

Please read the following carefully:

Gaming at Marcus Miniatures events (code of conduct)

It's all about having fun. Play hard and fair, don't hurt anybody. Feel good about what you're doing and how you're doing it. - [Eli Manning](#)

We expect players to show a friendly and sportsmanlike attitude towards all their opponents. We practice playing by intent at our gaming events and encourage a competitive but friendly game, that's played together rather than against each other.

„A player forgets to announce he will use a certain rule, ability, stratagem or wargear at the start of the turn or phase and remembers later in the turn or phase. It is OK as an opponent to disallow the use of said rule or item, but let it be known that we strongly discourage such behavior...“ (WTC FAQ 2023 - National Team Event – Discipline)

1. Judges at MM Events

Our Judges are happy to help you settle any disagreement that comes up during your games, to the best of their abilities. In case of rule uncertainties, please make sure you talk with your opponent first, try to find the rule you're looking for and read it together, before calling a judge. If you and your opponent cannot find the rule in question or are still in disagreement after reading the rule, don't hesitate to call a judge. Our judges are experienced players at their respective game systems, but they are not omniscient, and can make mistakes like everyone else. If you feel mistreated by a judge's decision, don't hesitate to talk to the judge after the game. During a game a judge's call on a game state or rule is final.

2. Behaviour and Discipline

Warhammer can be a very emotional game, therefore it's totally understandable to express your feelings during a game. Please make sure that this does not disturb your opponent or the other players around you. If a player fails to keep his emotional expression within reason, disturbs other players frequently, or shows signs of aggressive behaviour against his surroundings or other guests at the event, we reserve the right to issue a red card immediately, and remove that player from the tournament and the event location.

3. Time management

At our Events we use the common standard round length for 2000pts Games. Players will have a total of 3 hours per round to play out their game and submit the result through the BCP app. Please note that the results must be submitted **within** this timeframe and not after the end of the round has been called. We recommend the use of chess clocks to ensure that both players have the same amount of playtime, but they are not mandatory. If no chess clock is used and the game does not come to a natural conclusion or no result is submitted before the end of the round is called, both players will receive a time warning and the result (double loss) will be entered by the judge.

3.1 How to use a chess clock

After the terrain is set up and the players have given their opponent a rundown of their army list, both players check the BCP timer together and divide the remaining time evenly. (Its best practice to deduct an additional 5 min from the total time for submitting the result in BCP.)

During the game players are advised to make sure their opponent is aware at all times when the clock is passed to them. In order to ensure a fair game, that is played out on the tabletop and not on a chess clock, both players are responsible that the clock is in line with the game state. This means that each player will remind their opponent to switch the time before taking any game actions themselves. "Weaponizing" the clock is not permitted, and will result in a penalty for the player in question. If a player runs low on time, he/she must ensure that their opponent can still follow the game properly and that all relevant information is communicated clearly.

When to pass the clock over to the opponent?

Generally, the clock is used to ensure that both players have equal playing time. Therefore, each player should take all their game actions on their time, this includes, but is not limited to:

- Drawing mission cards
- Using abilities
- Moving Models
- Removing casualties
- Resolving attacks
- Making saves
- Scoring points
- etc.

Example of accurate clock management:

- Time is on Player A-

Player A is resolving the attacks from a unit of Intercessors. After finishing the wound roll, Player A counts the number of successful wounds and tells player B: "You have 3 saves AP -1 Damage 1 on your unit of Cultists"

After that Player A passes the time to Player B and makes sure that Player B is aware that the time was passed to him.

- Time is on Player B-

Player B makes the save rolls for the unit of cultists, and removes the casualties. After that the time is passed to Player A to continue the turn.

Both players are responsible that the game comes to a natural conclusion within the given time. If a player runs out of time before the game ends, that player is no longer able to take any game actions with the exception of making save rolls, battle-shock checks and scoring primary points. If two players are unsure if they can finish the game within the round time, they should inform a judge as soon as possible.

Breaks between rounds are important. Therefore it's not permitted to continue playing after the end of the round has been called. This applies even if both players would agree to continue playing into the lunch break. "Talking a game through" **after** the round time has ended is not permitted. If the players fail to enter a result within the round time, both players will receive a time warning and the result (double loss) will be entered by the judge.

4. Handling models and terrain

Accidents can happen, things can break and drinks can be spilled. But please make sure you treat our terrain and gaming mats with care. We all put a lot of time into our models, some more than others, so please make sure to never touch our opponents models before asking them if it is okay to do so.

5. WYSIWYG-Lite

We do not enforce a strict WYSIWYG at our tournaments, but please make sure that you stick to the following: All alternative models must be approximately the same size as the original models and there should be no advantage gained in the game by using non GW models. Every player must ensure that their opponent is aware of all wargear choices made, especially if they do not match the models used at the tabletop 100%. If you have questions about WYSIWYG-lite contact us at marcus.miniatures@gmail.com.

6. Penalties

In Order to ensure a fair and competitive environment at our events, penalties will be handed out to players that fail to follow our general code of conduct. In case you receive a penalty the judge will explain to you why and how it will affect your game/rest of the tournament.

Happy gaming!