



Warhammer 40,000 8th Edition ITC Format Guidelines

ITC 2017 Season Quarter 2

Last Update: 6-23-17

*This is a working draft of the 8th edition, 2017 Warhammer 40,000 ITC format and
subject to change.*

How to Use This Document

This document outlines the format for the Independent Tournament Circuit (ITC) for Warhammer 40,000 8th Edition. Be sure to check with your Tournament Organizer(TO) for event-specific alterations or format changes. In all cases, the judges' rulings are final, and judges and event organizers are free to adjust their events at will and report results to the ITC.

If you are a Tournament Organizer and would like to have your event use the ITC format and submit scoring, follow these instructions:

1. Send an email to contact@frontlinegaming.org with your event name, date(s), and event URL (such as a Facebook event). All URL's must be open to the public.
2. Once your information has been reviewed and approved, you will receive a code to set up your event on the [Best Coast Pairings](#) (BCP) app. Follow the instructions there to set up your event. Features for ticketing and attendance tracking are built-in the app for your convenience. If you encounter errors with the app, contact paul@bestcoastpairings.com for support.
3. Use the BCP app to submit your event results after the event is over.

Tips for Navigation

You can use the Google Docs outline feature on the left-hand side of this document to quickly navigate to a section you are looking for. Alternatively you can hit CTRL-F (CMD-F on Mac) and type the word you are searching for to navigate there.

You can also easily download this document prior to an event as a PDF by clicking: *File->Download as->PDF Document (.pdf)* so you can access the file using PDF reader software on your computer or mobile device. This is recommended for players with limited data or no access to the internet during events.

ITC Format

The ITC will be using the Matched Play recommendations from the Warhammer 40,000 8th Edition ruleset. The details for this format can be located in the Warhammer 40,000 main rulebook. **ITC standard games will be played at 2,000 points.** Round times are recommended not to exceed 2.5 hours.

Army Composition Guidelines

Per the matched play rules, armies must be battle-forged and you cannot create an army list containing more than a total of three of the detachments listed in the main rulebook on Pg.242-245.

All current Games Workshop & ForgeWorld 8th edition Warhammer 40,000 source material may be used to build your Battle-forged army.

