NTL

8 PLAYER TEAMS

CHAMPIONSHIP 2026

POWERED BY THE ARMY PAINTER

hosted by

Away Games

NTL 8-Player Championship 8-Player Team Event

Welcome to the **National Tabletop League (NTL) 8-Player Team Finals**, with support from the **American Team Championships** and **Away Games™**. This Event is the final event of the **NTL 8-Player 2026 Season.**

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

!!!IMPORTANT - VENUE UPDATE/CHANGE!!!

The Event takes place in Cleveland TN at Bradley Square Mall, bringing together some of the Best Teams, competing over 3-days, from November 13-15th.

This Event is a Games Workshop World Championships of Warhammer Qualifier with 16-Tickets to the winning team! (Two teams will receive WCW tickets for 2027)

The Event is open to any team that wants to join. There is a $500.00 deposit through BCP to hold your spot, with an additional $500.00 prior to the cutoff date via PayPal at registration@whatc.org. (If your team places 1-3rd at one of the NTL Finals Qualifier events, your team will receive a 50%, 25% or 10% off the overall ticket price and a spot will be held until we sell out. Please contact us via discord for details.)

The Event has constructed a battlefield in which players have a standardize and fair playing experience all across the tabletops, allowing Teams a chance to fight to the death for eternal glory…along with awards and prizes. This Event brings together some of the best 8-Player Teams together; crowning an NTL Season and Finals Champ!!

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

Teams can expect EVERY set of eight tables to have standardized "GW style" terrain, created with **ATC** and **Away Games™** terrain.

The Event will be using the GW Rule and Balance Dataslate, along with the GW Teams Event Companion, WTC Clock Rules and NTL Code of Conduct; combining these elements to bring an exciting new level of team play to the 40K Community!

The Event will have Carts to rent, as well as Objective Markers, Dice Trays, Dice and Laser Target Lines for purchase.

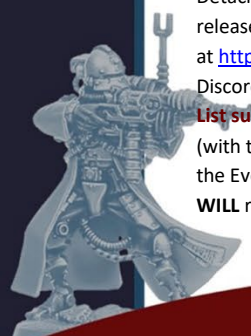
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Event Essentials

