



WARHAMMER 40k 2022

Version 1.3 created 4/28/2022

1.0 IMPORTANT DATES & CUTOFF TIMES

The ATC 2019 Warhammer 40k Event will be a 3-day event, held on JULY 15-17 2022.

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

- **Registration deadline for the 40k ATC is End of Day, Sunday July 3, 2022. FOR REGISTRATION DIRECTIONS GO TO <http://www.whatc.org/tickets.html>**
- Army Lists are due by End of Day, Friday July 3, 2022.
- Army Lists MUST be submitted using the GUIDELINES SET FORTH IN THE CAPTAIN'S COUNCIL. You MUST send ALL Lists and ALL the Player Forms in ONE email with your TEAM NAME and the words "ATC 40k Army Lists" in the subject line to registration@whatc.org
- No new factions or codexes will be allowed that are released after June 25, 2022.
- No changes will be made to the FAQ or Army Building Guidelines after June 25, 2022.
- WARHAMMER 40K EVENT TIMES:
Friday: Captains Meeting at 10:30 AM, Dice Roll at 11:30 AM (2 games)
Saturday: (3 Games)
Sunday: (1 Game)

2.0 GENERAL REQUIREMENTS

- You need to bring everything you need to play a complete game - GW FAQ(s), a copy of your army rules, templates, dice, tape measure, etc.
- To speed up play, players should bring Photocopied Datasheets of the units used in their armies and a quick reference sheet of their weapons list.
- 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.
- **7 Copies of your army list are REQUIRED.** Any delays caused by a player not having these lists may result in a team point reduction penalty. Army lists that are brought for other team's reviews should be restricted to 2 pages max in order to help better facilitate the player pairings each round. **If you do not provide a printed army**

list for the opposing team during player pairings or you do not provide your opponent with a copy of your army list for your opponent, you will forfeit your game.

- Due to space requirements and physical table setup, it is strongly recommended that each player bring a laser pointer or Line Of Sight system and a display table or tray with legs to place their books and unused models on during the event.
- The venue has a concrete floor. Rubber floor mats made for standing on hard floors for long periods of time are highly recommended.
- Chess Clocks:

Either player in a game may request to use a Chess Clock. The ATC will have a few clocks set aside for this purpose and these should be used if available. If the ATC does not have any available clocks the player(s) may use one of their own.

The players need not agree on using the clock, if either player wishes to use one, it must be used. Once they have begun to use a clock, the rules governing "Timed Game" are in effect and enforceable by the Judge.

Beginning with Tournament Round #4, ALL players on a team on the Top 4 Table Sections MUST use a Chess Clock. These will be provided by the ATC.

The ATC / ITC Chess Clock Information can be found within the ATC / ITC Code of Conduct document at:

www.whatc.org

- **Dice Apps. Dice apps will not be allowed at this year's event.**

3.0 PAINTING, MODELLING & COMPOSITION

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

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

1. ALL models, for ALL game systems must be painted to a 3-color minimum standard unless otherwise specified in the event rules. This means that an honest attempt to paint all models MUST be exhibited and that 3 colors have not been simply applied to circumvent this policy. Primer counts as a color. Clear bases such as those found on skimmer models do not have to be painted and/or based in order to count as finished. To protect everyone's experience, you will be required to remove any models that do not meet these standards, from the table, immediately. Judges and TO's have the final say in what constitutes the spirit of this policy. As a general rule, if someone feels the need to justify why a model is completed, it probably isn't. In dire situations, (lost models on the way to or at the event, severely damaged models, etc.) we can make exceptions to this rule.

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

3. Your army should be primarily constructed of models from the given game system and the appropriate model range(s). Supplementing your army with models from outside the game system is acceptable but MUST be approved BEFORE THE EVENT by the ATC (See below for submission guidelines).

4. Game units that do not have a dedicated model may use any appropriate models to represent their force(s) as long as they are within the spirit of the game system and force which they represent, but MUST be approved BEFORE THE EVENT by the ATC (See below for submission guidelines).

5. The size and shape of all model bases MUST be appropriate for the given game system. Models, such as vehicles that do not require bases MUST maintain the intended size, shape, aesthetic consistency and height of the model represented.

6. 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).

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

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

8. Count-as armies are allowed at the ATC as long as they follow all the above rules and restrictions. The onus is on the owning player to alleviate any and all avenues of confusion that might result from using count-as models/armies. Count-as models MUST be WYSIWYG, appropriately equipped and sized accordingly in order to best represent the model/unit in question. Count-as armies should demonstrate exceptional effort when it comes to

conversions, simply using an existing army with a different codex (as a proxy) is NOT allowed. Models MUST be approved BEFORE THE EVENT by the ATC (See below for submission guidelines).

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

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

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

SUBMITTING MODELS FOR APPROVAL

- All submissions for approval must be received no later than one week before the date that army lists for the event that they are to be used in are due.
- If you have any doubts to the appropriateness of a model or conversion, please use the following procedure to get approval from The ATC in advance:

1. Create an email with at least 3 quality digital photos of the completed model(s). Include one picture with a standard infantry figure or infantry stand in order to display the scale of the scratch-built model or conversion.

2. Send this email to registration@whatc.org

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

BEST PAINTED ARMY AWARD

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

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

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

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

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

Q: When can I submit my army?

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

Friday before the first round from 10am until 11:30am and anytime between rounds.

Saturday during lunch break and between rounds.

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

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

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

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

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

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

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

CORE PAINTING (Check Only One)

- . Bulk of the Army is mostly-painted, but some units are unfinished. (0 points)
- . Bulk of the army is fully-painted to at least a three-color standard. (1 point)
- . Bulk of the Army is painted to a level that shows true hobby effort (3 points)

Subtotal: _____/ 3 points.

Detailed modeling & painting Check all that apply

- . Models display discernable highlights/shading, blends, other advanced techniques (2 Points)
- . Models are identifiable. Unit markings and/or color codes to distinguish one unit from another. (1 Point)
- . Do these models feature conversions/kit bashes/epic model substitutions that remain WYSIWYG and are comparable to the actual FW or GW models? (2 Points)
- . Did a Hobby Maniac make this army? (hand-painted details, green stuff sculpting etc.) (2 Points)
- . Model bases are detailed using at least one flock material. (sculpted bases count as 1 flock for this) (1 Point)
- . There are extra details/flock on larger bases (helmets, skulls, rubble, etc.) (1 Point)
- . The Army has a display base / movement tray (1 Point)
- . The display board includes terrain elements or a diorama (something more than flock) (1 Point)
- . There is an undefinable beauty to this Army. Something special. (2 Points)
- . The army is themed. It tells a story just by looking at it. I would expect to see this army featured in a White Dwarf battle report. Army features unique models, personalized details, etc. (2 Points)

Subtotal: _____/ 15 points.

TOTAL PAINTING SCORE: _____/ 18 points possible

4.0 SPORTSMANSHIP

- The current ITC Floor Rules will be enforced for this event with the additions/exceptions noted in the ATC Floor Rules Section below.
- Sportsmanship will be taken into account. Sportsmanship is always a very important factor in all of our events. We are playing a game (supposedly for fun) and any unsportsmanlike behavior will not be tolerated. Players yelling or being abusive towards other players or ATC staff will be removed from the event and may face a possible ban in future events. There will be a reasonable warning and penalty system in effect.
- Sportsmanship scores are used only to help inform the event coordinators and judges of any conduct issues that may need to be addressed.
- We expect all players to see the game through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, the final rankings. In the unlikely event that a player does concede, the rules for concession will be as provided in *War Zone Nachmund: Grand Tournament Mission Pack*

5.0 TOURNAMENT FORMAT

ROUNDS AND TIMES

6 Tournament Rounds, 3-Day Event
3 hour rounds plus a minimum of 15 mins pairing time.

MISSIONS

The following missions will be used from the *War Zone Nachmund: Grand Tournament Mission Pack*.

#12 Tear Down Their Icons

#21 Abandoned Sanctuaries

#13 Data Scry Salvage

#22 Conversion

#32 Death and Zeal

#31 Tide of Conviction

TERRAIN

1 - There will be 5 tables per table section. Three tables will have Medium levels of terrain and Two tables will have Heavy levels of terrain.

2 - We will be using the ITC Player Optimized Rules below for this year's terrain placement.

3 – Please watch the video at <https://youtu.be/dyZJ2OhvI8> and have ALL of your team watch the following video and practice this before the event!

