



WARHAMMER AGE OF SIGMAR 2024

Version 1.0 created 5/15/2024

BCP EVENT : <https://bestcoastpairings.com/event/YGACLW88U6>

1.0 IMPORTANT DATES & CUTOFF TIMES

The ATC 2023 Warhammer Age of Sigmar NATC Circuit Event will be a 2-day event, held on July 13 & 14 2024.

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

- **Registration deadline for this event is End of Day, July 5th, 2024. FOR REGISTRATION DIRECTIONS GO TO <http://www.whatc.org>**
- Army Lists are due by End of Day, July 5th, 2024.
- Army Lists MUST be submitted using the GUIDELINES SET FORTH IN THE CAPTAIN'S DISCORD COUNCIL. The BCP App will be used this year.
- No new factions or battletomes will be allowed that are released after July 5th, 2024.
- The 2023/2024 Generals Handbook will be used this year.
- No changes will be made to the FAQ or Army Building Guidelines after DATE.
- WARHAMMER AoS EVENT TIMES:
 - Saturday 9am - AoS Captain's Meeting
 - Saturday 9:30am – 12:45pm Age of Sigmar Event Round 1
 - Saturday 1:45pm – 5:00pm Age of Sigmar Event Round 2
 - Saturday Potential Round 3: 5:15pm - 8:30pm - NOTE: We will probably play 3 rounds Day 1 regardless as to not have a 7:30 AM start to day 2 if it ends up being 4 rounds.

- Sunday (TENATIVE) 7:30am – 10:45am Age of Sigmar Event Round 3
- Sunday (TENATIVE) 11:45am – 2:45pm Age of Sigmar Event Round 4

2.0 GENERAL REQUIREMENTS

- You 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 bring Wound Trackers for their army. GW Wound Trackers or any 10-sided die works perfect for this.
- **5 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 you do not 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.
- The venue has a concrete floor. Rubber floor mats made for standing on hard floors for long periods of time are highly recommended.
- Dice Apps. Dice apps will not be allowed at this year's event.

3.0 PAINTING, MODELLING & COMPOSITION

MINIMUM PAINTING AND MODELING REQUIREMENTS

- Three colors minimum
- Primer is a color
- Shades/Washes are colors
- Light dry brushing will count
- Basing is encouraged but is NOT REQUIRED
- Concept armies are encouraged!
- Do not have any part of the model's material showing, no gray plastic etc...

In addition to the guidelines laid out here you should also review our official Model Policy Section of this rules pack. No painting or composition scores will be calculated into the overall Team Scores. **Although painting quality is not a factor in the overall score, there will be an award for Best Painted Army at the event.**

MODEL CONVERSION POLICIES

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

1. ALL models, for ALL game systems must be painted to a 3-color minimum standard unless otherwise specified in the event rules. This means that an honest attempt to paint all models MUST be exhibited and that 3 colors

have not been simply applied to circumvent this policy. Primer counts as a color. Clear bases such as those found on skimmer models do not have to be painted and/or based in order to count as finished. To protect everyone's experience, you will be required to remove any models that do not meet these standards, from the table, immediately. Judges and TO's have the final say in what constitutes the spirit of this policy. As a general rule, if someone feels the need to justify why a model is completed, it probably isn't. In dire situations, (lost models on the way to or at the event, severely damaged models, etc.) we can make exceptions to this rule.

2. Units must always be represented by appropriate models. This is the single, most important rule. The 'What You See Is What You Get' (WYSIWYG) rule is in effect for all events. That means all units **MUST** be easily identifiable as the particular choice they represent and that any and all weapons/options taken for a unit **MUST** be clearly represented on the model(s). Exceptions **MAY** be made for themed units or armies. Furthermore, you need to contact us to let us know about any conversions you are planning on using, and **MUST** provide us with photos of ALL models in question. Don't worry – we fully appreciate spectacular modelling skills, but we just want to make sure everything is super clear for your opponent so that no confusion can arise during games. **Players are required to email us to approve ANY and ALL conversions/etc. BEFORE THE EVENT** (See below for submission guidelines). To protect everyone's experience, you will be required to remove any models that have not been approved, from the table, immediately.

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 the ATC (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 the ATC (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. It is **REQUIRED** that you use the current base size for all models in your army. 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.