Tournament Dates: Friday, Saturday and Sunday, 13-15 November 2026
Location: Bradley Square Mall, 200 Paul Huff Parkway Cleveland TN 37312
Battle Size: Strike Force (2000 points)
Board Size: 60" x 44"
Format Size: 8-Player Teams
Layouts and Missions: GW Chapter Approved 11th Ed.
Terrain: GW Chapter Approved 11th Ed. (**Away Games™** and GW Terrain)
Rule Set: GW Rule, Balance Dataslate, Event Companion and NTL FAQ
Number of Games: Five Rounds
Pairing Process: Team Points, Game Wins, Random, and Battle Points
Round Length 4 Hours Total (30 mins Pairing and Terrain Setup and 3.5hr Game Time)
Round Break Down: 2 Rounds Friday, 2 Rounds Saturday, 1 Round Sunday
Ticket Fee: $500.00 Deposit through BCP; non-refundable (Additional $500.00 prior to the cutoff date via PayPal at registration@whatc.org.) (If you are a team receiving a discount, please contact us via discord.)
Prizes: NTL Season and Finals Championship trophies, Team Placing, Best Overall, Best Painted, Best in Imperium, Chaos and Xenos, Best Individual Faction, Wooden Spoon and GW Codex Codes to Give Away. (16 GW Golden Tickets; Top two teams!)
Placing Process: Team Points, Game Wins and Battle Points (Players Placing: Game Wins, Battle Points)
Check In: 8am, First Round Starts at 10am (Captains meeting at 9:30am)
Late Arrival: Understandably issues arise, but please inform the Tournament Organizers if your team is going to be late. Late check in for the Round One **MAY** result in a drop/loss. If a team arrives late to any round, their game time will begin running on the clock. After 20 minutes the round will be started and team will be force paired.
Missions: Warhammer 40,000 11th Ed., from the Chapter Approved Tournament Companion.
Army Selection: Follow Muster Armies guidance in the Chapter Approved Tournament Companion.
Tools of War: Each player is expected to bring their Army, Dice, Tape Measure, Tokens and all relevant rules publications. If you are using any electronic devices to carry your official rules references, please ensure they charged and available for reference.
Scoring: Follow the Muster Armies guidance in the GW Teams Event Companion. It is the Captains responsibility to review BOTH their team's and their opponent's team's score entries and confirming results with the opposing Captain before submitting. **(Note, the Organizers will only adjust a score IF scores have been reversed in BCP. Once a score is submitted it is final, pending circumstances.)**
Painting: There are no paint minimums, so bring what you like. For paint scoring, if your army is fully Battle-Ready painted you will receive 10-points towards your round score. If your army is not fully painted, you will receive 0 points towards your round score. (For Hobby Paint Scoring, all fully Battle-Ready armies will receive a minimum of points with showcase armies scoring more. Painting matrices can be found at https://theawaygames.com/paintmatrix.html.)
Time Clock: The use of a chess clock is mandatory for all games of the top 4 in the Events final two rounds. Failure to use a clock in the final two rounds MAY result in penalties. As well, if any Player at any time during the Event wishes to use a chess clock, their opponent cannot refuse and the game becomes a timed game. Time will always be split in half, regardless of the state of the game when a clock is requested following the start of a round
Rules cutoff: **New rules and materials will not be permitted after Wednesday, 11 November 2026.** No new Codex or Detachment will be used until after its official release to the public. (Such as limited/starter set release or PDF prior to official release.) We will be using the GW Rules, Balance Dataslate, Event Companion, along with the NTL FAQ. Each can be found at https://www.warhammer-community.com/warhammer-40000-downloads/ and the NTL Discord https://discord.gg/Hs7zuGshZ5.
List submissions: **List will be due by Wednesday, 11 November 2026 at 11:59pm EST.** Any list submitted/adjusted afterwards (with the exception of free war gear) **WILL** be subject to a 10-point deduction in Round One and **MAY** receive a yellow card for the Event, pending circumstances. (Any list adjusted after Round One will be subject to a 10-point deduction in the round and **WILL** receive a yellow card for the Event.)





Registration

Entry fee for the **National Tabletop League (NTL) 8-Player Team Finals** is $500.00 Deposit through BCP; non-refundable (Additional $500.00 prior to the cutoff date via PayPal at registration@whatc.org.) (If you are a team receiving a discount, please contact us via discord.) Covers 2 additional non-playing captain/coach/assistant on a team. A team will consist of a minimum of 8 players, complemented by up to one coach and up to one non-playing captain if the captain is not playing for a possible total of 10 members on a team.

Event Tickets can be purchased Here

All tickets are digital. You will not receive physical tickets. For the **National Tabletop League (NTL) 8-Player Team Finals**, for the Event, the deposit is non-refundable, pending circumstances.

Important Dates and Cutoff Times

The **National Tabletop League (NTL) 8-Player Team Finals** will be a 3-day event, held on Friday, Saturday and Sunday, 13-15 November 2026 at 200 Paul Huff Parkway Cleveland TN 37312.

The following cutoff dates are firm and will not be adjusted/changed unless agreed upon by Team Captains in the approved Captains' Council Discord.

Rules cutoff: New rules and materials will not be permitted after Wednesday, 11 November 2026. No new Codex or Detachment will be used until after its official release to the public. (Such as limited/starter set release or PDF prior to official release.) We will be using the GW Rules, Balance Dataslate, Event Companion, along with the NTL FAQ. Each can be found at https://www.warhammer-community.com/warhammer-40000-downloads/ and the NTL Discord https://discord.gg/Hs7zuGshZ5.

Proxy and Conversion requests must be submitted before Wednesday, 11 November 2026, at 11:59 pm EST. Any proxy submitted afterwards WILL be subject to a 10-point deduction to their Round One score and MAY receive a yellow card for the Event, pending circumstances. For approval, we have created an Proxy Approval Channel inside the NTL Discord (https://discord.gg/Hs7zuGshZ5). Please read Rules and Guidelines for Approval. (Provide photos, measurements, side-by-sides and a brief explanation of the model and what it represents.) Requests can also be sent to Away Games at contact@theawaygames.com, if needed.

