Handbook will be used this year.

No changes will be made to the FAQ or Army Building Guidelines after, Monday 30 Oct.

WARHAMMER AoS EVENT TIMES:

Saturday 10am - AoS Captain's Meeting

Saturday 11am - Age of Sigmar Event Round 1

Saturday 3:30pm - Age of Sigmar Event Round 2

Sunday 7:30am - Age of Sigmar Event Round 3

Sunday 12pm - Age of Sigmar Event Round 4

General Requirements

It is not a requirement, but we strongly suggest that everyone on the team should create a Discord account as there will be Discord groups for the Captain's as well as all players who are attending the event. This tool will be key in keeping everyone up to date before and during the event.

[Discord Link](#)

Players need to bring everything you need to play a complete game - GW FAQ(s), a copy of your army rules, templates, dice, tape measure, etc.

Players should have their own deck of Secondary Missions.

Players should bring Wound Trackers for their army. GW Wound Trackers or any 10-sided die works perfect for this. Wounds should be marked as "Wounds Remaining" on the models.

6 Copies of your army list are REQUIRED. Any delays caused by a player not having these lists may result in a team point reduction penalty. Army lists that are brought for other team's reviews should be restricted to 2 pages max to help better facilitate the player pairings each round. If you do not provide a printed army list for the opposing team during player pairings or provide your opponent with a copy of your army list for your opponent, you will forfeit your game.

In addition to the guidelines laid out here you should also review our official Model Policy Section of the rules pack.

MODEL CONVERSION POLICIES

We all want to have fun modelling, theming, converting and painting our armies. The ATC Circuit strives to promote strategy and competition while encouraging the hobby aspect of the game at the same time. To help ensure that both above aspects of the hobby are acknowledged we have established a few rules regarding the appropriateness of models used during the event.

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(s) loss. 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 Circuit/ITC 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 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 **Away Games™** to let us know about any conversions you are planning on using and **MUST** provide us with photos of ALL models in question. We fully appreciate spectacular modelling skills, but we just want to ensure everything is super clear for your opponent so that no confusion can arise during games. **Players are required to email Away Games™ to approve ANY and ALL conversions 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.
3. 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 **Away Games™** (See below for submission guidelines).
4. 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 **Away Games™** (See below for submission guidelines).
5. 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.
6. 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 **Away Games™** (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 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.
7. Count-as armies are allowed at the ATC Circuit as long as they follow all the above rules and restrictions. The onus is on the owning competitor 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 **Away Games™** (See below for submission guidelines).
 8. Fliers MUST be mounted on a Games Workshop Flying Base of the appropriate type and MUST be modeled to the same height as if it were on the correct Games Workshop Flying base.
 9. Models/armies should be appropriate for a family-friendly event. When in doubt, models should adhere to typical PG-13 rating. The ATC Circuit reserves the right to remove any models deemed offensive. In extreme circumstances, the ATC Circuit 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 event, 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, competitors 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 are due.

If you have any doubts to the appropriateness of a model or conversion, please use the following procedure to get approval from Away Games 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 **kaijugaminglounge@gmail.com** subject line “ATC Kansas AoS Event”

3. Your model will be evaluated, and you will receive an official response from an ATC Circuit Judge via email with our team's decision.

BEST PAINTED ARMY TEAM AWARD

The information below is the guidelines/criteria the ATC Circuit will use to evaluate armies that are submitted for the Best Painted Army Team Award at the event.

This part of the event is Sponsored by Spikey Bits and The Long War Network.

Q: How do I submit your teams' armies to compete for Best Painted?

A: Please get with Tournament Organizers between check in and the beginning of Round 2 to identify your team as a possible candidate. We will need Team name and the armies to be judged. No submissions will take place after the start of Round 2.

Q: What guidelines/criteria will be used to Judge Best Painted Team?

A: ATC Circuit and The Long War have taken the time to put together a fantastic grading guide that considers all aspects of the hobby and we will be using that as a guideline for judging.