ITC Missions & Terrain Rules

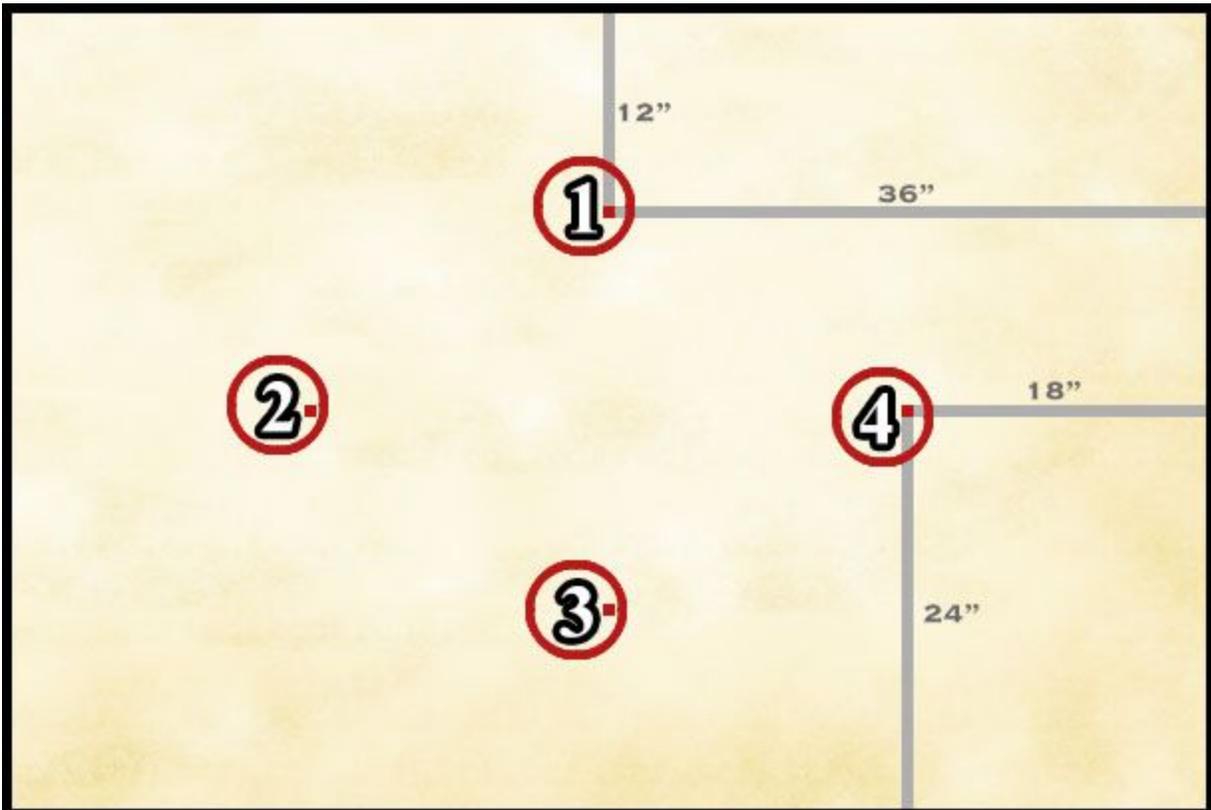
ITC Standard events will use the Eternal War missions of the Warhammer 40,000 main rulebook found on Pg.215-223. Tournament Organizers are free to adjust the order of the missions or select among them at will as applicable. The Battlefield Terrain Rules listed on Pg.248-251 in the main rulebook will be used for ITC events. The ITC recommends participating Tournament Organizers clearly define their terrain according to these rules for their attendees.

The ITC suggests the following alterations to the book missions:

- **Retrieval Mission:**
 - When both players finish deploying, they roll off. The player that finished deploying first gains a +1 to this roll. The winner of this roll gets to choose

if they will go first or second. If the winner of this roll off decides to go first, the other player may attempt to seize the initiative.

- During the objective placement step of the mission, place the objectives as shown in the diagram below.



- The game is a tie if both players have the same score at the end of the game.
- The game is a minor win/loss if the difference between the players' scores is 9 or less.
- The game is a major win/loss if the difference between the player's scores is 10 or more.
- **No Mercy:**
 - When both players finish deploying, they roll off. The player that finished deploying first gains a +1 to this roll. The winner of this roll gets to choose

if they will go first or second. If the winner of this roll off decides to go first, the other player may attempt to seize the initiative.

- Players earn a number of Kill Points equal to the Power Level of each unit in their opponent's army they destroy.
- First Blood, Slay the Warlord and Linebreaker are each worth 10 Kill Points, each.
- The game is a tie if the difference between both players' Kill Points totals is less than 10.

- *Example tie game: a score of 92 to 85. A difference of 7.*

- The game is a minor win/loss if the difference between the two players' Kill Points totals is more than 10 and the higher score is not double or more than the lower score.

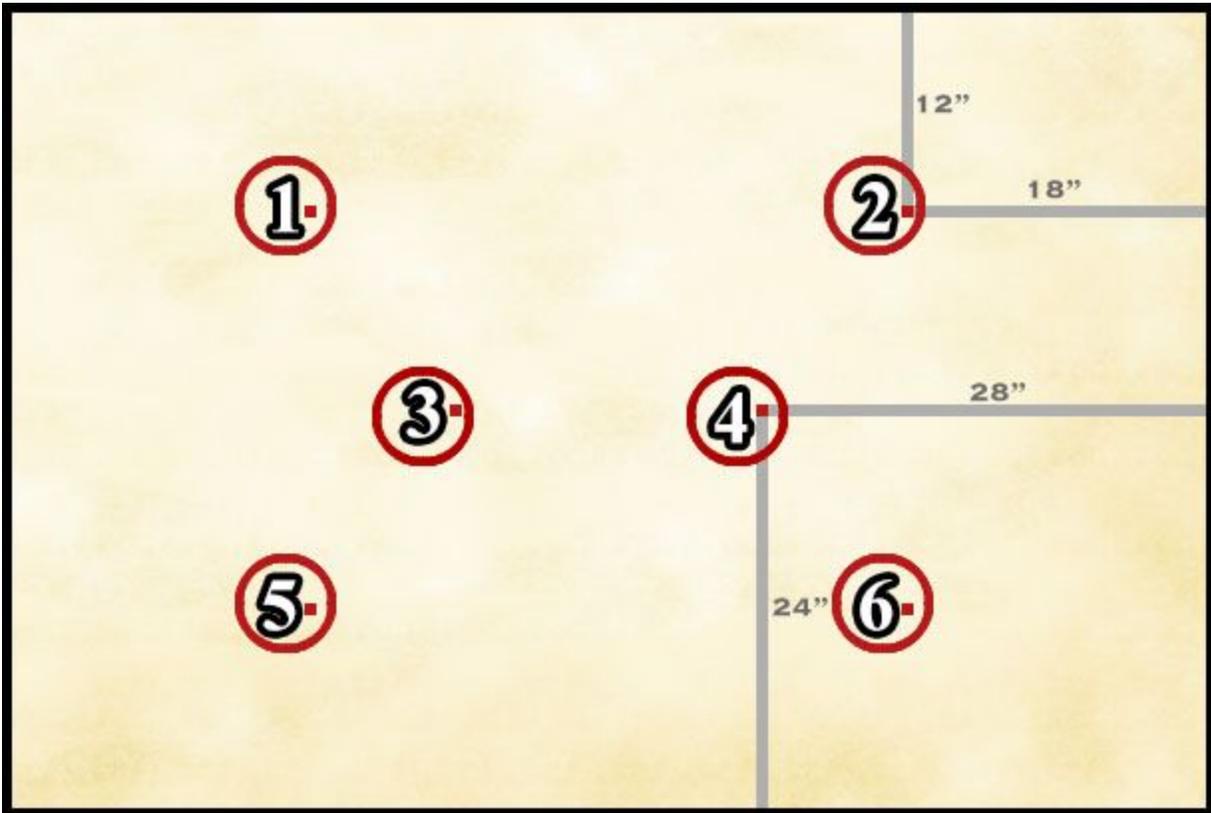
- *Example minor win/loss: a score of 78 to 57.*

- The game is a major win/loss if the higher score is twice or more the lower score.

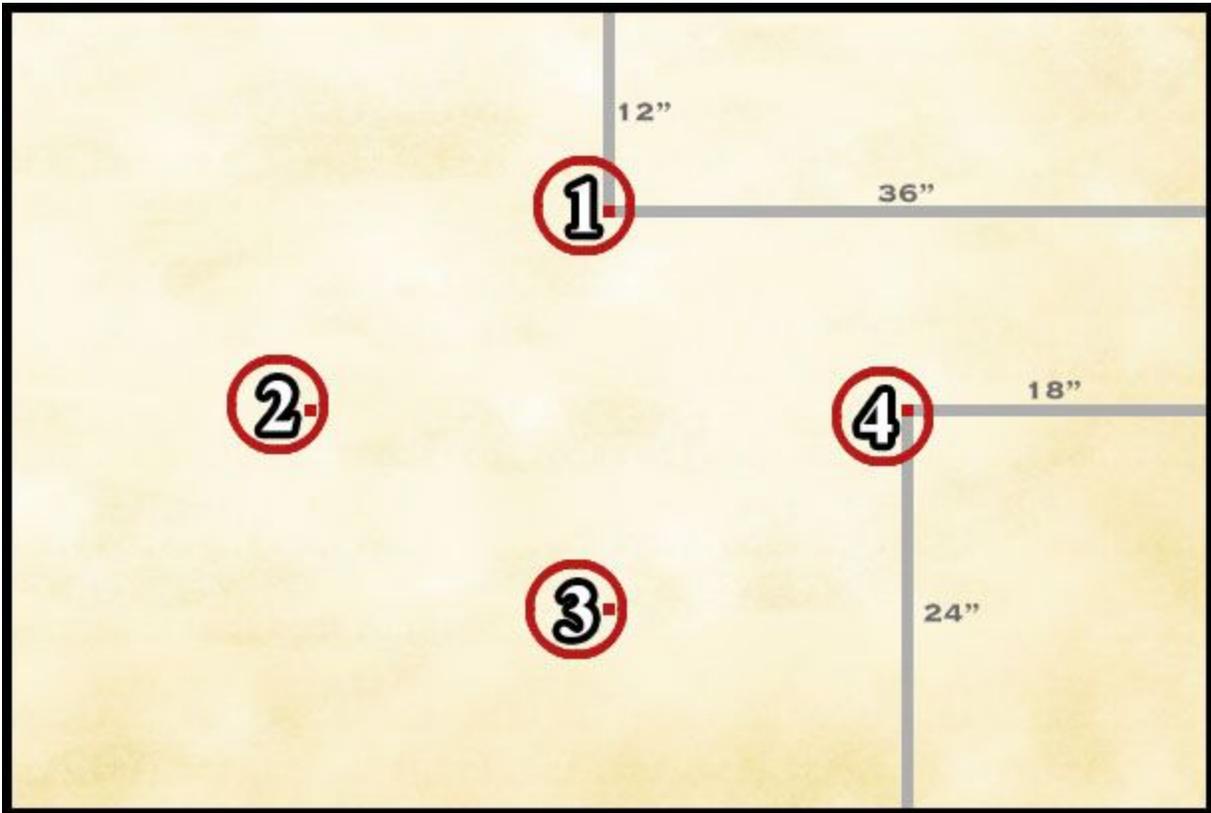
- *Example major win/loss: a score of 84 to 35.*

- **The Scouring:**

- When both players finish deploying, they roll off. The player that finished deploying first gains a +1 to this roll. The winner of this roll gets to choose if they will go first or second. If the winner of this roll off decides to go first, the other player may attempt to seize the initiative.
 - During the objective placement step of the mission, place the objectives as shown in the diagram below.



- The game is a tie if both players have the same score at the end of the game.
- The game is a minor win/loss if the difference between the players' scores is 9 or less.
- The game is a major win/loss if the difference between the player's scores is 10 or more.
- **Big Guns Never Tire:**
 - When both players finish deploying, they roll off. The player that finished deploying first gains a +1 to this roll. The winner of this roll gets to choose if they will go first or second. If the winner of this roll off decides to go first, the other player may attempt to seize the initiative.
 - During the objective placement step of the mission, place the objectives as shown in the diagram below.



- The game is a tie if both players have the same score at the end of the game.
- The game is a minor win/loss if the difference between the players' scores is 9 or less.
- The game is a major win/loss if the difference between the player's scores is 10 or more.
- **Secure and Control:**
 - When both players finish deploying, they roll off. The player that finished deploying first gains a +1 to this roll. The winner of this roll gets to choose if they will go first or second. If the winner of this roll off decides to go first, the other player may attempt to seize the initiative.
 - The game is a tie if both players have the same score at the end of the game.

- The game is a minor win/loss if the difference between the players' scores is 4 or less.
- The game is a major win/loss if the difference between the players' scores is 5 or more.
- **The Relic:**
 - When both players finish deploying, they roll off. The player that finished deploying first gains a +1 to this roll. The winner of this roll gets to choose if they will go first or second. If the winner of this roll off decides to go first, the other player may attempt to seize the initiative.

Mission Scoring & Submission

The ITC will be recording game results and applying points to players based on the following game results:

- Major Victory - 1019
- Minor Victory - 1013
- Draw - 510
- Minor Loss - 7
- Major Loss - 1

For a complete breakdown of scoring parameters and listing of events, [follow this link](#).

Faction Scoring

ITC faction rankings will be adjusted to fall in line with the faction categorization system outlined in Warhammer 40,000 8th Edition. [This chart shows the faction scoring for the ITC](#). *Khorne Daemonkin points from the 7th edition period of the 2017 ITC Warhammer 40,000 season will be transferred to the Chaos ITC faction for the remainder of the 2018 8th edition Warhammer 40,000 season.*

Your ITC faction is determined as follows: find the the most specific Faction Keyword (which is typically the last Faction Keyword listed on each unit's' datasheet) shared by every model in the detachment with the most points in it in your army. Consult column B in the chart above. Your ITC faction is the corresponding ITC Faction Keyword in column C.

Example: you have 3 detachments in your army. The 1st is 400 points, the 2nd is 1,000 points and the 3rd is 600 points. The largest detachment is the 2nd. The most specific Faction Keyword shared by all models in that detachment is Ultramarines. Your ITC Faction for your army is Adeptus Astartes and your ITC points will be awarded to that faction and you will compete with all other players whose army corresponds to that ITC faction keyword.

Faction scores from the 2017 7th edition ITC Warhammer 40,000 season will be ported over to the corresponding faction for the remainder of the 2017 8th edition ITC Warhammer 40,000 season for each player.

FAQ

Reference the Games Workshop Designer's Commentary document [found here](#).

Additional FAQ documentation by Games Workshop will be added to this section of the document as it is released.

- ITC standard events limit the command re-roll stratagem to being used for die rolls made after the first battle round has begun and to not be allowed to re-roll the roll to end the game on turns 5, 6, and 7.

Administration, Hobby & Prize-Support Policies

Modeling and Painting

The ITC suggests that in order for a player to be eligible for any prize support, all models in their army must be painted to a 3 color minimum and based. 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.

All models are expected to be WYSIWYG to a reasonable standard. Exceptions will be made for themed units or armies.

- 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.
 - *Example: Your army has a detachment of White Scars Adeptus Astartes and a detachment of Ultramarines Adeptus Astartes. The models in these different detachments must be easily identified by your opponent. An example of this would be painting the White Scars white and the Ultramarines blue so your opponent can easily identify which units belong to which detachment. It is not acceptable to have an army with multiple detachments of Space Marines painted in the same scheme wherein some of them are using different <bracket> faction keywords.*
- Using a proxy for a model violates our policy.
- Using a reasonable substitute to “Counts As” another model, does not violate our policy.
- If in doubt, send a picture in of a model to your TO in advance to ask if it is acceptable.

The ITC suggests the following paint scoring standards: Paint judging is done by TO's and staff on a 0-19 scale, with 19 being masterclass, 1 being the minimum effort to meet 3 colors and based, and a 0 for an army that is not painted to a 3 color minimum and based. The player with the highest score is the winner. In the case of a tied score, judges present will cast votes to break the tie.

For Renaissance Person awards (a combination of mission score and painting), this number is multiplied by the number of rounds played and added to accumulated mission points to determine the score. So, if a player accumulated 4, 13, and 19 mission points in a 3 round tournament, and scored a 7 on their paint score, their total Renaissance Person score would be: 57. $(7*3)+4+13+19=57$ The player with the highest Renaissance Person score wins this award.

Sportsmanship

Sportsmanship is handled with a Thumb's Up, Thumbs Down format. We default games to a Thumbs Up from both players.

If your opponent was acting in an unsportsmanlike manner, which we define as being verbally abusive, physically aggressive, was more than 15 minutes late for a round, or knowingly cheated on a rule, you are free to give him or her a Thumbs Down on sports. This rule does not exist to express displeasure in a game because you didn't like your opponent, your opponent's army, or you had rules debates, etc.

A player that receives two or more Thumbs Down on Sportsmanship will be met with administrative action up to and including ejection from the event with no refund of the ticket cost.