List submissions: List will be due by Wednesday, 11 November 2026, at 11:59pm EST. Any list submitted/adjusted afterwards (with the exception of free war gear) WILL be subject to a 10-point deduction in Round One and MAY receive a yellow card for the Event, pending circumstances. (Any list adjusted after the Round One will be subject to a 10-point deduction in the round and WILL receive a yellow card for the Event.)

Registration Deadline: Teams signing up after Wednesday, 11 November 2026, at 11:59pm EST, will be considered a late submission and WILL be subject to a 10-point deduction in Round One, pending circumstances.
**Refund Deadline: For the Event, the deposit is non-refundable, pending circumstances.

Expect lists to be live the morning after List Submissions and Round One Pairings the night before the Event!

National Tabletop League (NTL) 8-Player Team Finals times: Friday; Captain's meeting 9:30 am, Round 1 starts at 10:00 am (2 games), Saturday; Captain's meeting 9:45 am, Round 3 starts at 10:00 am (2 games); Sunday Captain's meeting 8:45 am, Round 6 starts at 9:00 am (1 game).

General Requirements

It is not a requirement, but we strongly suggest that everyone on the team 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. Players are expected to bring their Army, Dice, Tape Measure, Tokens and all relevant rules publications. If you are using any electronic devices to carry your official rules references, please ensure they charged and available for reference.

Players should have their own deck of Secondary Missions or be prepared to use the Tabletop Battles app and ensure their opponents see them selecting random missions via the app.

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.

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

Dice apps will not be allowed at events.

PRIZES

Every team will receive Army Pairing Cards and Official Roll Off Dice to be used for the Captains roll off, Attack/Defender roll off and First Turn roll off.

Team Placing, Best Overall, Best Painted and More (8 GW Golden Tickets)

Notes Concerning GW Chapter Approved Tournament Companion

1. #3 Create Battlefield- Layouts are provided per round, if the terrain seems off please adjust using the companion measurements and have both players agree prior to deploying armies.
2. #8 Redeply Units- If a player decides not to resolve any steps, they are done resolving this step.
3. #10 Resolving Pre-Battle Rules- If a player decides not to resolve any steps, they are done resolving this step.

Event Schedule

Event Area: Bradley Square Mall

Day One: Friday 13 November 2026

Rounds	Start Time	End Time
Check In	8:00 am	10:00 am
Captains Meeting	9:30 am	10:00 am
Round One	10:00 am	2:00 pm
Lunch	2:00 pm	3:00 pm
Round Two	3:00 pm	7:00 pm

Day Two: Saturday 14 November 2026

Rounds	Start Time	End Time
Check In	8:00 am	10:00 am
Captains Meeting	9:45 am	10:00 am
Round Three	10:00 am	2:00 pm
Lunch	2:00 pm	3:00 pm
Round Four	3:00 pm	7:00 pm

Day Three: Sunday 15 November 2026

Rounds	Start Time	End Time
Check In	8:00 am	9:00 am
Captains Meeting	8:45 am	9:00 am
Round Five	9:00 am	1:00 pm
Awards and Prizes	1:30 pm	

Tournament Format

ROUNDS AND TIMES

3-Day Event, 5 Rounds Friday, Saturday and Sunday, with Rounds being 4 Hours Total (30 mins Pairing and Terrain Setup and 3.5hr Game Time).

MISSIONS

The following Missions from the Games Workshop Chapter Approved Tournament Companion will be used throughout the event.

Layouts and Missions: GW Chapter Approved 11th Ed.

TERRAIN

The table sets will use terrain layouts from the Games Workshop Chapter Approved Tournament Companion. Each team is responsible for adjusting the terrain according to the match-up at the start of a given round in case terrain was misplaced during a previous round. This can be quickly checked by members of either team that aren't needed during the initial stages of the pairing process or while their captains prepare for the round.