Please see the form below for the criteria the Judges will be utilizing this year. **The scoring only affects your hobby score, not your event score.**

Core Painting

Bulk of army is mostly painted, but some units are unfinished. (0 Points)

Bulk of army is fully painted to at least a three-color standard. (1 Point)

Bulk of the army is painted to a level that shows true hobby effort. (3 Points)

Subtotal: ____/ 3 points max

Detailed Modeling & Painting

Models display discernable highlights/shading, blends, other advanced techniques (2 Points)

Models are identifiable. Unit markings and/or color codes to distinguish one unit from another. (1 Point)

Do these models feature conversions/kit bashes/epic model substitutions that remain WYSIWYG and are comparable to the actual FW or GW models? (2 Points)

Did a Hobby Maniac make this army? (Hand-painted details, green stuff sculpting etc.) (2 Points)

Model bases are detailed. (Sculpted bases count as 1 flock for this) (1 Point)

There are extra details/flock on larger bases (helmets, skulls, rubble, etc.) (1 Point)

The army has a display base / movement tray. (1 Point)

The display board includes terrain elements or a diorama. (1 Point)

There is an undefinable beauty to this Army, something special. (2 Points)

The army is themed, telling a story, and could be featured in a White Dwarf battle report, featuring unique and personalized details. (2 Points)

Subtotal: ____/ 15 points.

TOTAL PAINTING SCORE: ____/ 18 points possible

****Everyone's army will be judged and scored for their individual hobby score as well but no awards will be given to individuals.****

Sportsmanship

The current ITC Floor Rules will be enforced for this event with the additions/exceptions noted in the ATC Floor Rules Section below.

Sportsmanship will be considered and is always a very important factor in all our events. We are playing a game (supposedly for fun) and any unsportsmanlike behavior will not be tolerated. Players yelling or being abusive towards other players or ATC Circuit staff will be removed from the event and may face a possible ban in future events. There will be a reasonable warning and penalty system in effect.

Sportsmanship scores are used only to help inform the event coordinators and Judges of any conduct issues that may need to be addressed.

We expect all players to see the game through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, the final rankings. In the unlikely event that a player does concede, the rules for concession will be as provided in the current *General's Handbook*.

Tournament Format

ROUNDS AND TIMES

- 4 Tournament Rounds, 2-Day Event
- 3-hour rounds plus a minimum of 15 mins pairing time.
- 4-Player Teams
- Army lists of all teams will be shared before the event. Details will be discussed in the Captain's Council.
- The ITC Floor Rules for conduct and penalty systems will be used.

ARMY SELECTION

- Armies of no more than 2,000 points
- Details for choosing your army can be found in the Pitched Battles section in the Current General's Handbook.
- Command traits and artifacts, as well as any battletome specific spells, prayers, etc. must be included on your lists when you turn in your lists for the tournament. Choice of allegiance for the army must also be included on its roster. These will not change throughout the course of the tournament.
- Only Warscrolls and Warscroll Battalions with Pitched Battle Profiles may be used at this event. This includes Forge World models that have a Pitched Battle Profile. Note that Allegiance Abilities can and should be used. Compendium warscrolls are also allowed if they have a Pitched Battle profile.
- A Warscroll may only be used ONCE per TEAM.
- No duplicate enhancements will be allowed.

MISSIONS

- Battleplans from the Current General's Handbook 2023 (released 7/1/23) Pitched Battles section will be used. Please see section 6.0 Pairing and Scoring below for the complete missions list.
- BOARD SIZE - 60" x 44"

TERRAIN

- Mysterious Terrain will be used in the following manner. Please note this differs from the Core Rulebook.
 - Players will roll off for attacker and defender, the defender will have a pool of two of each mysterious terrain, each template gets one mysterious terrain. The defender will also have one

