

The Geekery 40K/ AOS Code of Conduct

Purpose-

The purpose of this Code of Conduct is to provide players and judges with the appropriate information and expectations during our competitive events. This document will contain any rulings that are specific to The Geekery Events and will also be used along with the Lord Marshall and ITC Code of Conducts. This document is a living document and will be updated as seen fit.

List-

- Must be submitted thru BCP.
- Walk-ins the day of the event are welcome, but the list will need to be uploaded into BCP and reviewed.
- Must include all relics, warlord traits, and any other traits that must be determined before the tournament begins.

Rule Books-

Players must bring an official copy, digital or printed, of all requisite rules for his/her army. If a player cannot show a digital or printed confirmation of a rule, then he/she is considered wrong in any rules disputes involving a judge by default. 3rd party list building applications, or unofficial printouts of rules, are not considered official sources of information.

New rules will be used once the GW app has been updated.

Terrain-

Competitive Events: will use either GW style terrain and layouts or player placed.

Placement guidelines:

- All terrain must be placed 4in from another piece of terrain and 3in from the board edge.
- No terrain may be placed within 4in from the center objective.
- All Terrain must be placed on the table
- True line of sight will be used.
- Terrain will be predetermined as to what type of terrain it is.

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- You will use your battle edge up to the center of the board.

Terrain Placement steps

1. Go over army construction and secondaries.
2. Roll to determine Attacker or Defender.
3. Defender will select their pile of terrain and place the first piece. The Attacker will place the next piece of terrain and will continue to alternate until all terrain has been placed.
4. Deploy armies starting with the defender.
5. Roll to see who goes first.

Casual Events:

Terrain will be placed and adjusted by the TO.

3rd Party/ 3D Printed models-

- -75% of the army must be Games Workshop official models.
- -Up to 25% (number of models and/or points whichever is greater) of the army may be 3rd party or 3D printed, but will require store approval.

3rd Party/ 3D Printed bits-

- -50% of the model must be Games Workshop official models.
 - - If a model is greater than 50% it will be counted as a proxy towards and goes towards the 25% of 3rd party or 3D printed total.

Dice-

- Dice need to be readable and unaltered.
- Dice with custom logo/icon on one side will be allowed.
- If you believe that your opponent's dice are rolling too well or too poorly then please ask your opponent to change them. If they do not have another set, ask the TO and the store will provide them with a set for the event.

Modeling for Advantage-

- Wings, weapons, banners, ect are all used for line of sight and must be on the model or they will be removed and a yellow card will be given.
- Base sizes must be correct.

WYSIWYG (What you see is what you get) -

- Models must be correctly modeled. Models that are not WYSIWYG and were not approved by the store will be pulled and a yellow card will be given.
- For events ran through The Geekery both proxies and conversion need T0 approval and are as defined as below.
- Proxy is defined as a model that is over 50% non-GW parts.
- Conversion is defined as a model that is 50% GW parts from a different GW kit.

Start Time-

Pairing will be done at the given start time. Those who are running late will have the chess clock started on their time until they arrive and are set up ready to play.

Chess clocks-

- Will be used during our competitive events.
- The T0's round timer is the official time for the round and once that round timer has reached 0:00 the round will immediately end.

Chess Clock FAQ and Rules-

When does time start?

Time starts when the first pregame action or dice roll happens.

When does the game end?

Games end naturally depending on the rules of the mission or at the end of a game turn when neither player has GREATER than 5:00 minutes of time left on the clock.

Rules:

- Each player is responsible for their own time. It is a player's right but not their obligation to make sure that their time is being handled properly.

- Only a judge may pause the clock. Players may not pause their clocks. Pausing the clock is a Yellow Card foul on the first offense and will result in a 10 point deduction to the offending player(s) victory points. A second offense is a Red Card and DQ from the event.
- If a player's time runs out, they may not perform any more actions except for those listed below. The only exception is if they are in the middle of moving a unit, they may finish so that the unit is placed legally on the board. As an example, this can include moving a unit in the movement phase, finishing moving a unit into assault (note they will not be able to attack), or consolidating a unit. Any other action is immediately stopped.
- If a player runs out of time they may only perform the following actions:
 - Making saving throws, and taking a leadership test if required to.
 - Scoring objectives that they have already achieved or already hold.

