



AATC CIRCUIT

hosted by



Away Games

collaboration with



ATC FL 40K Event

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

Welcome to the inaugural season and third event of the ATC Circuit hosted by **Away Games™** with collaboration from The Green Dragon and support from Warforged Inc. and Onslaught Gaming!

This event is the final of the series of ATC Circuit Events leading up to NATC in Chattanooga, TN July 28-30th. These events will utilize the same format and terrain that players have come to know and enjoy at the American Team Championship.

Away Games™ in collaboration with The Green Dragon have constructed a battlefield in which players from novice to grandmaster have a chance to fight to the death for eternal glory...along with awards and prizes. This event brings the spirit and feel of the ATC to the Florida!!

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.

Teams can expect EVERY set of five tables to have standardized "GW style" terrain, created with **Away Games™** terrain and Green Dragon MDF terrain.

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Event Essentials

Important Dates and Times

Tournament Dates: Saturday and Sunday April 13-14, 2024

Location: Holiday Inn St. Petersburg, 3535 Ulmerton Rd, Clearwater, FL 33762

Battle Size: Strike Force (2000 points)

Board Size: 60" x 44"

Format Size: 32 5-Player Teams

Missions: A, E, F, M and O (Leviathan 10th Ed)

Terrain: GW Style Standardized 10th Ed. Terrain

Number of Games: Five Rounds, Team Match Points, W/L

Round Length: 3.5 Hours (30mins for pairing, 3hr round time)

Round Break Down: 3 games Sat., 2 games Sun.

Ticket Fee: \$500.00 per team

Prizes: Team Placing, Painting, and Sportsmanship

Check In: Check in Saturday 8:00am, First Round starts 9:30am, (Captain's Meeting 8:45am)

Late Arrival: Understandably issues arise, but please inform the Tournament Organizers if you're going to be late. Late check in for the first round will result in a drop or ceding the spot to a present waitlist attendee. If a competitor arrives late to round two and beyond, their game time will be running on the clock. After 15 minutes the round will be started, and your opposing team will be on the clock.

Missions: Warhammer 40,000 Leviathan Tournament Companion (10th Ed)

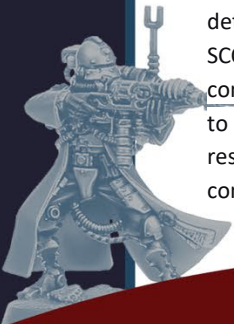
Army Selection: Follow Muster Armies guidance in Warhammer 40,000 Core Rules (10th Ed)

Tools of War: Players 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 charged and available for reference at all times.

Rules cutoff: New rules and materials will not be permitted after **Monday, April 08, 2024.**

List submissions: List will be due by **Wednesday, April 10, 2024 at 11:59pm EST.** Any list submitted afterwards MAY be subject too 10 points deduction in round one and a yellow card for the event, pending circumstances.

Scoring: Scoring between teams consists of 5 individual games. Each individual game will score points as detailed in the Player Packet creating a GAME SCORE. The combined total of all individual player's GAME SCORES on a team will give them their TEAM SCORE. The TEAM SCORE will be calculated and compared by BCP and a TEAM DIFFERENTIAL will be determined. Teams need to win by 10 points to win, anything less will be a tie. (At the end of each Tournament Round, it will be the Captains responsibility to review BOTH their team's and their opponent's team's score entries and confirm results with the opposing Captain.)



Notes Concerning The GW Leviathan Tournament Companion

The points below are changes or notes on a few parts of the GW Leviathan Tournament Companion.

1. Page #1 Create the Battlefield – A player may NOT decline to let their opponent cut their deck. It is encouraged that cutting your opponent's deck should always be done.
2. Page #7 Pairing and Rankings – This entire section does NOT apply to the ATC Circuit.
3. Page #8 Afterword – ALL players should read this and take it to heart. This statement is a great reflection on what we mean by "the spirit of the game".

Important Dates and Cutoff Times

The ATC Florida Warhammer 40k 10th Edition Event will be a 2-day event, held on April 13-14, 2024, in Clearwater FL.

The following cutoff dates are firm and will not be adjusted/changed unless agreed upon by team captains in the ATC captains' council Discord.

Registration deadline for the ATC Florida 40K Event is, Wednesday, April 10, 2024, at 11:59 pm EST. For registration, please utilize [Best Coast Parings](#).

New rules cutoff and materials will not be permitted after Monday, April 08, 2024.

Army Lists are due Wednesday, April 10, 2024, at 11:59 pm EST.

No changes will be made to the FAQ or Army Building Guidelines after Wednesday, April 10, 2024.