We will be using the GW Rules and Balance Dataslate, which can be found at https://www.warhammer-community.com/warhammer-40000-downloads/

TEAM BUILDING GUIDELINES

Please refer to and follow the GW Teams Event Companion for Army building and list information.

No new Codex or Detachment will be used until after its official release to the public. (Such as limited/starter set release or PDF prior to official release.)

Units of Legend and Fortifications will NOT be used.

Below is a list of the armies that are available as factions for the Event.

Adepta Sororitas
Adeptus Custodes
Adeptus Mechanicus
Agents of the Imperium
Astra Militarum
Grey Knights
Imperial Knights
Space Marines
Chaos Daemons
Chaos Knights
Chaos Space Marines
Death Guard
Emperor's Children
Thousand Sons
World Eaters
Aeldari
Drukhari
Genestealer Cults
Leagues of Votann
Necrons
Orks
T'au Empire
Tyranids

LIST SUBMISSION

NO PHYSICAL LISTS ARE NEEDED FOR THIS EVENT.

Lists will be submitted by players and teams to the event before the allotted deadline has passed. We understand there are a few issues with the app; such things as Leaders and Dispositions. Please follow the guidelines below for list submissions.

If your Leaders/Support Characters are not shown as attached in your list, we will assume they are not attached the list will be played as such.

Any update after list submission (excluding free wargear) will be considered a list change and handled accordingly.

ARMY BUILDING GUIDELINES

Each army must be 2000 points or less.

All armies in the event must be Battle-forged and follow guidance according to the Warhammer 40,000 Core Rule Book (11th Ed). Armies should utilize the most up to date rules provided in Games Workshop and Forge World publications.

AI ASSISTED PAIRINGS

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

Sportsmanship

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 our staff will be removed from the event and may face a possible ban to 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. In the unlikely event that a player does concede, the rules for concession will be as provided in the current *Games Workshop Tournament Mission Pack.*

Captains Council

Captains Council will be held within a private Discord and 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, Judges and Tournament Organizers. This is where the event 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

A Captain's Role

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

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

Before a tournament:

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

During a tournament:

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

Non-Playing Team Members

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

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

A non-playing Team Member is **NOT** allowed to:

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

Additional Team Member Rules

Any of the team members may perform a player replacement: this means to play a game with any of the armies submitted by the team in replacement of another team member for the duration of a whole round. Replacement of a player during rounds (when games have already started) will not be allowed except under extraordinary circumstances validated by a joint decision by the Tournament Organizer. A Captain must petition this change before the Tournament Organizer. Any breach of these rules is to be brought to the immediate attention of a judge.

Once players are at their tables at the start of any given round, it is not allowed within a team to share info on match-ups or tactics by means of cellphones or other devices either. Any breach of this rule that gets noticed will see all offenders on the team given an immediate yellow card.

Coaches

One non-playing member may also attend the event 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 Tournament Organizer. 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 matchup's 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.

Painting, Modeling and Composition

PAINTING MINUMINS

There are no paint minimums, so bring what you like. For paint scoring, if your army is fully Battle-Ready painted you will receive 10-points towards your round score. If your army is not fully painted, you will receive 0 points towards your round score. (For Hobby Paint Scoring, all fully Battle-Ready armies will receive a minimum of points with showcase armies scoring more. Painting matrices can be found at https://theawaygames.com/paintmatrix.html.)

MODEL CONVERSION POLICIES

We all want to have fun modelling, theming, converting and painting our armies. We strive 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 polices 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 Code of Conduct.

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 the event. 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 the event 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 the Tournament Organizer 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 the Tournament Organizer (See below for submission guidelines).

3. Game units that do not have a dedicated model may use any appropriate models to represent their force(s) as long as they are within the spirit of the game system and force which they represent but MUST be approved before the event by the Tournament Organizer (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). Having the correct base size is vitally important to game play.

6. Scratch built models and conversions can be used for units, but must adhere to the following guidelines and MUST be approved before the event by the Tournament Organizer (See below for submission guidelines)

7. 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).

