



In battle, reputation  
is everything!



## PLAYERS CHARTER

Version 1.2 – July 2018



**WARHAMMER**  
40,000

**Eventbrite**

TOURNAMENT TICKETS

[metaevents.co.uk](http://metaevents.co.uk)

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# PLAYERS CHARTER

Version 1.0 – July 2018



**We would ask that at our events all participates, players and guests support the following Player Charter for a safe, enjoyable and adventurous event.**

## OUR CHARTER

**At Meta Events, we aim to offer an excellent table top gaming experience to those interested in playing the game at a competitive level.**

We offer fantastic facilities, equipment, terrain and tables as well as a structured game pack to hone and challenge your skills and test your martial prowess against the very best players. Although we know that 99.9% of our community share our passion for the game and play it in the right way, to ensure we can offer the best possible experience to all our participates we wanted to let you know the sort of environment we are trying to create and clarify any potential challenges that may arise from time to time.

***This essentially comes down to***  
**Play Fair // