



WARHAMMER 40k 2023

Version 3.0 created 7/20/2023

10TH EDITION UPDATES

LATEST CHANGES / UPDATES IN RED

There are a few places in this packet that states “TBD” (To Be Determined) due to the use of 10th edition.

0.0 NOTES CONCERNING THE GW LEVIATHAN TOURNAMENT COMPANION DOCUMENT

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

1. Page #1 Create the Battlefield – A player may NOT decline to let their opponent cut their deck. It is encouraged that cutting your opponents deck should always be done.
2. Page #2 – The Leviathan Card Updates WILL be used.
3. Page #7 Pairing and Rankings – This entire section does NOT apply to the ATC.
4. Page #8 Afterword – ALL players should read this and take it to heart. This statement is a great reflection on what we mean by “the spirit of the game”.
5. Gambits will NOT be used this year.

1.0 IMPORTANT DATES & CUTOFF TIMES

The ATC 2023 Warhammer 40k 10th Edition Event will be a 3-day event, held on JULY 28-30 2023.

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 22nd, 2023. FOR REGISTRATION DIRECTIONS GO TO <http://www.whatc.org/tickets.html>**
- **Army Lists are due by end of day Sunday July 23rd. Army lists MUST be created in the GW Warhammer 40k army building app as detailed to each team captain in the Captain's Council. The GW app can be found [HERE](#)**
- No new factions or codexes will be allowed that are released after the initial launch of 10th ed.
- No changes will be made to the FAQ or Army Building Guidelines after TBD
- **WARHAMMER 40K EVENT TIMES:**
Friday: Captains Meeting at 10:00 AM, Dice Roll at 11:00 AM (2 games)
Saturday: **7:30** AM (3 Games)
Sunday: **9:30** AM (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 use the 10th ed Games Workshop Warhammer 40k App or bring Photocopied Index Sheets of the units used in their armies and any other quick reference sheets. The app can be downloaded [HERE](#)
- **Players MUST have their OWN deck of Secondary Missions.**
- Players should bring Wound Trackers for their army. GW Wound Trackers or any 10-sided die works perfect for this. Wounds should be marked as "Wounds Remaining" on the models.
- **7 PHYSICAL Copies of your army list are REQUIRED.** Any delays caused by a player not having these lists may result in a team point reduction penalty. Army lists that are brought for other team's reviews should be restricted to 2 pages max in order to help better facilitate the player pairings each round. If you do not provide a printed army list for the opposing team during player pairings or you do not provide your opponent with a copy of your army list for your opponent, you will forfeit your game.
- It is strongly recommended that each player bring a laser pointer or Line Of Sight system and a display table or tray with legs to place their books and unused models on during the event.
- The venue has a concrete floor. Rubber floor mats made for standing on hard floors for long periods of time are highly recommended.
- 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 NO PAINTING REQUIREMENTS due to the proximity of the release of 10th edition.

THERE ARE STILL 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. 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.

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 ATC (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 ATC (See below for submission guidelines).

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

5. Models that were once historically supplied with smaller bases (e.g., older Terminators) are still legal models; although it is **REQUIRED** that you update them to the current base size for the applicable game system. Models that are supplied with two different types of bases (e.g., Chaos Daemons) must be fielded on the base type that is appropriate for the applicable game system (e.g., Chaos Daemons on square bases are **NOT** allowed in Warhammer 40K events).

6. Scratch built models and conversions can be used for units, but must adhere to the following guidelines and **MUST** be approved **BEFORE THE EVENT** by 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. 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.

10. 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 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 *the current Games Workshop 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 from the ATC/GW Leviathan Tournament Companion Document (page 3) will be used TWICE EACH throughout the event. This document may be found on the ATC Website at www.whatc.org

With the exception of the notes in section 0.0 of this packet, the rules set forth in the Leviathan Tournament Companion will be used for this year's event. This includes the Mission Sequence, Card Updates, Terrain Layouts and Afterward.

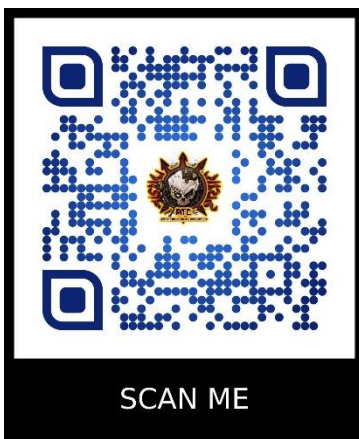
Gambits will NOT be used.

MISSION B – Priority Targets

MISSION E – Take and Hold - *Mission Rule Change : The middle objective will remain stationary in the middle of the board. It will not be placed anywhere else or moved by either player.

MISSION M – Purge the Foe

You can download the mission pack for the event by scanning this QR Code:



TERRAIN

- Each event round the teams will pair off against each other over a group of 5 different tables. The table groups will all use terrain layouts 1, 3 or 4 from the ATC/GW Leviathan Tournament Companion Document (pages 6 and 7). The Leviathan Tournament Companion document may be found on the ATC Website at www.whatc.org
- **ALL OPEN WINDOWS** (please see “open window” definition/clarification below) on any terrain feature will count as closed/line of sight blocking.
- An **OPEN WINDOW** is a **SQUARE OR RECTANGULAR** cutout on the flat side of a wall that is completely surrounded on **ALL** sides and will count as closed/line of sight blocking.
- In the picture examples below, #'s 6,9 and 10 are considered “OPEN WINDOWS”



- We have partnered with Away Games and The Green Dragon this year to bring you the best terrain and terrain setups for 10th edition as possible at this time. All terrain on all tables will have footprints that are exact or very close to the suggested measurements in the Leviathan Mission Pack. Please know that we have all worked as quickly as possible to make these last minute adjustments.
- The following layout will be present on 70 tables at the event. This is laid out according to the #1 setup in the Leviathan pack.
 1. Of course, there will be variations of building heights across the tables, but each table of these 70 tables will have at least one, if not two 3-story or 4-story buildings on it.
 2. It should be noted that the two "L" shaped pieces in the center represent the 4x6 and 6x12 pieces in the Leviathan Mission Pack diagram that are butted up against each other.
 3. This is the ATC's terrain from previous years that has been modified to the best of our ability and time to fit the measurements suggested in the Leviathan pack.
 4. The Example 1 pic shows some of our older terrain with a slightly different footprint that will be pretty sparse through the event. This is the footprint that will be used for these pieces of terrain.
 5. The Example 2 pic shows some of our older terrain that had to be used this year to adjust to the new amount of terrain required on a table in this edition. They will be spread out pretty sparsely across the tables. These should be treated as ruins. They will all have a footprint as well.
 6. 90% of the ATC terrain on our 70 tables this year will have an accurate or very close to accurate footprint dimension as per the Leviathan Mission Pack.
 7. The other 10% will be made up of the Example 1 and 2 images.

Example 1



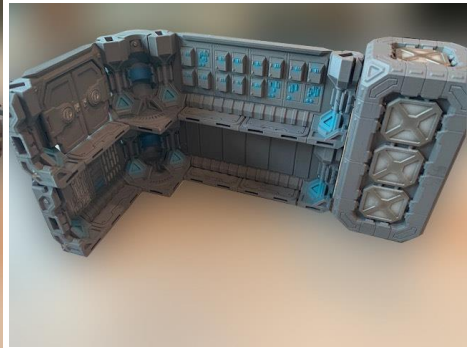
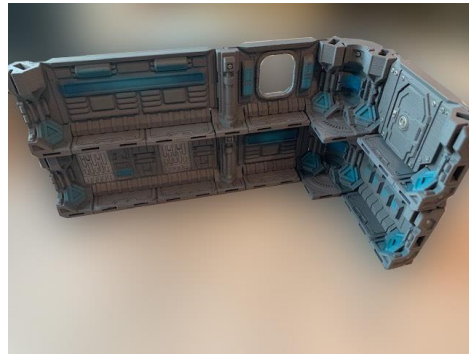
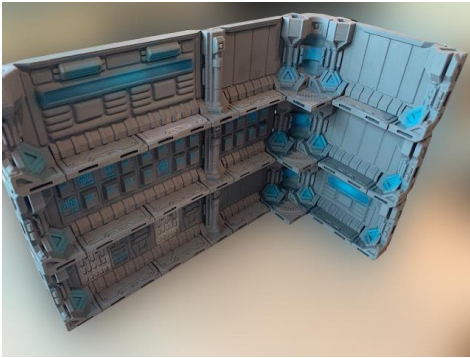
Example 2



Leviathan Mission Pack Terrain Setup #1



- Below are some examples of Away Games' terrain.
- These will all have the appropriate footprint on them as suggested in the Leviathan Mission pack.
 - There will be 60 tables of this style terrain with at least one 3-story building on each table.
 - Most of these tables will represent terrain layouts 3 & 4 in the Leviathan Mission Pack.