8. **3-D printed models will be allowed if they follow the guidelines below.**
    - 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.***

9. Count-as armies are allowed at the event as long as they follow all the above guidelines and restrictions. The on us 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 the Tournament Organizer. (See below for submission guidelines).

10. Fliers MUST be mounted on a 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.

11. Models/armies should be appropriate for a family-friendly event. When in doubt, models should adhere to typical PG-13 rating. The event reserves the right to remove any models deemed offensive. In extreme circumstances, the event 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 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 the Tournament Organizer in advance:

1. Create 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. Join the **NTL** Discord Server at https://discord.gg/Hs7zuGshZ5 and read all the instructions for Proxy Approval via the Guidelines and Model Approval Channel.

3. Submit your model there and it will be evaluated, and you will receive an official response from an approving official with our team's decision.

Not receiving approval for models/conversions, if caught at the event, can lead to removal of model(s), penalties and possibly a Yellow Card Foul.

BEST PAINTED ARMY AWARD

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

Q: How do I submit your armies to compete for Best Painted?
A: Please get with Tournament Organizers between check in and the beginning of Round 2 to identify your army as a possible candidate. Will need your name and the army to be judged. No submissions after the start of Round 2.

Q: What guidelines/criteria will be used to Judge Best Painted?
A: Our team have taken the time to put together a 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.**

Individual Paint Scoring Matrix:
__ Bulk of army is fully painted to at least a three-color standard. (+1 pt)
__ Bulk of the army is painted to a level that shows true hobby effort. (+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 most 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 mNTLhing? (+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 most 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)
TOTAL INDIVIDUAL PAINTING SCORE: _____/ 12 points possible

Once judged, the event will create a top 10 armies to showcase and judge in more detail.
****Everyone's army will be judged and scored for their individual hobby score.****

Game Play

STARTING A GAME

Follow this procedure to start your games:

• Muster forces: Go over your army list with your opponent.

• Mission briefing: Go over the mission details with your opponent.

• Players set up objective markers on the battlefield as described by the mission.

•The players roll off and the winner decides who will be the Attacker and who will be the Defender - this will determine which player uses which deployment zone in the coming battle.

• Select Secondary Missions. There are two Secondary Mission decks (one for the Attacker, one for the Defender), meaning players can draw the same Secondary Missions. These describe goals that players can achieve to score VP. Each Secondary Mission card will detail when and how it is achieved, as well as how many VP that player scores for achieving it. Each player must now choose whether to use Fixed or Tactical Missions during the battle. To do so, each player writes down if they will play Tactical or Fixed on their scoresheet. Players reveal their choice simultaneously. If a player selects two Fixed Mission cards, those Secondary Mission cards are active in every battle round during the battle, and can be achieved and scored in every battle round. The remainder of their Secondary Mission deck will not be used in the coming battle and can be placed to one side. Players' selected Fixed Mission cards cannot be discarded for any reason. If a player did not select two Fixed Mission cards, then they will use Tactical Missions in the coming battle and take their respective Secondary Mission and Gambit decks, hand them to their opponent, who will count the cards in the deck, shuffle them and return them to their opponent to use for the battle who may then choose to cut their deck once. At the start of each of that player's Command phases, that player must determine which Secondary Mission cards are active for them by drawing cards from their Secondary Mission deck, if they have fewer than two active Secondary Mission cards. That player has access to the New Orders Stratagem (see below), and can spend CP to use it after drawing their Secondary Mission cards

if they wish. If a player's Secondary Mission deck runs out, they cannot generate any additional Secondary Missions during the battle. Each time that player achieves a Secondary Mission, after scoring the VP described on that card, that Secondary Mission is then discarded.

• Declare Battle Formations In the order below, both players secretly note.

• Which of their Leader units will start the battle attached (they must specify which Leader unit is attached to which Bodyguard unit).