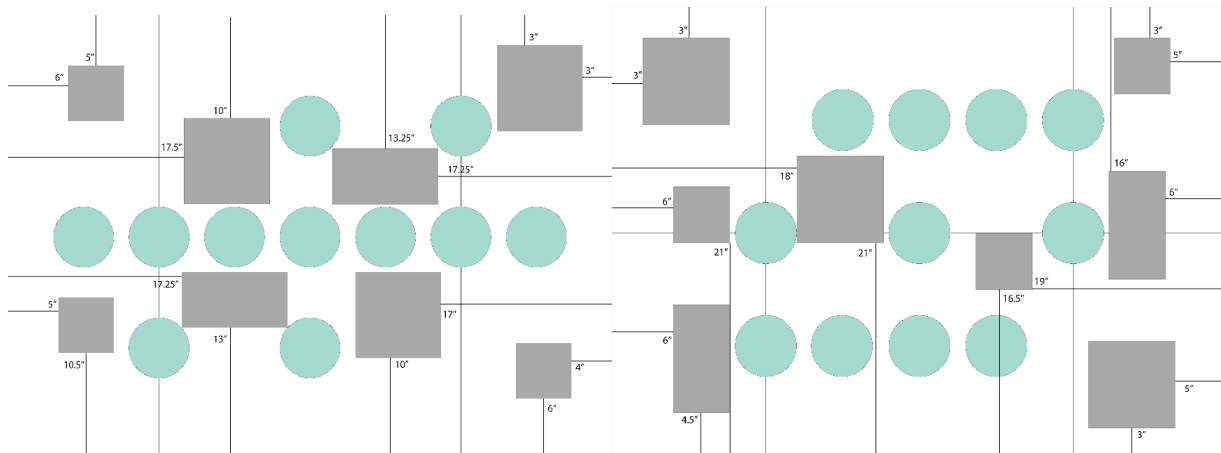
- Impassable, one Garrison and two Wildwood tokens that also get placed. The attacker chooses sides, and then game continues as normal per the Core Rulebook. PLEASE NOTE: A template can only have 1 mysterious terrain feature (unless a battle plan or another rule says otherwise) and a template CAN have for example arcane and garrison, but NOT arcane, garrison, and impassable.
- If a section of terrain is 2 inches or higher that section will count as impassable. The objective here is to make it so you cannot have un-chargeable units via terrain height.
- Aa living packet to supplement the GHB will be used at the event which includes the following
 - A terrain map. If you would like to practice with this here are the dimensions of the templates we use.
 - 1x 10.5" by 10.5"
 - 2x 8.5" by 8.5"
 - 2x 10.5" by 5.5"
 - 2x 5.5" by 5.5"
 - For all intents the templates act as 2D terrain. If you're unit is fully on it, it has cover, it projects any aura if garrisoned, and if you're within 1" of the template that unit is affected by whatever mysterious terrain is assigned to that terrain piece.
 - 3D terrain will of course be used, and should be treated as static. Do not lift anything for model advantage to get more on a template. Try not to bump the terrain as it can affect line of sight.
 - After pairing the individual players from each team, the Mysterious Terrain process above will take place.
 - Garrisons and the templates: The template is the garrison, not the 3D terrain. Also, when determining garrison size, the 10.5" by 10.5" and the 8.5" by 8.5" will be treated as a 30-model capacity. The 10.5" by 5.5" will be treated as a 20-model capacity. The 5.5" by 5.5" will be treated as a 10-model capacity.



- TERRAIN MAPS
 - The Following two terrain maps will be used at this year's event.

MAP A

MAP B



FAQ

All Current Games Workshop FAQ's will be used.

TEAM BUILDING GUIDELINES

Teams will consist of four players

Any Battletome from the list below may be used Only ONCE per team. So, each team will consist of four different armies. In addition, a Warscroll may only be used ONCE per TEAM.

Beasts of Chaos	Maggotkin of Nurgle
Blades of Khorne	Nighthaunt
Cities of Sigmar	Ogor Mawtribes
Daughters of Khaine	Orruk Warclans
Disciples of Tzeentch	Ossiarch Bonereapers
Flesh Eater Courts	Seraphon
Fyreslayers	Skaven
Gloomspite Gitz	Slaves to Darkness
Hedonites of Slaanesh	Sons of Behemat
Idoneth Deepkin	Soulblight Gravelords
Kharadron Overlords	Stormcast Eternals
Lumineth Realm Lords	Sylvaneth

PRIZES

Every player will receive an ATC Token Set and an official ATC Die.