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

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

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

9. When using detachments in your army that contain models with different <Bracket> Faction Keywords, then they must be easily distinguished from other, similar faction models. To protect everyone's experience, you will be required to remove any models that have not been approved, from the table, immediately.

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

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

SUBMITTING MODELS FOR APPROVAL

- All submissions for approval must be received no later than one week before the date that army lists for the event that they are to be used in are due.
- If you have any doubts to the appropriateness of a model or conversion, please use the following procedure to get approval from The ATC in advance:
 1. Create an email with at least 3 quality digital photos of the completed model(s). Include one picture with a standard infantry figure or infantry stand in order to display the scale of the scratch-built model or conversion.
 2. Send this email to karl@laytongaming.com
 3. Your model will be evaluated, and you will receive an official response from an ATC judge via email with our team's decision.

BEST PAINTED ARMY AWARD

Again, there are no painting or composition scores calculated into the overall Team Scores.

The information below is the guidelines/criteria used to judge armies that are submitted for the Best Painted Army Award at the event.

This part of the event will be overseen by Spikey Bits and is sponsored by Spikey Bits and The Long War Network.

Q: How do I submit my army to compete for Best Painted?

A: Spikey Bits will have a designated area near the ATC HQ area where they will be photographing and judging armies. Your army should be set up on your display board (or equivalent) and ready to be photographed as much as possible before coming to the submission area. Fill out the Team Name, Event, Player Name and Army lines on the sheet provided below (there will be copies on hand at the event).

Q: When can I submit my army?

A: You may submit armies to be photographed and judged at the following times during the event:

Saturday before the first round and anytime between rounds.

Saturday during lunch break and between rounds.

No submissions will be processed at the end of any day or on Sunday.

We suggest that as soon as your game has finished, you should begin gathering your army and getting to the submission area. The staff will process the submissions as quick as possible but you may have to bring your army back at a later time, as we will not hold up a round starting.

We will get all submissions photographed and judged and your help in being prepared and timely and patient will go a long way!

Q: What criteria will be used to judge Best Painted?

A: The Long War has taken the time to put together a fantastic grading guide that takes into account all aspects of the hobby, and they will be using that as a guideline for their judging and decisions.

Please see the form below for all of the details that the judges will be considering this year.

Once again, just a reminder that the scoring system below will in no way affect your event score.

CORE PAINTING (Check Only One)

- . Bulk of the Army is mostly-painted, but some units are unfinished. (0 points)
- . Bulk of the 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.

Detailed modeling & painting Check all that apply

- . 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 using at least one flock material. (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 (something more than flock) (1 Point)
- . There is an undefinable beauty to this Army. Something special. (2 Points)
- . The army is themed. It tells a story just by looking at it. I would expect to see this army featured in a White Dwarf battle report. Army features unique models, personalized details, etc. (2 Points)

Subtotal: _____/ 15 points.

TOTAL PAINTING SCORE: _____/ 18 points possible

4.0 SPORTSMANSHIP

- The current ITC/ATC Floor Rules will be enforced for this event with the additions/exceptions noted in the ATC Floor Rules Section below.
- Sportsmanship will be taken into account. Sportsmanship is always a very important factor in all of 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 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.
- 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. If a player wishes to concede a game before it has reached its natural conclusion, a Judge must be called to help calculate the final score.

5.0 TOURNAMENT FORMAT

ROUNDS AND TIMES

- 4-5 Tournament Rounds, 2-Day Event
- 3-hour rounds plus a minimum of 15 mins pairing time.
 - A new battle round should not start with less than 20 minutes on the master clock. This battle round will be treated as the final round and scored appropriately.
 - Dice down will be called when the clock is at 00:00:00. That is the end of the round, score the game as if that was the final round. For example: if you end on turn 4 do not score round 5.
- If a chess clock is requested to be used by either player it must be used.
 - This can only be done prior to setup. It is up to both players to maintain the integrity of the clock. Each player will receive 90 minutes. Once a player's time is out, they can only make mandatory rolls, i.e rolling saves, battle shock, etc.
 - The master clock will start 5 minutes after all tables with chess clocks have started. This will allow for games with chess clocks to end naturally.
- 4-Player Teams
- Army lists of all teams will be shared before the event. Details will be discussed in the Captain's Council.
- The ATC/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, Enhancement or Battletome may only be used **ONCE** per **TEAM**. (e.g. If Sam is playing SCE, Sam can have multiple units of Liberators, but their allies could not bring Liberators.)