• Which of their units will start the battle embarked within Transport models (they must specify which units are embarked within which models)

• Which of their units will start the battle in Reserves (including Strategic Reserves). No more than half the number of units in a player's army can start the battle in Reserves, and the combined points total of those units cannot be more than half the total of their army. Units embarked within a Transport that are set up in Reserves also count as being set up in Reserves for these limits. When both players have done so, then they reveal their selections to their opponent.

• Deploy Armies. Players alternate setting up their remaining units one at a time, starting with the Defender. A player's models must be set up wholly within their deployment zone. If one player finishes deploying all their units, their opponent then deploys the remainder of their units.

• Some rules allow players to redeploy certain units after both armies are deployed. Unless otherwise stated, such rules are resolved in this step. Players alternate resolving any such rules, starting with the Attacker.

• Determine First Turn. Players roll off and the winner takes the first turn.

• Resolve Pre-battle Rules. Players alternate resolving any pre-battle rules units from their armies have, starting with the player who will take the first turn.

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

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

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

TEAMS FORFEITING A ROUND

If a team gets to the point like they feel they want to concede a round at the event, due to an issue, or a complement of issues arises, the judges and the event Tournament Organizer should be advised immediately. If it is a gaming issue between two teams the judge team can try to defuse a situation and come to some sort of fair resolution for both parties. Judges and Captains of teams are the only involved parties here. There will be no onlookers or coaches or other team members involved unless the judges deem it necessary. If there is a need for

it, the judges or one of the teams can ask for the event Tournament Organizer to intervene on an issue. This may occur when the judge team feels they are not comfortable making a decision, or if one of the captains feels like the situation is still not treated fairly enough to continue playing the round, or if the judges feel like the situation supersedes their authority or mandate. In this instance the events Tournament Organizer will take an informed decision after listening to the three parties: judges and both Captains. In the rare situation where the event

Tournament Organizer are unable to resolve the issue then either they, or Captains involved, can call for a Captain's Council for an immediate vote on the matter. If a team still feels that the outcome of the above is not sufficient to continue playing, that team forfeits the round and scores 0 points whilst their opponents score 2 points, counting as having the minimum points needed as a team in order to score the win that round.

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

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 500)
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 (Ensure each player receives their paint score if they are fully Battle Ready.) Once these scored 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 160 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 and then BCP will do all of the necessary math to get to this W/L/D result.



PRE-EVENT Penalties

List submission

Teams need to submit lists in the correct format without errors. Making correct lists and submitting them in the correct format should be no difficult task for seasoned players. Teams that fail to submit their lists on time will have 2 team points deducted from their overall score at the end of the tournament. No exceptions, no comebacks,

no second chances. All penalties will be evaluated on a case by case basis and motivated before the event captains in a debrief.

Each individual game at the event will have 90 points available from in-game scores and 10 points presuming the player in question had a Fully Painted Army. These 10 points will be accorded each game, but players that have not managed to have a Fully Painted Army will automatically see a 50-point penalty that will be deducted from their team for the tiebreaker at the end of the event, namely -10 pts for each game that they would have used an unpainted army in the game.

List checking duties
Army lists will be revealed the morning after the list due date via BCP. We will ask the Captains to assist in looking over lists and seeing if the event team missed anything or if there are any issues.

Formatting errors
Any formatting errors will NOT incur a penalty as long as they get corrected IN TIME before the Captains Meeting the morning of Day 1 of the event. This penalty is for not properly listing the weapon options or wargear of models and units, not stating the Warlord, not correctly allocating dedicated transports to units, etc.

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

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

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

EVENT Penalties

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

OFFICIAL WARNING
No penalty to their individual score

YELLOW CARD
-50pts to their individual score for that game

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

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

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

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

Time management and slow play
The event needs to run smoothly and to its timetable and because of this the players need to adhere to the round times. Players should have plenty of time to play due to the length of the round, and so there should be no reason that all games can't reach their natural conclusion. To enforce this there will be penalties imposed on any team that has a player that is unable to finish their game within their allotted time. This is called a Timekeeping Foul.

