Players Pack for ATC 2017

The ATC is an attempt to create a more local version of the ETC for players in the Australasian region. The idea is to bring players together from around our region to have some fun and games together. More importantly, we want to try and get players to meet new players that they wouldn't normally get to meet through their usual tournament travels.

Event Details
Dates: 7th & 8th October 2017
Location: The House of War, 52 Maroondah Hwy Ringwood, Melbourne, VIC

Getting There
The Venue is approx. 50 mins from the Airport.

Accommodation Options
There are several local hotels and motels in the area.

Terrain and Tables

Schedule

Day 1:
08:00-08:20 Registration, Welcome and Briefing, **BE SHARP!**
08:20-08:30 Round 1 Matchups
08:30-11:00 Round 1
11:00-11:10 Break
11:10-11:20 Round 2 Matchups
11:20-13:50 Round 2
13:50-14:35 Break (Lunch) – **That's a 45min lunch**
14:35-14:45 Round 3 Matchups
14:45-17:15 Round 3
17:15-17:25 Break
17:25-17:35 Round 4 Matchups
17:35-20:05 Round 4

Day 2:
09:00-09:10 Round 5 Matchups
09:10-11.40 Round 5
11:40-12:25 Break (Lunch) – **That's a 45min lunch**
12:25-12:35 Round 6 Matchups
12:35-15:05 Round 6
15:35-16:00 Presentations

Payment
Cost is $480 per team ($60pp)
Payment is to be made by the team Captain due 23:59(EST) on Friday the 25th August 2017.

Bank account for team payment; please pay to:
Account Name: Menza Gaming
BSB: 083064
Account Number: 898 463 932

Player Pairing System

The ATC uses a special pairing system that is a similar format to the ETC player pairing system. It has changed from the previous years, so please read carefully. Each team has a "pool" of 8 armies and the following process is used to determine which army plays which army.

Captains dice off, the winner is Captain A and the loser is Captain B

Step 1: 1st and 2nd Match Up

1. Captain A and Captain B simultaneously put forward 1 of their armies.

2. Captain A and Captain B simultaneously put forward 2 of their remaining armies to be potential opponents.

3. Captain A and Captain B pick which of the 2 potential opponent lists will play their army.

4. Captain A picks the table for his player, then Captain B picks the table for his player.

5. The 2 potential opponent lists not selected are returned to the Captains' Pool.

Step 2: 3rd and 4th Match Up

Repeat Step 1

Step 3: 5th, 6th, 7th and 8th Match Up

1. Captain A and Captain B simultaneously put forward 1 of their armies.

2. Captain A and Captain B simultaneously put forward 2 of their remaining armies to be potential opponents (each team should now only have 1 remaining army unoffered or "last in hand")

3. Captain A and Captain B pick which of the 2 potential opponent lists will play their army.

4. Captain A picks the table for his player, then Captain B picks the table for his player.

5. The 2 potential opponent lists not selected remain "on the table". The unselected army from Team A ("on the table") plays against the unoffered army of Team B ("last in hand") and the same happens for the remaining 2 armies.

6. Captain A pick the table for his player, then Captain B gets the last remaining table.

Any of the potential **9 team members** may perform a player replacement, ie. play a game with any of the **8 armies submitted** by the team in replacement of another team member for the duration of a whole round. Replacement during rounds (ie. when games are already started) will not be allowed except under extraordinary circumstances validated by the Captain Council. Any perceived breach of these rules are to be brought to the attention of the TO or Captain's Council if the TO deems necessary.

In previous years some pairing matchups have taken longer than deemed necessary. It is the responsibility of the Captain to make sure that he or she is familiar with the opponent's army lists, making sure that their players are quick to choose a table. If you believe that your opponent team took too long to perform the pairings, please advise the Tournament Organiser, if multiple complaints are raised match point penalties may apply to a maximum of a full round (ie. 2 Match Points).

Conduct
Players are to speak in English only. While we don't see this one being an issue, we are putting it out there. Players are expected to conduct themselves with proper decorum. As such, should a player be judged to be behaving inappropriately during the event, they will be initially banned from the gaming room for the remainder of the current round and will forfeit their game as a result with the maximum 20 points going to their opponent. Should a player be asked to leave twice, they will forfeit the remainder of the games, will be asked to not return and will be banned from future ATC events.

Assuming alcohol is available, Players are welcome to have a few drinks, however, being obnoxiously drunk falls under the poor behaviour and will result in the player being asked to leave.

Painting
All armies are expected to be completely painted. There are to be no models that are bare metal / plastic / resin or models that are simply just undercoated. While we will quote the "three colour minimum" rule, it is expected that **the model should at least look close to finished**. It doesn't have to be golden daemon quality. It just has to look like someone other than a five year old child finger painted it.