Trophies will be given to every player on the Top 3 teams.

Trophies will be given to the Best Painted Team and Best Sportsmanship Team.

The winning team will earn a ticket to the ATC 2024.

Pairing and Scoring

TEAM PAIRING

- Team matches will be random first round and then W vs W, L vs L, D vs D. The Individual player pairing system can be reviewed below.
- The first-round pairings of the ATC will be done randomly with the exception that no teams from the same game club will be paired against each other.
- The 2nd through fourth round pairings will be done strongest Team Total vs next strongest Team Total.
- After the second round of the event, we will not guarantee or adjust pairings in a manner that teams from the same game clubs will not be paired against each other.

INDIVIDUAL PLAYER PAIRING

- Teams will pair off into 4 individual games every round.
- Individual Pairing will take place as detailed below:

Captains have 15 minutes before each game 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 15-minute mark should be reported immediately to the judges.

Each round will consist of an A Mission and a B Mission.

Step 1:

Each team secretly chooses one of their 4 armies and places it face down on the table. These armies (offered armies) will play on the A mission.

Step 2:

The offered armies chosen in Step 1 are revealed.

Step 3:

Each team now secretly chooses 2 of their remaining armies (counter armies) to be paired into the offered army from the opposing team.

Step 4:

Each team chooses 1 of the 2 counter armies to play against their offered army from Step 1.

Step 5:

The team's final, "held" army will play against the counter army that was not chosen in step 4. These armies will play on the B mission.

Pairings Example:

It is Round 1. The A mission is Jaws of Gallet. The B Mission is Idols.

Team Goodguys has the following 4 armies: Kruleboyz, Ogors, Stormcast Eternals, Slaves to Darkness

Team Badguys has the following 4 armies: KO, Gitz, Slaanesh, OBR

Step 1:

Team Goodguys chooses Ogors as their offered army, Team Badguys chooses Gitz. Both of these armies know they are playing the A Mission, Jaws of Gallet.

Step 2:

Offered armies are revealed.

Step 3:

Team Goodguys now chooses Kruleboyz and Slaves to Darkness to potentially play against the Badguys' offer of Gitz

Team Badguys now chooses Slaanesh and KO to potentially play against the Goodguys offer of Ogors.

Step 4:

Team Goodguys chooses KO to play against Ogors. This means that Slaanesh will play against Stormcast Eternals on the B Mission, the army they didn't choose as an offer or counter.

Team Badguys chooses Slaves to Darkness to play against Gitz. This means that Kruleboyz will play against OBR on the B Mission, the army they didn't choose as an offer or counter.

The final matchups are:

Ogors vs KO on Mission A: Jaws of Gallet

Slaves to Darkness vs Gitz on Mission A: Jaws of Gallet

Slaanesh vs Stormcast Eternals on Mission B: Idols

Kruleboyz vs OBR on Mission B: Idols

Missions to be played -

The first two pairings drawn as per above will play Mission A and the second two pairings will play Mission B in each round.

Mission	Round	Mission
Geomantic Pulse	1	A
No Reward Without Risk	1	B (Mission Note: Deployment will be 9" from enemy territory.)
Every step is Forward	2	A
The Frigid Zephy	2	B
Spring the Trap	3	A (Mission Note : Players may only pick friendly units.)
Lines of Communication	3	B
Power Flux	4	A
The Icefields	4	B

SCORING

Each game will be scored on a 20-0 system based on the following points differential:

Game VP differential	Tournament points
27+	20-0
24-26	19-1
21-23	18-2
18-20	17-3
15-17	16-4
12-14	15-5
9-11	14-6
6-8	13-7
3-5	12-8
1-2	11-9
0	10-10

Team points for every pairing will be summed for both sides and the team with more points will be declared the winner.