These penalties will be applied to the team, and will carry through the rounds to the end of the event. It is possible to earn more than one penalty in a round if more than one player on a team commits a timekeeping foul. To be clear, it doesn't matter if different players on the team, during different rounds, commit a foul, the penalties are cumulative. Timekeeping fouls earned through running out of time in the round will not stack with any other penalty that has been applied to your team for any other reason unless the judges feel that this should be the case. This will be an extreme circumstance and not the usual way that this will be handled.

• First offence. A warning is given to the team, no penalty is applied to the player, or the team. You can consider this a friendly warning to advise your players to be more mindful of the time in the round. The team captain will be spoken to to ensure that their players realize this is the case, and that a further penalty should be avoided.

• Second offence. An official warning is given to the team. No other penalty is applied at this time. The captain will be spoken to again to ensure that his team knows that further penalties will have a serious effect on their games.

• Third offence. A penalty that is equivalent to a yellow card is given to the team and they will lose 25 points from their round score. The captain will be made aware of this.

• Fourth and subsequent offences. A penalty equivalent to a red card will be issued to the team and they will lose 50 points from their round score. The captain will be advised that it is imperative that they find a way to work with your players to ensure that this doesn't happen again. This will not carry with it expulsion from the event, and will only change the score you earn in the round.

CHESS CLOCK RULES
The event will use the following modified WTC Chess Clock Rules for our event:

• The use of a chess clock is mandatory for all games of the top 4 teams in the events final two rounds.

• If any player at any time during the event wishes to use a chess clock, their opponent must do so. A judge should be called if a player refuses to do so.

• There are multiple options for a physical clock, or apps - some of which are also used to score your games - that have a clock function. Whatever you are using then you must allow your opponent to also use it to swap time back to you. It is strongly recommended that you bring a clock that is easy to see who's time is being used.

• Rounds at the event last 4 hours. This includes time for your team and your opponents to pair and establish who is playing who. After you have been paired with your opponent you should go to your table to start your game unless you're involved in further pairings. Once there, ensure that all objectives are in place, terrain is set correctly, and that you've ensured that your opponent is aware of any rules they need to know about your army prior to starting the game - please see our sportsmanship section on that.

• Once you have done this, take the time remaining in the round, remove 5 minutes as a safeguard in case a judge needs to be called to the table to help resolve something that may require a pause to the clock briefly, and divide the remaining time between both players equally.

▪ An example: Neil and Tom are paired early in the Attacker and Defender stage with 3 hours and 20 mins left on the round time. After going to their table and setting up the game they have 3 hours and 10 minutes left. They talk through each army and what it does to avoid any sportsmanship issues and to ensure a good game can be had by both players, there is 2 hours and 55 minutes left in the round. They take 5 minutes off the round time and divide the time equally to both have 1 hour and 25 minutes to play. They then start the game normally.

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

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

Players have all the time on their clock to finish their game. While we would hope that the players have managed their time and do not need to play in a rushed fashion at any point, as long as a player has time left on a clock he can start a turn. If a player's time reaches 0, they are unable to act. If they are in the middle of a turn they stop playing immediately. **They may only make saving throws (not feel no pain rolls) and morale tests, may not fight back in combat, move, shoot, use command phase buffs, or any other action that would require the player to make a decision.** That player must make all efforts to complete any rolls as quickly as they can so as not to use any additional time where possible, failure to do so will incur a penalty in addition to the one they'll receive for running out of time - (see the penalties section of this document). They may score objectives that they hold, as well as any secondaries that they are eligible to score as well. **If an opponent decides to allow you to play on despite you having no time left this is at their own discretion and can be rescinded at any point without incurring a sportsmanship penalty**. It is your obligation to complete your half of the game in a timely manner, not your opponents to let you spend more time than you have.

Code of Conduct

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

Code of Conduct 2024 1.1

Purpose

The 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 conducting an event.

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 at events and is designed to be used in conjunction with the Warhammer 40,000 Rules. *(This is a living document and will be updated periodically.)*

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 higher 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 us, 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 their army. If a player cannot show a digital or printed confirmation of a rule, then they are 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 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.