ATC Florida 40K Event times: Saturday; Captain's meeting 8:45 am, Round 1 starts at 9:30am (3 games); Sunday Round 4 starts at 9:00am (2 games).

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.

5 PHYSICAL 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 in order 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.

It is strongly recommended that each player bring a laser pointer or Line Of Sight system and a display table or tray with legs to place their books and unused models on during the event.

Dice apps will not be allowed at events.

Painting, Modeling and Composition

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

PAINTING MINUMINS

All armies in the event must be Battle-forged and follow guidance according to the Warhammer 40,000 Core Rule Book (10th Ed). Armies should utilize the most up to date rules provided in Games Workshop and Forge World publications.

For paint scoring, if your army is fully Battle Ready painted you will receive 10 points towards your round score. If your army is at least 50% painted you will receive 5 points for your round score.

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.

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 **Away Games™** (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 **Away Games™** (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 **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 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 contact@theawaygames.com subject line "ATC FL 40K"
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

Painting Scoring Matrix:

Is the majority of the army painted? (+1 pt)

Is the army fully painted (no primer showing/ 3 color minimum)? (+1 pt)

Does the fully painted army show consistency, such as the same style/weathering? (+1 pt)

Are details such as grenades, buckles, claws etc. painted across the entire army? (+1 pt)

Is the majority of the army shaded and/or highlighted? (+1 pt)

Is the entire army shaded and or highlighted? (+1 pt)

Is the entire army based? (+1 pt)

Is basing consistent with the entire army, either painted or matching? (+1 pt)

Are advanced details such as, eyes, gems, rivets, teeth and lenses painted across the entire army? (+1 pt)(ADVANCED)

Are advanced techniques such as OSL, weathering, glow, NMM or freehand present? (+1 pt)

Are advanced techniques such as OSL, weathering, glow, NMM or freehand present over the majority of the army? (+1 pt) (ADVANCED)

Are advanced techniques such as OSL, weathering, glow, NMM or freehand present over the entire army? (+1 pt) (ADVANCED)

Painting Total (out of 12): ____

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

TOTAL PAINTING SCORE: ____/ 15 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 *Games Workshop Grand Tournament Mission Pack*.

Tournament Format

ROUNDS AND TIMES

5 Tournament Rounds, 2-Day Event, 3.5 hours rounds including pairing time.

MISSIONS

The following Missions from the GW Leviathan Tournament Companion will be used throughout the event. With the exception of the notes in section of this packet, the rules set forth in the Leviathan Tournament Companion

will be used at this event. This includes the Mission Sequence, Card Updates, Terrain Layouts and Afterward (**Gambits will NOT be used.**)

Missions will proceed in this order: A, E, F, M and O (Leviathan 10th Ed). (Mission E Rule Change; the middle objective will remain stationary in the middle of the board. It will not be placed anywhere else or moved by either player.)

TERRAIN

Each event round teams will pair off against each other over a group of 5 different tables. The table sets will use terrain layouts 1, 3 and 4 from the GW Leviathan Tournament Companion.

Below are some examples of **Away Games™** and Green Dragon terrain.



FAQ

We will be utilizing the World Team Championship latest rules and FAQ's, unless determined otherwise by the Captain's Council. WTC Core Rules can be located at <https://worldteamchampionship.com/wtc-rules/>

TEAM BUILDING GUIDELINES

5-Player Teams

Armies from the list below may be used only ONCE per team. A team may not have duplicates of any armies regardless of having a Codex and/or Index. (All codex and index Space Marines fall under Space Marines/Adeptus Astartes. Teams cannot have multiple Space Marine armies.) Any Named Character may only be used once per Team.

Adepta Sororitas
Adeptus Custodes
Adeptus Mechanicus
Aeldari
Astra Militarum
Chaos Daemons
Chaos Knights
Chaos Space Marines
Death Guard
Drukhari
Genestealer Cults

Grey Knights
Imperial Agents
Imperial Knights/Titan Legion
Leagues of Votann
Necrons
Orks
Space Marines / Adeptus Astartes
T'au Empire
Thousand Sons
Tyranids
World Eaters

ARMY BUILDING GUIDELINES

Each army must be 2000 points or less.

Armies must be constructed as described in the Warhammer 40K Core Rules.

All armies in the event must be Battle-forged and follow guidance according to the Warhammer 40,000 Core Rule Book (10th Ed). Armies should utilize the most up to date rules provided in Games Workshop and Forge World publications.

For paint scoring, if your army is fully Battle Ready painted you will receive 10 points towards your round score. If your army is at least 50% painted you will receive 5 points for your round score.

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

Matches will be determined randomly in the first round and then the win/loss Path afterwards. (No teams from the same game club will be paired against each other in the first round.)