Point Cap:

One team can get between **20-60** TPs in one round. Individual scores are added up and entered on the team score card. A team that received more than 60 TP in a given round receives only 60 TP. A team that won less than 20 TP receives 20 TP, at minimum. This prevents teams who get easier opponents to massacre them, and skyrocket to the top, while weaker teams still have a chance to fight for mid table.

TIES:

In the event of a tie in the final standings, the following statistics will be used to break the tie:

First Tie Breaker = Number of individual player Game wins on a team

Second Tie Breaker = Total individual player points from a team

Third Tie Breaker = Margin of Victory

Code of Conduct

This document is the standard ITC document with additions for the ATC Circuit.

Please review this document completely and be advised that these policies and penalty systems will be in full effect at all ATC Circuit events.

ATC Circuit / ITC Code of Conduct 2024 1.0

Purpose

The ITC 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 while running an ITC 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 ITC and ATC Circuit events. It is designed to be used in conjunction with the Warhammer 40,000 Rules. (This is a living document and will be updated periodically.)

ITC 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: Judges 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 if 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 players 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 rule's 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 ITC administration 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 always maintained. 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 ITC, 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 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 rule's 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 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 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 their 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 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.

Chess Clocks:

Either player in a game may request to use a Chess Clock. The ATC Circuit will have a few clocks set aside for this purpose and these should be used if available. If the ATC Circuit 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.

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.

Beginning with Tournament Round 4, all players on a team on the Top 4 table sections MUST use a Chess Clock.

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 ATC Circuit Events. 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 will 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 forfeiting are exempt from these rules and penalties.

Teams need to factor this into both their list design and their playtesting or suffer the consequences. If it looks like a game will not reach the end of turn 4, even early 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:

- 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.
- 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.
- 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.

Lists:

In general, it is each player's responsibility to bring a clear and legible printed copy of their 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 and detachment benefits must also be clearly identified for each detachment. The list must also clearly identify the primary ITC 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.

By the start of Round 1 of an event, every player must have their army list uploaded to the Best Coast Pairing application. If a player does not have the technology available to use this application, then they must present a printed copy of their list to the Judge(s) of the event to be uploaded into the application. Players are responsible for ensuring their lists are uploaded to the application, whether manually or through the Judges.

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.

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.

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.

Any player using war gear that is not clearly identified on his/her list will have committed a foul.

Stratagems/Abilities:

Whenever a player uses a stratagem, rule or ability in 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 will be denied earning points at further ITC events for a period of time determined at the sole discretion of the ITC 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.

A player who is 15 minutes or more tardy to the beginning of a round is considered severely tardy. A player who is severely tardy to a round has committed a Yellow Card foul. A Judge MUST be called and 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 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 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.

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 sanctioned ITC 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 Circuit 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 and denied ITC Points in future events. 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 the ATC Circuit Event.

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 and are awarded 0 ITC points for the event.

At a Judge's discretion, the offending player may be disqualified from the event itself and may be denied ITC points in future events for a period of time determined at the sole discretion of the ITC administrative staff.

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 and are awarded 0 ITC points for the event. At a Judge's discretion, the offending player may be disqualified from the event itself and may be denied ITC points in future events for a period of time determined at the sole discretion of the ITC administrative staff.

BCP is considered a reporting tool. If a player is caught changing an opponent's score in BCP 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.

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 Judges 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 them: 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 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.

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.

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 Tabeling unless the opponent's current score would be higher. No ITC points are awarded for any games played during the event for the penalized player.

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 the ITC for the specified time. While a player is banned, they may not attend Frontline Gaming sponsored events such as The Bay Area Open, The Las Vegas Open, or the SoCal open. While a player is banned, they will not accrue any ITC points during this time period. *Note: Other ITC events may choose to adhere to this ban at their own discretion.*

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 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 – 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. Only the players on a team that have received a Disqualification (event) (Red Card) will be banned from the next year's event.

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 yellow card 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 Circuit reserves the right to escalate any foul to an immediate expulsion or even lifetime ban from the ATC Events depending on the gravity of the infraction and the situation that presented itself.

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 was Judge imposed.

Championship Rounds: Generally, the top 4 teams of the event. These games are all Timed Games, and actively Judged by the Judges.