Missions
Refer to later in this pack.

Active Captains
Throughout this and potentially other ATC documents, the following terms may be used:

1. **Active Captain:** This is a captain of a team that is attending the ATC in the given year. If a Team is not attending the ATC for any reason, then they do not meet this criteria.

Army lists
- Army lists are to be 2000 points and consist of a Battle-Forged Army as per page 240 of the 8th Edition Warhammer 40,000 Rule Book.
- **Army lists** from all teams are due by Friday the **8th of September at 23:59 (EST)** and should be in format provided. See Army List Submission below.
- All Games Workshop/Forgeworld Codeces, Indexes, Supplements, Data Slate, Campaigns, Army List Entries, etc. released before the army list cut off will be in use.
- Up to 3 detachments may be selected per player as per page 214 of the main rule book.
- Each faction (see below list) can be used as many times within an Army List, but may not be used by more than 1 Army List in a team with the exceptions of Adeptus Astartes and Hereticus Astartes which may be used twice per team.
- Any unit labelled as a Unique unit, eg. Be'Lakor, Cypher, etc. may be used only once in a team.
- Where an index and codex for the same faction are available – the codex entries, points costs and rules all take precedence.
- Codex releases up to and including 1st September may be used when selecting your teams armies.
- Understrength units may not be used in any way at ATC 2017.

Unique Factions*		
T'au		
Orks		*These factions
Hive Fleet		may be selected
Genestealer Cults		twice per team:
Necrons		Index Astartes
Asuryani		Heretic Astartes
Drukhari		
Harlequins		
Ynnari		
Adeptus Astartes		
Astra Militarum		
Adeptus Mechanicus		
Questor Imperialis		
Adeptus Ministorum		
Sisters of Silence		
Officio Assassinorum		
Inquisition		
Adeptus Custodes		
Daemon		
Questor Traitoris		
Heretic Astartes		

For Example, a team could consist of the following players

(1) Ork Faction Player
(2) Genestealer Cult/Astra Militarum Player
(3) Aeldari Player (Craftworld, Dark and Harlequins)
(4) Necron Player
(5) Adeptus Astartes (Blood Angels/Grey Knights/Death Watch) Player
(6) Heretic Astartes (Thousand Sons) Player
(7) Adeptus Astartes (Ultra Marines/Space Wolves) / Questor Imperialis Player
(8) Heretic Astartes (Black Legion) / Daemons Player

Army List Submission
As above the Army lists will be due **8th of September at 23:59 (EST)**, to be uploaded via the "ATC Captains Council" Facebook Group in the provided format. This will be the "First Round" submission.

Army lists must be submitted in this format, Army Builder or similar software will not be allowed. Any lists not submitted in the provided format will **automatically lose** their first round Captain Pairings dice roll.

Captains will be given 1 week (Friday the 15th of September at 23:59 EST) to make "**Mandatory Corrections**" to their list at no penalty. Such Mandatory Corrections will be those that make a list illegal. Changes to these lists start by removing units that make the list illegal. Only points gained from removing models may be used to correct the list. Any previous points unused (for example an army list that was 1995 points) must remain unused. Additions must be made in the following order:
1. Adding units to the same Battle Field Role and Detachment as the removed units, or adding wargear options to any existing units (not including purchasing dedicated transports).
2. If the above is not an option, the points may be used to purchase additional troops for the detachment in question.
3. If the above is still not an option, the points may be used to purchase additional troops for any detachment.

During this 1 week "**Grace Period**" teams may also make "**Minor Corrections**" to their Army Lists that may have been missed during the submission process. Minor Corrections are those which do not change a unit type, but change non listed wargear that may be purchased for 0 points.

Captain Challenge.
At any stage a Captain can "Challenge" a team's changes, whether these are Mandatory Changes or Minor Alterations. This may be due to the team having what they believe as too many changes to their lists, or the Major Amendment to a list was such that it completely changed the style of list, which due to knowledge of other lists now provides an unfair advantage. In the case of a Captain Challenge on a Major Amendment, all active captains who do not currently have any Major Corrections are asked to vote on the Challenge. The challenge needs a majority to stop the change. In the case of a tie the Challenge is declined. In the case of a Captain Challenge on a Minor Correction, all active captains who do not currently have any Major or Minor Corrections are required to vote. In this case for the change to be not allowed the captains require a 100% vote.

Captain's Request.
A Captain can make a request for a change to the Captain's Council that does not fall under the Major or Minor Correction rules above. This could be any change of any kind. However it requires all active captains to vote, and the change needs a 100% yes vote to pass.
No further Minor Corrections may be made, of any kind after the 1 week Grace Period. In most cases a compromise will be allowed for Major Corrections after the Grace Period, but as they are after the Grace Period they will require to be made as a Captain's Request (so 100% yes vote to pass). So be reasonable with your requests last minute.

