

Rocky Top 2025 40K Player Packet

When: May 23th to 25th

Where: 3301 East Magnolia Avenue, Knoxville, Tennessee 37914

Cost: \$100

Convention Hours: 9am - 10pm (General public opening at 10 am)

BCP Link: <https://www.bestcoastpairings.com/event/RAGRN91TUP>

All Events: rockytopgamecon.com

FAQ Question Form: <https://forms.gle/Z5bPxE1ZVkuhAEG8>

FAQ Answers: FAQ Rocky Top 2024 (Responses)

For Model Conversion approval email theplaypromoter@gmail.com
and have in the subject line "40k Model Approval"

This is the full detailed player packet. A one page Printer Friendly packet can be found here.

The Cutoff Date for new material (excluding FAQ and Erratas) will be May 1st. Erratas and FAQs will be approved as they are released at the Judge/TO's discretion.

Lists are due by May 20th at 11:59 pm. Any players with lists submitted after that will get a yellow card. Lists submission attempts later than May 21st 11:59 pm will result in a red card and disqualification. ITC player code of conduct will be enforced. Trophies and prize support is based on attendance and will be given to best general, 1st, 2nd, 3rd, best painted, and best in faction. Additional prize support may be added for 4th place and on, depending on the final count of players.

Paint will not be required but GW's Battle-Ready paint score will be used. Battle ready status is achieved for models painted to a reasonable detail/quality, with multiple colors and a textured/designed base.

Conversions/3rd party/Stand-in's/ 3d printed policy:

3rd party non-GW miniatures are allowed, as well as 3d-printed miniatures, so long as the base size is accurate to the GW/ITC basing chart, the model size is approximate to the substituted model, and the 3d printed file is published and or purchased. If you have any substantial conversions or stand-in's that you believe will raise questions/concerns on the table top, email pictures to theplaypromoter@gmail.com Failure to comply may result from being removed from the table or Red card issues per ITC Policy code of conduct via our event staff.

Ticket policy:

Tickets are non-refundable as they are used to pay for the venue and various materials and resources for the event (such as prize support), with the exception that the convention is canceled. You may transfer tickets by emailing us at theplaypromoter@gmail.com. Ticket holders may no longer transfer tickets after May 20th after 11:59 pm. Once our Event fills up we will start a waiting list.

Social Media Coverage:

Some of our events may be streamed. By purchasing a ticket or attending events you agree that your likeness may be used to provide social media content for Rocky Top Game Con and The Play Promoter Tournament Circuit.

Event Schedule

Players may bring their armies and leave them in the convection hall. While there will be security guards during the convention, ThePlayPromoter can not guarantee the safety of any armies left in the hall and all risk is assumed by the player.

All rounds day 1 will be layout 1

-Round 1: 10am - 1 pm.

A take and hold banners tipping point

**Lunch: 1:00pm - 2:00pm

-Round 2: 2:00 pm - 5:00 pm.

H supply drop smoke and mirrors hammer and anvil

-Round 3: 5:30 pm - 8:30 pm

J linchpin banners search and destroy

May 24th - Day 2

All rounds day 2 will be layout 6

-Round 4: 9:15 am - 12:15 pm

B purge the foe smoke and mirrors tipping point

**Lunch: 12:15 pm - 1:15 pm

-Round 5: 1:15 pm - 4:15 pm

K scorched earth stalwarts search and destroy

-Round 6: 5:00 pm - 8:00 pm

O Terraform stalwarts crucible of battle

May 25th - Day 3

Layout 6

-Round 7: 9: 15 am - 12: 15 pm.

G Ritual stalwarts hammer and anvil

There is no lunch on this day. Bring a snack. Or win/lose fast

There will be a hard dice down in effect. (Note: This does not apply to streamed games as they are running on their own clock and will be managed separately). A 20 min warning will be announced prior to the end of the round, at which point players should complete the battle round they are on and not begin another unless they are certain they may both finish it.

Some chess clocks are available upon request. Once a player makes a request both players must use it. We will follow ITC chess clock etiquette. A chess clock must be freely available to both players at all times, even if the clock is being run on one player's phone or other personal device. If there are any questions, please call a judge ASAP. The longer you wait to call a judge, the less we can help. Chess Clocks should not be paused for any reason unless a judge instructs you to.

Pairings will be on Strength of Schedule; OGW%, Points Differential, Total Battle points scored.

Terrain:

Terrain will be Pariah Nexum GW Style.

Judge call procedure:

Judge calls are initiated either by a player calling a judge over or the judge themselves; the judge must take the game state back to the interaction in question and resolve the scenario. If the game state cannot be repaired, it becomes an Accepted Game State (see accepted game state section). If there is not a clear resolution for the interaction in question Defer to The Play Promoter Event FAQ. If there is no precedent in an event FAQ, defer to an approved 3rd party FAQ. If there is still no precedent established by any FAQ, have the players roll off to make a decision. Once the interaction has been resolved by the Judge.

If you have a ruling question, raise your hand and call a judge. The Judge will mark off your time in round and answer your question. If you are not satisfied with the judge's response, ask for an appeal. The appeal will go to the Head Judge to make a firm ruling. Any time on the clock that was lost will be extended so long as this process is not abused. Note that the game state must be reparable to have a ruling call made.

Accepted Game State: Do not wait to call a judge over. If the game is unrepairable, the current board will become an accepted game state and a card may be issued depending on the offense. Judges are available to help the players, but sometimes they will only know help is needed if asked.

Player late to the game: Matches where players are late to their round will be required to play on the clock. Time lost will be deducted from their clock. If a player is 30 minutes late or more to their round they take a loss and take a yellow card. If they are 30 minutes late the following round, they are dropped from the event and take a red card

Player dropping from a round after pairings are up: If a player waits until pairings are up, and then decides they do not wish to play their opponent, a range of penalties may be incurred from a deduction in points in following games to a drop from the tournament entirely. We do understand that emergencies do occur, in which case communicate with the judges. For the player who does not have a partner, a game will be attempted to be found within their own bracket. If there is no possibility of such a game, they will be offered a game if available outside of their bracket. Their score, regardless of outcome of the game, will still be the full 100 points.

Player Discrepancies: Players should maintain a solid level of consistency with rules/model declarations, decisions, and dice rolls. "Take backs" are discouraged, to avoid any potential game state complications or discrepancies. If there are any conflicts, please call a judge over to resolve them impartially. Strict rules/turn order will be adhered to by default (aka unless a specific situation is verbally agreed upon between the players), and judge decisions will be made based on this.

Anti Social Contracts between players: We understand that social contracts between players are necessary in many cases as a certain level of trust has to be given to your opponent in order to engage in the game. However this also invites bad actors to take advantage of that implied trust. If a judge feels as though a social contract has been violated between two players we may infer a yellow or red card depending on its severity between one or both players involved. this may range from anything between intent on movement, interpreting rules, to "Take backs"