Penalties

A Foul is defined as an action taken by a player that violates the spirit of the game, the rules of the game, and/or the rules and guidelines set forth in this document. Fouls can range in severity and generally fall within two categories: Yellow Card and Red Card. If a player commits a Foul, the card will be accompanied by an appropriate penalty. A judge is free to apply whatever penalties he/she feels are necessary.

- **Yellow Cards**
- - are given for non-disqualifying offenses. Yellow Cards are an indication a foul has taken place, a Yellow Card is accompanied by an appropriate penalty, such as the removal of Victory Points for the offending player. A player may only accrue 2 Yellow Cards during an event. If they receive a third yellow during the event it then becomes a Red Card and an appropriate penalty for receiving a Red Card is applied
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- **Red Cards**
- - are given for a disqualifying offense, or in the case of multiple Yellow Cards.

- -If a player receives one or more Red Cards in an event they will be ejected from that event and can be removed from future events at the Store's sole discretion.
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- - Yellow Card Penalties:
 - When a judge has decided a foul has occurred a yellow card is issued to the offending player. Along with the yellow card a penalty is assessed to the player. The Judge will remove points from the offending player's score between 5 and 20 points depending on the infraction. Points will only be adjusted while the game is still actively in play. Any rule infractions found after a game has been completed may result in either a warning or yellow card depending on the severity of the infraction.
- -Red Card:
 - Game Disqualification- A judge may disqualify a player from his/her current game. That player receives 0 points for that game, a loss. The opponent of the disqualified player receives a Bye score unless the opponent's current score would be higher.
 - Event Disqualification - A judge may disqualify a player from his/her event. That player is immediately removed from the roster of active players, removed from the event venue, his/her current game is scored a 0, his/her current opponent is scored as a Tabeing unless the opponent's current score would be higher
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- -Ban (3/6/8/12 month)
 - For especially egregious or repeated Fouls and/or behaviors The Geekery staff may issue a ban from store events for a given amount of time depending on the fouls and/or behaviors.

Scores

Once scores have been submitted and the game has been completed scores will not be altered. The only exception would be due to human error.

Sportsmanship-

Sportsmanship will be handled with a Thumbs Up, Thumbs Down format. We default games to a

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“Thumbs Up” from both players.

If your opponent was acting in an unsportsmanlike manner, which is defined as being verbally abusive toward their opponent, physically aggressive, was more than 15 minutes late for a round, or knowingly cheated on a rule, you are free to give them a “Thumbs Down” on sports. This rule does not exist to express displeasure in a game because you did not like your opponent, your opponent’s army, or you had rules debates, etc...

- If a player receives a “Thumbs Down” a tournament organizer (TO) will privately discuss the issue with each player individually to determine the legitimacy of the issue, and if it is found to be warranted the offending player will be issued a warning.**
- If a player receives a second “Thumbs Down” the issue will again be reviewed with each player individually by a TO, and if it is found to be warranted the player will be disqualified from prize support/awards.**
- Further unsportsmanlike behavior, at the staffs’ discretion, will result in the player being asked to leave the event without refund and a forfeit of any associated ITC and LMC ranking points from the event.**

Casual 2v2 “Doubles” events

List construction

- Your list will be a 1000 point list.**
- Rule of 2 will be used This doesn’t apply to Troops or Dedicated Transports.**

Team construction:

- Each List must come from a separate codex.**

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- Each team will share 6cp and will subtract what each player uses for pregame.
- 1 Titanic unit per team.

Battle Ready Requirement

- 3 colors and based is not required for casual events, but is required for the best painted award.

Event rules

- Rules, Stratagems, Auras, Psychic Powers and Abilities from your codex do not affect your teammate.
- No codex secondaries will be used.
- Together your team will work towards scoring primary and secondary objectives.
- Explosions do affect your teammate if they are in range.