Committee Request.

Any captain at any stage can request their committee member to raise a Committee Request. These should hopefully never be required. The use for a Committee Request is for where a team appears to have deliberately made Illegal Lists so as to have "free" points to use after knowing other teams lists. This is quite a big accusation, basically calling a team a cheat. As such this requires a 100% vote from the committee with the Committee Member of the State in question not being present in the vote. If the Committee Request is passed, the team will not be allowed to participate at the ATC, the Captain will not be allowed to participate in the next years ATC, and their entry fee will not be refunded.

Terrain and Fortifications

Terrain will follow a "traditional" pre-setup of terrain by the Organiser. On the morning of day 1 all the captains will do a quick walk through before round 1 to make sure everyone is happy with placement of terrain. Adjustments to be made if necessary.

A Fortification may be deployed touching terrain, however must be as flat as possible. A Fortification may not claim wobbly model syndrome. In the rare case where a fortification cannot be placed in a player's deployment zone, that player may remove a single piece of terrain (2 pieces in the case of a Fortress of Redemption) for any fortification attempting to be placed. It is the player's responsibility to place the terrain back in the exact spot after the game has finished (take a photo before moving if required).

Fortifications that would normally be part of a "Realm of Battle" tile may not be used.

"Slow Play"

While 2.30 hours should be enough time for rounds, there has been discussion from committee and captains that while it is not expected to be an issue, 'slow play' or deliberately not getting a game finished has been an issue at tournaments in the past, and should be taken into consideration. There will be scrutiny from the TO and judges, and each player is within their rights to call for a TO or assistant to watch there game to ensure it moves at a reasonable pace, deliberate time wasting is not going to be allowed.

A player has the right to request the game to use a chess clock. Any player that makes this request must provide the method to do so. This may be an actual chess clock or alternatively an app on a player's smart phone/iPad/etc. Any time a player is in control of the time (eg. Moving their models, rolling to hit, rolling to wound, rolling to save, etc) regardless of whose turn it is, the timer should be on this player. If a game does not finish 5 turns, and the Chess Clock shows a variance of more than 30 mins between the 2 players, consult the table below. The penalty is made to the player who has taken more time prior to determining Game Points.

Time Variance	VP Penalty
2+ hours	Auto 0-20
1.5-2 hrs	-20
1.25-1.5 hrs	-15
1.00-1.25 hrs	-10
0.45-1.00 hrs	-5
0.30-0.45 hrs	-2

ATC 2017 - Mission Pack

Changes to the way **Maelstrom Missions** and **Tactical Objectives** will be played:
1. When a player draws a card that is impossible to score at any point during the game, they may discard that card and then draw a new card. (For example the card that requires a player to destroy a building and their opponent has none.)
2. Players may only score a **maximum of 2 cards per turn**.
3. Players must discard any duplicates of cards they already have and draw a new card.
4. Players must use only the 66 cards from the rulebook, and not Codex Tactical Cards.
5. Should a player be tabled (Have no models remaining at the end of any player turn) the game immediately ends and the opposing player will receive a 20-0 win.

In every mission players will place 6 objectives. This is regardless of how many objectives are being used in the Eternal War Mission. Players will alternate placing objectives just like they would normally, however the first X number of objectives placed will relate to the Eternal War missions (the others being ignored) and all objectives will be used for the Maelstrom of War missions. For example in a mission with the Retrieval 4 Objectives, the player who wins the dice roll to place objectives will place objectives 1, 3 and 5, while the other player places 2, 4 and 6. Objectives 1-4 will be used for Retrieval and all will be used for the Maelstrom.

Kill Point Differential:
At the end of the game each player counts the number of kill points they have achieved from their opponents force, including units created during the game via mechanisms such as Conjuring, the Portaglyph, and others.

Determine the difference in kill points by subtracting the lower total from the higher. Each point won by translates to a +1 Victory Point, to a Maximum of 8 for the player who had the most Kill Points. The player who achieved the least amount of Kill Points does not receive any points

First Turn:
Once both players are deployed, both players roll a dice with the player who finished deploying first adding +1 to the result. The player who has the highest final result may choose to go first or second. The opponent may attempt to seize the initiative as normal. **Command points may NOT be used on these rolls.**

After adding up each players victory points, consult the table below:

VP Differential In Favour of Player	Game Points Player Score	Game Points Opponent Score
0	10	10
1-2	11	9
3-4	12	8
5-6	13	7
7-8	14	6
9-10	15	5
11-12	16	4
13-14	17	3
15-16	18	2
17-18	19	1
19+	20	0

Vanguard Strike: Easiest most accurate way to measure your own deployment zone for vanguard strike:
1. Along your long edge, starting from the corner furthest from your deployment corner, measure in 21.5 inches and mark it.

