



# ATC AMERICAN TEAM CHAMPIONSHIP



## 2024 Matched Play Event Pack

Version 1.1 7/10/2024

### 1.0 THE BASICS

- Tickets Must be purchased from the ATC Website.
- The Kill Team Event will be a one-day event on Saturday July 13<sup>th</sup>
- Event start time is 8:00 am on Saturday July 13<sup>th</sup>
- Missions will be selected from the most recent Critical Operations Mission Pack
- 4 Rounds will be played with a maximum of 16 players.
- Create a Matched Roster as described on page 90 of the Kill Team Core Book.
- Attendees are expected to bring their Kill Team, three barricades, dice, measuring gauges or a tape measure, all relevant rules publications, and at least 5 physical copies of their Matched Roster (one for the Event staff and one for each of your opponents). It is recommended that you also bring a set of Tac Ops cards. You MUST bring at least 4 copies of your Roster to the event.
- The BCP Event can be found at COMING SOON

### 2.0 KILL TEAM CONSTRUCTION / MODELLING & PAINTING

- You are required to have a roster of up to 20 Operatives to participate in this event, plus three barricades.
- Details for selecting your Matched Roster can be found on page 90 of the Kill Team Core Book.
- Players can scratch build barricades to fit the theme of their army as long as they are the same size and shape as those found in the Kill Team Essentials box.
- Once you have built your Kill Teams, you must record each one on an army roster.
- You MUST bring at least 4 copies of your Roster to the event.
- For the purposes of Roster construction, rules published after Sunday June 30<sup>th</sup> will not be used.
- Each model must accurately represent its entry on your Matched Roster. Please note that we do not expect you to model specific Equipment onto your models. However, if you have two of the same models but with different equipment, your opponent should be able to clearly identify which model is which.
- Many players “scratch build” or heavily convert elements of their model collection, and these activities are a hallowed part of Warhammer hobby history. For the sake of fairness, any conversion should be comparable in size to the most current version of the model they represent. You may not gain a benefit from converted models,

but may incur penalties. For example, if you make a model extra tall with a heroic pose, this does not permit it to gain extra line of sight, but does permit it to be more easily seen.

- Resin cast “knock offs” (aka China Cast, etc.) are Not Allowed.
- 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.
  - 3<sup>rd</sup> 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.
  - 3<sup>rd</sup> 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.
- Any converted or scratch-built models must be approved by the ATC BEFORE the Event. Please email [registration@whatc.org](mailto:registration@whatc.org) and include photos of the models in question.
- A Note on Basing: Many models are no longer produced on the bases they originally came with. Wherever possible, base your models according to their current boxed kit. As with other exceptions, if you wish to have a model reviewed, please e-mail [registration@whatc.org](mailto:registration@whatc.org)

### **3.0 TOURNAMENT FORMAT**

- SCHEDULE
  - **Saturday July 13<sup>th</sup> 2024**
  - **Pre-Event Brief and Pairings** 8:00 - 8:15
  - **Round 1** 8:30 - 10:30
  - **Round 2** 10:30 - 12:30
  - **Lunch** 12:30 - 1:30
  - **Round 3** 1:30 - 3:30
  - **Round 4** 3:30 - 5:30
  - **Awards** 6:00

- WIN-PATH PAIRINGS

Your opponent for your first game will be randomly determined. Subsequent rounds will use ‘Win Path’ to pair opponents in each round. This pits players both against someone with the same record and who won and lost their games in the same rounds. For example, a player who lost Round 1 and won Round 2 will play an opponent who did the same, rather than someone who lost their first two and lost their third round. This is done to ensure players with a similar strength of schedule pair off and to ensure an increasing level of skill parity and sportsmanship with each subsequent round, as they face people who have had an increasingly similar play and outcome experience across the event.

- GAME SPEED MILESTONES

Outside of tournaments, most players do not complete their games against a set clock. As a result, when a loudspeaker shouts “sixty minutes remaining,” most players don’t naturally think “OK, we should almost be done with the entire first game round!” To help with this, rather than simply calling time left, event staff will call time based upon the place in the game you should on average be at, and these will also be shown on the projectors in the gaming hall. These time calls exist to help keep the flow of play moving, and are not binding, but you should be aware of them. For clarity, this provides each player with, on average, the following time breakdown for the typical game:

- Pre-Game Mission Sequence (stages 2, 4, 6, 7-13 from the Core Book p.92): 10 Minutes (both players)
- Playing your First Turning Point: 15 Minutes per player
- Playing your Second Turning Point: 15 Minutes per player

- Playing your Third Turning Point: 12.5 Minutes per player
- Playing your Fourth Turning Point: 12.5 Minutes per player The milestones for a round breakdown as:

• 2:00 remaining: Start round (Formally)
• 1:50 remaining: Complete pre-game activities and begin Turning Point 1
• 1:20 remaining: First Turning Point Complete, Begin Turning Point 2
• 0:50 remaining: Second Turning Point Complete, Begin Turning Point 3
• 0:25 remaining: Third Turning Point Complete, Begin Turning Point 4
• 0:10: Do not begin a new Turning Point without a Judges Permission.