[ITC Player Optimized Terrain Guidelines:](#)

Prior to each game, players will use a total of 10 minutes of time off of the clock to settle pre-game actions and adjust terrain.

Terrain Placement Rules: terrain will be divided along the centerline of the deployment map rolled. Note: The line will differ based on the map rolled.

The Defender chooses their table side and players separate the terrain as shown in the video below. Note, this is a deviation from the normal order of operations. Starting with the Defender, players alternate placing 1 piece of terrain from their half of the terrain in their table half at a time until all terrain has been placed. All the terrain pieces must be placed.

Note: If a table has a building in the center that cannot be moved unless an objective must be placed in the center of the table then, the Defender adjusts that piece of terrain as their first terrain placement, the minimum distance along the centerline to make room for the center objective. This will result in the building being moved in one of only two directions along the centerline with the intent to keep it as equally in either players' table side as possible. If you are using neoprene objective markers please ensure that you are placing or adjusting terrain to account for where the 40mm objective is supposed to be in the center of your objective marker.

Note: If either player has a Fortification, they may place it on the table for the purpose of measuring space during this step, but it will be deployed following the normal rules.

Terrain must be at least 4" from a table edge or another piece of terrain.

Terrain marked with an asterisk must be at least 6" from another piece of terrain marked with an asterisk.

Note: In the instance one or more players has a model that has a footprint more than 6" in diameter in their narrowest measurement such as a Brass Scorpion, adjust terrain as needed to allow them to be able to traverse the board. When placing terrain, if it is found a model cannot fit through a 4 inch gap, AND it cannot legally move up and over the terrain using its full movement, then move the terrain the minimum distance necessary to allow the model to fit through. Note: Full movement, means a models furthest movement tier without advancing. Call a judge for assistance as needed.

In the instance one or more players has a Fortification, place them during terrain setup treated as an additional terrain feature for the owning player (meaning they may only be set up in their half of the table) following normal rules for Fortification placement per the rule book.

4 - ATC TERRAIN SPECIFICS

Each event round the teams will pair off against each other over a group of 5 different tables. The table groups will all have 3 tables with Medium/Standard terrain and 2 tables with Heavy terrain.

Each medium table will have four large, two medium and four small pieces of terrain on it.

Each heavy table will have four large, four small, two medium and two impassable pieces of terrain on it. The smokestacks in the pictures below are the impassible pieces of terrain.

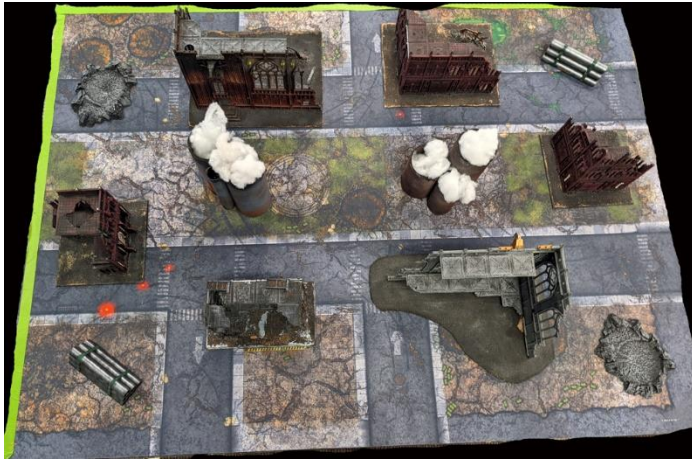
MEDIUM/STANDARD TABLE



MEDIUM/STANDARD TABLE



HEAVY TABLE



FAQ

1 - All Current Games Workshop FAQ's will be used.

2- The current release of **Psychic Awakening Guidelines** located at the link below will be used:

<https://www.warhammer-community.com/wp-content/uploads/2022/04/XTEpZheWFGC2pWI3.pdf>

TEAM BUILDING GUIDELINES

5-Player Teams

Any CODEX/Entry from the list below may be used Only ONCE per team.