2. Along your short edge, starting from the corner furthest from your deployment corner, measure in 14.5 inches and mark it.

3. Mark a line between these two points.
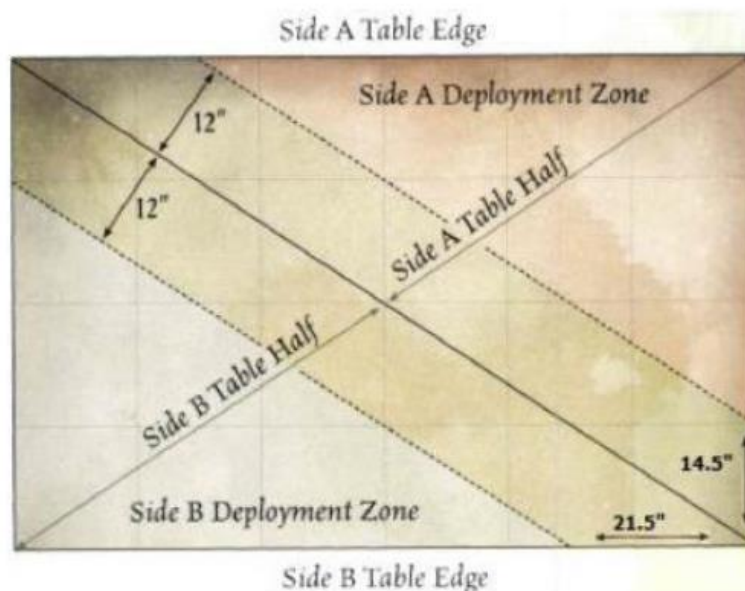
(The numbers are actually 21.63330765 and 14.4222051)

Mission 1:

Objective #1: Eternal War: Secure and Control – 4 Objectives (Modified Victory Points) BRB p2
- Each player places 1 Objective each before deciding deployment zones (this will be Objective #5 and Objective #6 for Maelstrom)

- After deciding deployment zones, players alternate placing an objective each in their Table Half (Objective #1 and Objective #2) and these are worth 2 Victory Points.

- Finally players alternate placing an objective each in their Table Half (Objective #3 and Objective #4) and these are worth 4 Victory Points.

Objective #2: Maelstrom of War: Cloak and Shadows. BRB p234

Objective #3: Kill Point Differential

Secondary Objectives: Slay the Warlord, First Blood and Linebreaker.
Deployment: Vanguard Strike.

Mission 2:

Objective #1: Eternal War: Big Guns Never Tire – 5 Objectives (3 Victory Points Each). BRB p221

Objective #2: Maelstrom of War: Deadlock. BRB p235

Objective #3: Kill Point Differential

Secondary Objectives: Slay the Warlord, First Blood and Linebreaker.
Deployment: Dawn of War.

Mission 3:

Objective #1: Eternal War: The Scouring – 6 Objectives (Modified Victory Points). BRB p220
- Each player places 3 objectives, worth 1VP, 2VP and 3VP in secret (write down which is worth what). Before Seizing the Initiative reveal the objective values to your opponent.

Objective #2: Maelstrom of War: Tactical Escalation BRB p232

Objective #3: Kill Point Differential

Secondary Objectives: Slay the Warlord, First Blood and Linebreaker.
Deployment: Hammer and Anvil.

Mission 4:

Objective #1: Eternal War: Retrieval Mission – 4 Objectives (3 Victory Points Each). BRB p218

Objective #2: Maelstrom of War: Contact Lost. BRB p231

Objective #3: Kill Point Differential

Secondary Objectives: Slay the Warlord, First Blood and Linebreaker.
Deployment: Frontline Assault

Mission 5:

Objective #1: Objective #1: Eternal War: Secure and Control – 4 Objectives (Modified Victory Points) BRB p2
- Each player places 1 Objective each before deciding deployment zones (this will be Objective #5 and Objective #6 for Maelstrom)

- After deciding deployment zones, players alternate placing an objective each in their Table Half (Objective #1 and Objective #2) and these are worth 2 Victory Points.

- Finally players alternate placing an objective each in their Table Half (Objective #3 and Objective #4) and these are worth 4 Victory Points.

Objective #2: Maelstrom of War: Spoils of War: BRB p233

Objective #3: Kill Point Differential

Secondary Objectives: Slay the Warlord, First Blood and Linebreaker.
Deployment: Search and Destroy

Mission 6:

Objective #1: Eternal War: Retrieval Mission – 4 Objectives (3 Victory Points Each). BRB p218

Objective #2: Maelstrom of War: Cleanse and Capture: BRB p230

Objective #3: Kill Point Differential

Secondary Objectives: Slay the Warlord, First Blood and Linebreaker.
Deployment: Search and Destroy