- Judges have access to a variety of mechanisms for speeding up or ensuring game completion should milestones be repeatedly missed. All players are expected to finish their games, and to attend with an army list they feel comfortable playing a complete game within two hours. You must not intentionally leverage the clock to disadvantage your opponent.

- SCORING

At the end of each game, use the score sheet provided during each round to record your results and submit them at the judges table. There may also be an option for reporting your results digitally at the event.

- CORRECTING GAME SCORES

Occasionally, players will mistakenly enter their scores “backward” or commit some other scoring error they only detect after the fact. First and foremost, scoring and submitting your game score correctly is entirely a player’s responsibility, and part of playing the game correctly. If you submit a score incorrectly, you are immediately at risk of that score becoming permanently part of the event record.

Whenever possible during the course of play, if an erroneous score is discovered, validated by both players, and correctable, we will correct it. Once a new round begins after most rounds, due to random pairing within the win path, it can be possible to remediate an incorrect score. However, as soon as a round is paired, there is no requirement or expectation any corrections can or will be made.

- TIES

- In the case of a tie, players should resolve tie breakers in the following order to determine the winner of the match:
  - 1. Objectives controlled in opponent’s territory
  - 2. Tac ops points scored
  - 3. Additional turn, time permitting (this must be approved by the event Judge/TO)
  - 4. Roll off

- EVENT AWARDS

We will award the following prizes:

- Best General - The player with the most Victories will be the Best General. In the case of a tie the players will be split using the following tiebreakers: Opponent Game Win Percentage, Battle Points, Wins Strength of Schedule, and Battle Points Strength of Schedule.
  - Additionally, the winner of the Best General award will receive an invitation to the World Championships of Warhammer in Atlanta, GA from 16-19 November.

- Best Painted Kill Team - Paint score is determined by ATC staff and the event judge who will visit every table during play throughout the event. Marks are awarded for technical skill, visual impact, artistic decision, and consistency across the army.
  - A visually arresting display may help to improve your score at the judges' discretion, but the inclusion of a display does not automatically garner points.
- BOARD LAYOUTS

Each board will be pre-set by the Events Team to ensure it is conducive to fair and balanced gameplay for each round. Maps with terrain layouts will be provided in the player pack distributed at Registration. If the boards look significantly different to the map please contact a member of the events team.

## **4.0 PLAYER CONDUCT POLICIES**

- CONCEDING

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 before the game has reached its natural conclusion, then the players should follow the rules presented under 'End the Battle' on page 93 of the Kill Team Core Book. Of course, if you have some kind of emergency that means you can't proceed, just let the ATC event staff know right away.

- ATC POLICIES

A full, clear list of what is expected of all ATC attendees (players, staff and guests) is included in our CODE OF CONDUCT document and can be found on the Kill Team Page at [www.whatc.org](http://www.whatc.org)

## **5.0 CONVENTION MAP AKA: WHERE DO I GO?**

All of the events will be held in Exhibit Hall A and the Captains Council Meetings will be held in Meeting Rooms 20/21, inside, directly across the hall from Exhibit Hall A. If you are staying at the Staybridge Hotel, it is just right inside of the Convention Center as you cross the street from the Hotel.



## **6.0 Photography and filming**

Photography and filming may take place throughout the weekend by ATC staff, press and partners.

Any photos or video footage taken may be used by ATC, Games Workshop and their partners for promotional purposes. No financial compensation will be given for use of the photos or footage.

## **7.0 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 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 test.

## **8.0 Data Protection and Privacy**

- DATA PROTECTION

All data submitted as part of tournament registration is protected, in accordance with the Data Protection Act 2018. This includes, but is not limited to, your name, address, email address, phone number and which tournament(s) you have taken part in. With the exception of Games Workshop and Dicehead Games & Comics, this data may not be shared with third parties without your permission.

- WINNER'S DETAILS

By entering the tournament, you agree that in the case of winning a prize, your name may be shared publicly by ATC, Games Workshop and their partners.

- DATA RETRIEVAL

At any time, you may request your personal data by emailing [registration@whatc.org](mailto:registration@whatc.org)

## **9.0 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](mailto:registration@whatc.org) with "ATC 40k QUESTION" in the Subject Line.

Direct ALL Rules Questions to [40Krules@whatc.org](mailto:40Krules@whatc.org)