The second through fifth round pairings will be done strongest team total vs next strongest team total.

After the second round of the event, we cannot 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 5 individual games every round. Individual Pairing will take place as detailed below:

- 1 - Teams will exchange lists and will take a few moments to review the opposing teams' lists, making decisions of who they hope to pair their team's players against, discussing strategies, looking over tables, etc. (If applicable, team captains should contact floor Judge to reset any terrain at this time.)
- 2 - Roll off- winner decides who gets to choose table first, and follows a "snake pattern" for selection.
- 3 - Each captain presents one of their lists to defend, face down and simultaneously.
- 4 - Both captains reveal their defenders simultaneously.
- 5 - Both captains now attack the opposing team's defender with 2 lists simultaneously.
- 6 - Both captains select which attacker they want their defender to play simultaneously. (Tables are selected based on order decided by roll off, then alternating.)
- 7 - Repeat steps 3-6.

After doing this, teams now have 4 out of 5 matches chosen. The last match is the game between the two attackers who were not selected by the defenders in Step 6. This system guarantees a simple and consistently fair pairing process.



SCORING

A round between teams consists of 5 individual games. Each individual game will score points as detailed in this section.

Individual player games will be entered into BCP (**by each individual player using the WEB version of BCP at www.bestcoastpairings.com DO NOT USE the BCP App it will create issues at the event.**) and are to be calculated and entered into the BCP App as per the mission scoring guidelines.

At the end of each Tournament Round, it will be the captains responsibility to review both their team's and their opponent's team's score entries and confirming results with the opposing captain.

The combined total of all individual player's GAME SCORES on a team will give them their TEAM SCORE. The TEAM SCORE will be calculated by BCP.

The TEAM SCORES will then be compared by BCP, and a TEAM DIFFERENTIAL will be determined.

If the TEAM DIFFERENTIAL is 55 points or more, the Team scoring 55 point or higher will receive a Win, and the lower scoring Team will receive a Loss. The winning team will receive 2 round points. The losing team will receive 0 round points.

If the TEAM DIFFERENTIAL is 46 to 54 points, both Teams will receive a Draw, giving each team 1 round point.

Scoring this way versus just adding scores together will make it more difficult for a team to slow play an opponent and normalizes how many points are being distributed every round of the event.

The combined total of all individual player's scores on a team will give them their TEAM TOTAL for that round.

Ultimately, all the individual players must enter their individual Game Score (0-90 as per the Mission Pack) and then BCP will do all the necessary math to get to the final W/L/D result.

If a player is caught changing an opponent's score in BCP that player will be 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 be removed from the event.

AUTO WIN CONDITION

If a team wins at least 4 of their individual games in a round (a win is determined by the 0-20 score generated by BCP, NOT the 0-100 score results from the mission) then that team will earn an automatic Win (2 round points), regardless of points totals. In this case, points MUST still be calculated and reported as normal, as the total points scored over the course of the event will help to determine tie breakers and overall team placement.

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 Team Game Points over the course of the event. (Max 600)

Third Tie Breaker = Margin of Victory

CONCEDING

A competitor should do everything they can to finish their game. This includes calling a Judge to oversee their game if there is an issue with their opponent. If a competitor concedes, their opponent will receive full points for that game and the conceding competitor will receive zero points.

HOW DOES BCP CALCULATE SCORES?

The Team Scores will be calculated by BCP each tournament round as follows:

Individual player GAME SCORES will be entered by each individual player into BCP as per the mission with the exception that the 10 points for paint scoring will not be entered with a Maximum of 90 points. Once these scores are entered, BCP will do all the necessary math resulting in each player getting a final GAME SCORE of 0-20 points. These points will then be added together, for a total TEAM SCORE each round of a Maximum of 100 points. From these numbers, a TEAM DIFFERENTIAL will be determined and from the TEAM DIFFERENTIAL, a final result of ROUND POINTS - Win (2 points), Lose (0 points) or Draw (1 point) will be determined.

Ultimately, all the individual competitors have to do is enter their individual GAME SCORE (0-90 as per the Mission Pack) and then BCP will do all of the necessary math to get to this W/L/D result.

Coaches

We will be implementing the use of Team Coaches this year at ATC Circuit events.

One non-playing member may also attend the tournament to act as a coach or assistant for the team. This person would not have to pay to attend the event. Coaches can help by better facilitating games and encouraging all games to finish on time. They can make everyone's games flow smoother and end on time, while helping their team with anything they need outside of the game. Coaches may also allow for teams to continue in the event in some cases and keep players and team "bye" situations to a minimum.