FAQ

1 – Unless determined otherwise by the Captain's Council, all Current Games Workshop FAQ's will be used.

TEAM BUILDING GUIDELINES

5-Player Teams

With the following exceptions, any Army from the list below may be used Only ONCE per team.

A team may only have 1 player per team that fields any of the following models : Imperial Knight (including Titan Legion) or Chaos Knight.

Any Named Character may only be used once per team.

Adepta Sororitas

Adeptus Custodes

Adeptus Mechanicus

Aeldari

Astra Militarum

Chaos Daemons

Chaos Knights*

Chaos Space Marines

Death Guard

Drukhari

Genestealer Cults

Grey Knights

Harlequins

Imperial Agents

Imperial Knights/Titan Legion*

Leagues of Votann

Necrons

Orks

Space Marines / Adeptus Astartes

T'au Empire

Thousand Sons

Tyranids

World Eaters

* A team may NOT include both a Chaos Knight and an Imperial Knight army.

ARMY BUILDING GUIDELINES

- Each army must be 2000 points or less.
- Armies must be constructed as described in the Warhammer 40k Core Rules.

PRIZES

- At minimum, every player will receive a 2023 ATC Token Set and an official ATC Die.
- Team Captains will be given a Special ATC gift.
- 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. **The Best General Award will take into account overall points, army theme, army painting and sportsmanship.**
- 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. **All player's will begin their game with 10 points to reflect the painting score situation at this year's event, making a player's minimum possible score 10 points and maximum possible score 100 points. BCP does not need this information to be entered.**
- Individual player games will be entered into BCP by each individual player **using the WEB version of BCP at www.bestcoastpairings.com (DO NOT USE the BCP App it will create issues at the event. DO USE bestcoastpairings.com from a web browser on your device)** and are to be calculated and entered into the BCP App as per the mission scoring guidelines, **WITH THE EXCEPTION THAT THE 10 POINTS FOR PAINT SCORING WILL NOT BE ENTERED. BCP will automatically calculate these 10 points and does not need this information to**

be entered. Again, **DO NOT** enter the 10 points for paint scoring. This makes the Maximum Possible Score TO BE ENTERED BY A PLAYER 90 points. The minimum score entered by a player should be 0 points and the maximum score entered by a player should be 90 points.

- At the end of each Tournament Round, it will be the Captain's responsibility to review BOTH their team's and their opponent's team's score entries and confirming results with the opposing Captain.
- The combined total of all individual player's GAME SCORES on a team will give them their **TEAM SCORE**. The TEAM SCORE will be calculated BY THE BCP APP.
- The TEAM SCORES will then be compared BY THE BCP APP and a **TEAM DIFFERENTIAL** will be determined.
- If the **Team Differential** is 55 points OR MORE, the Team scoring 55 point or higher will receive a Win, and the lower scoring Team will receive a Loss. The winning team will receive 2 **ROUND POINTS**. The losing team will receive 0 **ROUND POINTS**.
- If the **Team Differential** is 46 to 54 points, both Teams will receive a Draw, giving each team 1 **ROUND POINT**.
- Scoring this way versus just adding scores together will make it more difficult for a team to slow play an opponent and normalizes how many points are being distributed every round of the event.
- The combined total of all individual player's scores on a team will give them their TEAM TOTAL for that round.
- Ultimately, all the individual players have to do is enter their individual **Game Score** (0-90 as per the Mission Pack) and then the BCP App will do all of the necessary math to get to the final W/L/D result.

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

Third Tie Breaker = Margin of Victory

CONCEDING:

A player 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 player concedes, their opponent will receive full points for that game and the conceding player will receive zero points.

HOW DOES THE BCP APP CALCULATE SCORES?

The Team Scores will be calculated BY THE BCP APP each tournament round as follows:

Individual player **Game Scores** will be entered by each individual player into the BCP App as per the mission WITH THE EXCEPTION THAT THE 10 POINTS FOR PAINT SCORING WILL NOT BE ENTERED with a Maximum of 90 points. Once these scores are entered, the BCP App will do all of the necessary math resulting in each player getting a **Final Game Score** of 0-20 points. These points will then be added together, for a Total **Team Score** each round of a Maximum of 100 points. From these numbers, a **Team Differential** will be determined and from the **Team Differential**, a final result of a **Round Score** - Win (2 points), Lose (0 points) or Draw (1 point) will be determined.

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

7.0 COACHES

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

ONE 6th non-playing member may also attend the tournament to act as a coach or assistant for the team. This person would not have to pay to attend this year.