Starting in the last two rounds, 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 the event. Again, it is the responsibility of the players, not the Judges or TO's, to make sure games complete at least 4 turns.

Lists:

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. Detachments must also be clearly delineated. 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 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 40K 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 events for a period of time determined at the sole discretion of the 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 15 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 20 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 the 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 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 points and admissions 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 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 points for the event.

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

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 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 further events for the specified time.

NTL 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 NTL events.

NTL 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.

We reserve the right to escalate any foul to an immediate expulsion or even lifetime ban from 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 Tournament Organizer.

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.

Health and Safety Guidelines

All local health and safety guidelines in place at the time the event occurring will be strictly enforced. These guidelines may change as situations change and we appreciate your understanding and thank you.

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 guidelines of the venue and the venue hosting us. We ask all attendees to follow them as well, which may include the wearing of a face mask or shield, the washing or sanitizing of hands, as well as general social distancing and/or providing proof of a negative test.

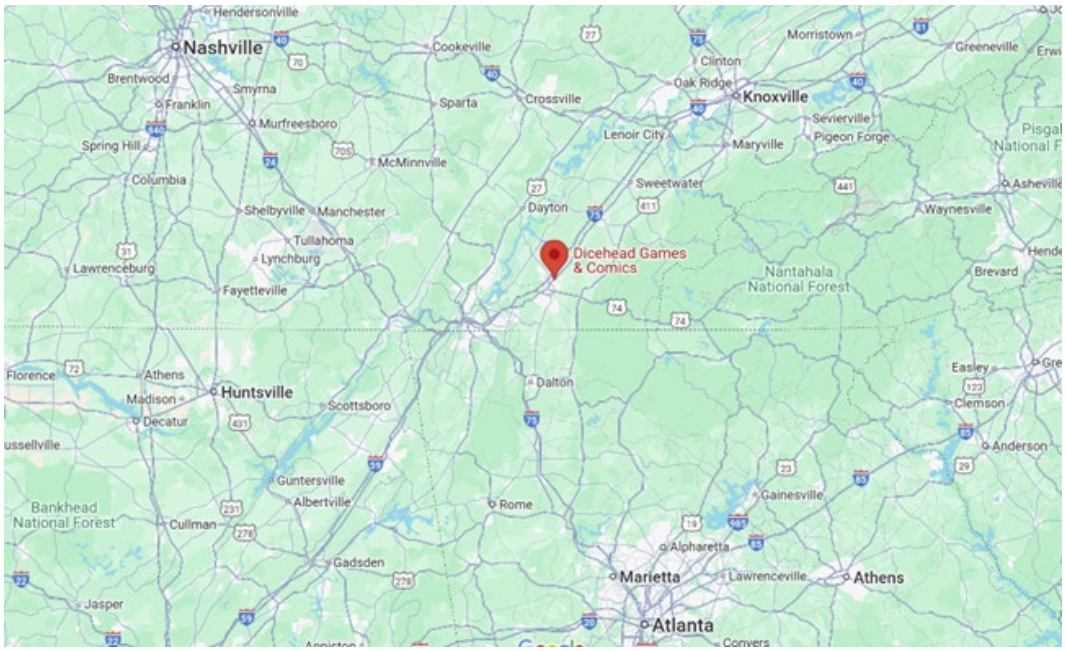
Questions or Concerns

There is a lot of information in this packet, so if you have **any general, non-game rules questions**, take another look over the packet and if you still can't find what you need, email us at contact@theawaygames.com with "National Tabletop League (NTL) 8-Player Team Finals 40K Question" in the subject line. Direct ALL rules questions to contact@theawaygames.com with "National Tabletop League (NTL) 8-Player Team Finals Rules Question" in the subject line.

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Sparta
Crossville
Clinton
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Morristown
Greeneville
Sevierville
Pigeon Forge
Maryville
Lenoir City
Sweetwater
Dayton
Waynesville
Asheville
Brevard
Nantahala National Forest
Pisgah National F
Hendersonville
Brentwood
Franklin
Smyrna
Murfreesboro
Spring Hill
McMinnville
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Tullahoma
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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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