A Coach is allowed to:

1. Assist in the player pairings.
2. Collaborate and help submit team results.
3. Ask questions about how a game is going.
4. Tell their teammates how their team is doing and if they require a win/draw/loss from the current game as well as how many points they need to score for the current game.
5. Prepare dice for their teammate(s) to roll (e.g., counting dice and setting them aside to help speed up dice rolling).
6. Put casualty models away, but they may not choose which models are removed from the table.
7. Prepare units for deployment, but they may not choose where models are placed or give input on how to deploy.
8. Keep record of time usage by all players on either team and report any suspected slow play to a Judge.
9. Monitor pairings of other teams.
10. Call a Judge on behalf of any player, for their team or another competitor's team if requested.

11. In extreme situations where a competitor cannot continue due to sickness or emergency, a Coach may perform a player replacement: They may play a game with the substituted players army that was submitted by the team for the duration of a round. Replacement during rounds (when games have already started) will not be allowed except under very extraordinary circumstances validated by a joint decision by the Head Judge, opposing Team Captain and TO's. A Coach may not replace a member of their team that has been disqualified or removed from the event.
12. If a situation arises where a competitor has to leave the table for a brief period of time (emergency bathroom break, important phone call, etc.) a Coach may perform a brief substitution where they may ONLY monitor the opposing teams' players turn while their player is away from the table. This allows the game to continue with minimal interruption. Again, the coach may NOT perform any actions (dice rolls, model movement, etc.) on behalf of their teammate during this substitution time.

A Coach is not allowed to:

1. Interfere with or give input to a game in any way. They are there to help facilitate the game, not help play the game.
2. Give tactical advice (they may not tell their player 'how' to get that win/draw/loss) or interject in any way in game situations like a player forgetting to consolidate. If they perceive situations like this, especially in the case where competitors must do something but forget to, they can call for the game to be stopped, and then get a Judge to rectify the situation.
3. Coaches are not Judges. A coach may not make rules calls or participate in a rules question with the exception that they can look up a rule and read it aloud if both players agree to let them. If there are any disagreements concerning the rule, a Judge must be called.
4. Once players are at their tables at the start of any given round, a coach is not allowed to share information on matchups or tactics by any means at all. This includes cell phones or other devices. Any breach of this rule that is discovered will see all offenders on the team issued an immediate Yellow Card Foul.
5. If a coach does not follow the guidelines set forth above, they will be issued a Foul. If the coach breaks the guidelines a second time, they will be removed from having access to their team for the remainder of the event. In extreme conditions, a coach may be removed from the premises completely.

A horizontal banner with a dark blue, textured background featuring a hexagonal pattern. The text "ATC Captains Council" is centered in white, bold, sans-serif font.

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 Discord group that will consist of the other 40K Team Captains, ATC Circuit Judges and Tournament Organizers. This is where the ATC Circuit 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 Florida 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.

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.

Questions or Concerns

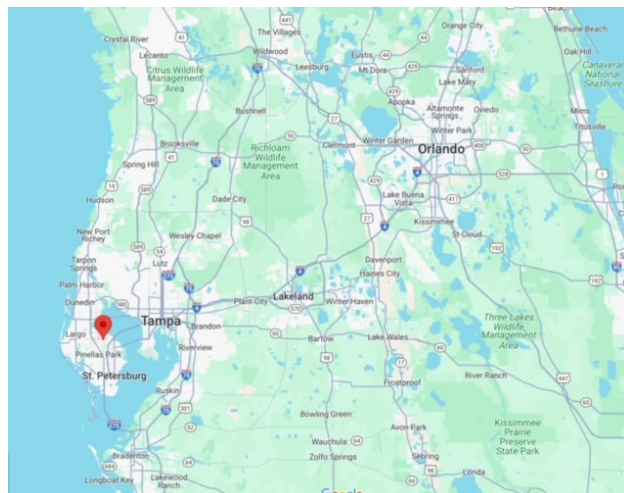
There is a lot of information in this packet, so if you have **any general, non-game rules questions**, take another look over the page and if you still can't find what you need, EMAIL us at contact@theawaygames.com with “ATC NC 40K Question” in the subject line. Direct ALL rules questions to contact@theawaygames.com with “ATC NC 40K Rules Question” in the subject line.

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Accommodations

Accommodations can be found at
Holiday Inn St. Petersburg
[Hotels near St. Pete Airport | Holiday Inn St Petersburg N - Clearwater \(ihg.com\)](https://www.ihg.com)



Away Games Charities

Our team is honored to be able to give back to charities we believe make an impact in our communities. We have thoughtfully chosen charities that are related and important to our team. We humbly invite you to learn about each charity and partner, in addition if possible to make a meaningful contribution while you enjoy the game and friendship the 40K community provides us all.



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