MISSIONS

- Battleplans from the Current General's Handbook 2023/2024 Pitched Battles section will be used.
- Mission Pool: Geomantic Pulse, Nexus Collapse, Lines of Communication, Every Step is Forward, Limited Resources, Spring the Trap, Fountains of Frost, The Icefields, Power Flux, No Reward Without Risk
- BOARD SIZE - 60" x 44"

TERRAIN

- Terrain will be set up on tables prior to Game 1 do not move the terrain footprints or terrain on the footprint. If a faction terrain feature cannot be placed due to the terrain map being used. That player may remove 1 terrain feature/template and place their faction terrain.
- Terrain Footprints
 - Terrain footprints are templates that go under 3D terrain. Treat the template as an extension of the 3D terrain. If your unit is wholly on a template you have cover. If you are behind a template and being shot you have cover. If you are garrisoned in a terrain feature the aura will begin at the edge of the template. The same is true for Mysterious Terrain rules, if a piece is marked as Mystical, then the 1" aura is from the edge of the template.
 - The sizes of the templates are 5.5"x5.5" (small), 10.5"x5.5"(long), and 8.5"x8.5"(medium). We will be using 3 small, 2 long, and 3 medium.
- Mysterious Terrain and Terrain Rule Tokens
 - Each table will have 12 Mysterious Terrain Tokens, 2 of each Deadly, Damned, Inspiring, Sinister, Arcane and Mystical.
 - The table will also have 4 terrain rule tokens, 2 Wyldwood, 1 Garrison, and 1 Impassable. Players will roll off for attacker and defender.
 - After pairing, the individual players from each team, the following Mysterious Terrain process will take place. The attacker will choose 8 of the 12 Mysterious Terrain Tokens. The defender will then assign each of those Mysterious Terrain Tokens to the terrain. The defender will also place the 4 terrain rule tokens. The attacker may choose which side of the battlefield they will deploy on and deploy their first unit.
 - You cannot double up Mysterious Terrain Tokens on a single terrain feature. (i.e you cannot assign Mystical and Arcane to a single terrain feature.)
 - You cannot double up terrain rules tokens on a single terrain feature. (i.e You cannot place a Wyldwood and Impassable on a single terrain feature.)
 - You CAN place a Mysterious Terrain Token and a terrain rules token on a single terrain feature.
- Garrisons and the Templates: The template is the garrison, not the 3D terrain. Also, when determining garrison size, 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.
- Another note on terrain.
 - If a section of the 3D printed terrain is 3" or higher it is impassable. This is to prevent terrain rules shenanigans. Also, the terrain templates are 1/8" thick. To the best of your ability, treat them as if that thickness does not exist.
- TERRAIN MAPS – COMING JULY 5TH

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, armies cannot use the same Warscroll or Enhancement that another army on their team has taken.

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

PRIZES

- At minimum, every player will receive an official ATC Circuit Token Set.
- Team Captains will be given a Special ATC gift.
- Trophies and/or prizes will be given to every player on the top 3 teams.
- Trophies and/or prizes will be given for Best Painted and Best General.
- Our famous ATC Best Army Awards will be given to the best overall player in each Grand Alliance played.
- Team Spirit Award

- Teams will receive consideration for this award according to, but not limited to, things such as: Matching/themed shirts or costumes, Team Banner, Team Chant, Team Sportsmanship, Timeliness, Team-Wide Painting

6.0 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 – COMING JULY 5TH

SCORING

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

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

VP Point

VP Point Difference	Tournament points (W/L)
Draw	10-10
Minor Victory	11-9
1-2	12-8
3-4	13-7
5-6	14-6
7-8	15-5
9-10	16-4
11-12	17-3
13-14	18-2
15-16	19-1
17	20-0

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 **20-80** TPs in one round. Individual scores are added up and entered on the team score card. 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

7.0 ATC CODE OF CONDUCT / FLOOR RULES

This document can be found now on the event page at www.whatc.org

Please read through this document in its entirety.

8.0 ATC CAPTAINS COUNCIL

- The Captains Council will be held within a Private Forum. 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.

9.0 Health and Safety Guidelines

All 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 Tennessee 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 COVID test.

10.0 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 registration@whatc.org with "ATC AOS QUESTION" in the Subject Line.

Direct ALL Rules Questions to karl@laytongaming.com

ATC

AMERICAN TEAM CHAMPIONSHIP