Why have coaches?

Simply put, to better facilitate games and encourage all games to finish on time.

A Coaches job on the team is to make everyone's games flow smoother and end on time while helping their team with anything they need outside of the game.

This system will also allow for teams to continue in the event in some cases and keep player and team "bye" situations to a minimum.

A Coach/Assistant is allowed to:

1. Do and/or assist in the Player Pairings
2. Collate and help submit Team Results
3. Ask questions about how a game is going
4. Tell their player how their team is doing and if they require a win/draw/loss from the current game as well as how many points their player need to score for the current game.
5. Prepare dice for their player(s) to roll (e.g. count a number of dice and set them aside to help speed up dice rolling)
6. Put casualty models away (they may not choose which models are removed from the table)
7. Prepare units for deployment (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 player's team if requested)
11. In extreme situations where a player cannot continue due to sickness or emergency, a Coach/Assistant 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 whole round. Replacement during rounds (ie when games have already started) will not be allowed except under very extraordinary circumstances validated by a joint decision by the head judge, opposing team Captain and TO's. A Coach may not replace a member of their team that has been disqualified or removed from the event.
12. If a situation arises where a player has to leave the table for a brief period of time (emergency bathroom break, important phone call, etc), a Coach/Assistant 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/Assistant 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 on in-game situations like a player forgetting to consolidate. If they perceive situations like this, especially in the case where

players 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.

2. Once players are at their tables at the start of any given round, a Coach is not allowed to share information on matchups or tactics by any means at all. This includes cellphones or other devices. Any breach of this rule that is discovered will see all offenders on the team issued an immediate Yellow Card Foul.

Penalties / Actions

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.

8.0 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.

9.0 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.

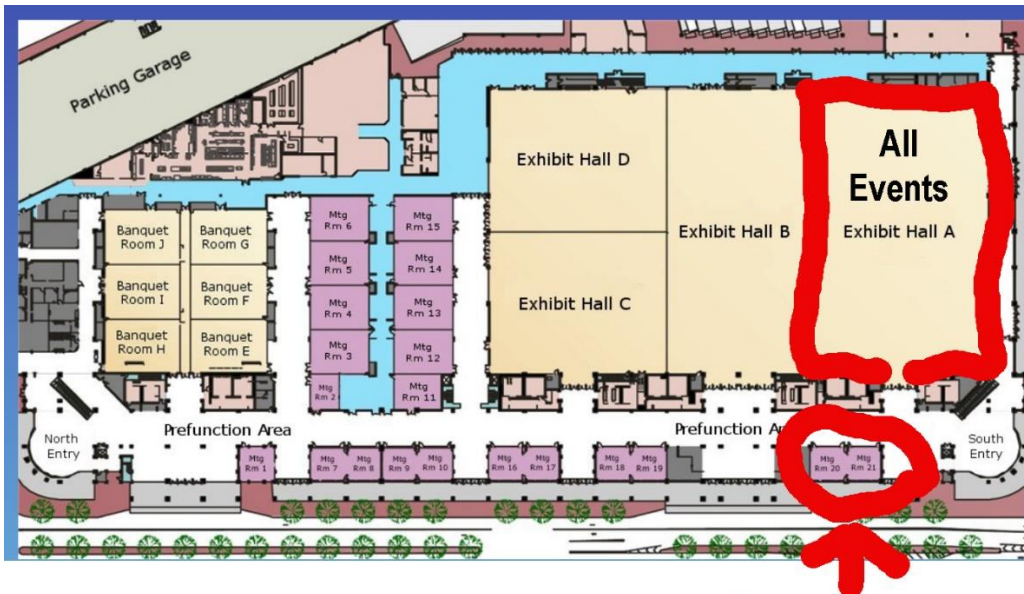
10.0 Health and Safety Guidelines

All local health and safety guidelines in place at the time the event occurs will be strictly enforced. These guidelines may change as situations change. Thank you for your understanding.

This event, as well as all staff and volunteers, will be following public health guidelines as laid out by the CDC as well as the State of Tennessee and the venue hosting us. We ask all attendees to follow them as well, which may include the wearing of a face mask or shield, the washing or sanitizing of hands, as well as general social distancing and/or providing proof of a negative test.

11.0 CONVENTION MAP – A.K.A. WHERE DO I GO?

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



Staybridge Hotel

Captains Meetings

12.0 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

ATC
AMERICAN TEAM CHAMPIONSHIP