Championship Game: These are timed games with a dedicated active Judge.

ATC Captains Council

The Captains Council will be held within a private Discord. As new Captains' register and pay they will be added to the forum.

When a team is registered and paid for, the team captain will be added to a special email list and given access to a forum that will consist of the other AoS team captains, ATC judges and Tournament Organizers. This is where the ATC 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.

[Discord link](#)

Health and Safety Guidelines

All local health and safety guidelines in place at the time the event occurs will be strictly enforced. These guidelines may change as situations change. Thank you for your understanding.

This event, as well as all staff and volunteers, will be following public health guidelines as laid out by the CDC as well as the State of Kansas and the venue hosting us. We ask all attendees to follow them as well, which may include the wearing of a face mask or shield, the washing or sanitizing of hands, as well as general social distancing and/or providing proof of a negative test.

Questions or Concerns

There is a lot to soak in here, so if you have **any general, non-game rules questions**, take another look over the page and if you still can't find what you need, EMAIL us at kaijugaminglounge@gmail.com with "ATC Kansas AoS Question" in the Subject Line.

Direct ALL Rules Questions to kaijugaminglounge@gmail.com

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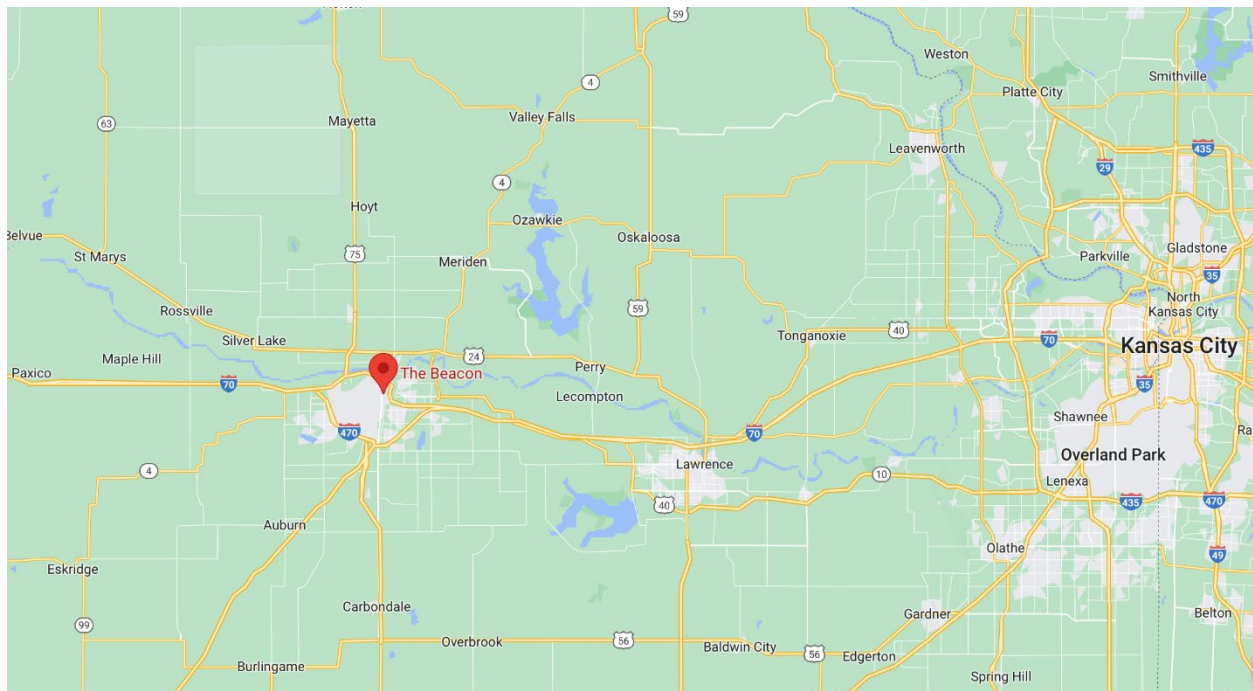
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