Adepta Sororitas
Adeptus Custodes
Adeptus Mechanicus
Aeldari* (see below)
Astra Militarum
Chaos Daemons
Chaos Knights
Chaos Space Marines
Death Guard
Drukhari
Genestealer Cults
Grey Knights
Imperial Knights
Inquisition
Necrons
Officio Assassinorum
Orks
Space Marines / Adeptus Astartes** (see below)
T'au Empire
Thousand Sons
Tyranids

In addition to the above limitations:

Any Named Character Datasheet may only be used once per team.

Fortifications may be used by multiple armies without using a team's allocation.

*Using the Webway Gate in a Drukhari army will not use the team's Aeldari slot.

**Each Codex: Space Marine Supplement may be taken once per team in addition to one player using Codex: Space Marines without a supplement

ARMY BUILDING GUIDELINES

- Each army must be 2000 points or less.
- Armies must be constructed using the Battle Forged Armies guidelines in the Core Book, as well as all guidelines from "Muster Armies" on pages 4 and 5 of War Zone Nachmund: Grand Tournament.

PRIZES

- At minimum, every player will receive a 2022 ATC Token Set and an official ATC Dice.
- Trophies will be given to every player on the top 5 teams, and prizes will be given to every player on the top 5 teams.
- Trophies and prizes will be given for Best Painted and Best General.
- Our famous ATC Best Army Awards will be given to the best overall player in each faction played.
- Team Spirit Award
 - Teams will receive consideration for this award according to, but not limited to, things such as: Matching/themed shirts or costumes, Team Banner, Team Chant, Team Sportsmanship, Timeliness, Team-Wide Painting

6.0 PAIRING AND SCORING

TEAM PAIRING

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

INDIVIDUAL PLAYER PAIRING

Teams will pair off into 5 individual games every round.

Individual Pairing will take place as detailed below:

1 - Teams will exchange lists and will take a few moments to review the opposing teams lists, making decisions of who they hope to pair their team's players against. discussing strategies, looking over tables, etc. If Applicable, TEAM CAPTAINS SHOULD CONTACT A FLOOR JUDGE TO RESET ANY TERRAIN AT THIS TIME!

2 - Roll off- Winner Decides who get to choose table first.

3 - Each Captain writes down 1 of their lists to defend. This is done blindly and simultaneously.

4 - Both Captains reveal their defenders simultaneously.

5 - Both Captains now attack the opposing team's defender with 2 lists simultaneously.

6 - Both Captains Select which attacker they want their defender to play simultaneously. (Tables are selected based on order decided by roll off, then alternating)

7 - Repeat Steps 2-5.

After doing this. You now have 4 out of 5 matches chosen.

The last match is the game between the two attackers who were not selected by the defenders in Step 6.

This system guarantees a simple and consistently fair pairing process.

SCORING

- A Round between teams consists of 5 individual games. Each individual game will score a number of points as detailed in the EVENT PACK in the MISSIONS section.
- The combined total of all individual player's scores on a team will give them their TEAM TOTAL for that round.

AUTO WIN CONDITION:

If a team wins 4 or 5 of their individual games in a round then that team will earn an automatic Win (2 Round Points), **regardless of points totals**. In this case, points MUST still be calculated and reported as normal, as the total points scored over the course of the event will help to determine tie breakers and overall team placement.

TIES:

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

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

Second Tie Breaker = Total individual player points from a team

Third Tie Breaker = Margin of Victory

7.0 ATC CODE OF CONDUCT / FLOOR RULES

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

Please read through this document in its entirety.

8.0 ATC CAPTAINS COUNCIL

- The Captains Council will be held within a Private Forum. As new Captains Register and PAY they will be added to the Forum.
- When a team is registered and paid for, the team captain will be added to a special email list and given access to a forum that will consist of the other 40k team captains, ATC judges and Tournament Organizers. This is where the ATC staff will present the captains with event updates and most importantly where we will put forth topics for your input and discussion, such as, missions, pairings, event times, penalties, etc.

9.0 Health and Safety Guidelines

All health and safety guidelines in place at the time the event occurs will be strictly enforced. These guidelines may change as the ongoing Covid situation changes. 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.

10.0 QUESTIONS OR CONCERNS?

There is a lot to soak in here, so if you have **any general, non-game rules questions**, take another look over the page and if you still can't find what you need, EMAIL us at registration@whatc.org with "ATC 40k QUESTION" in the Subject Line.

Direct ALL Rules Questions to 40Krules@whatc.org

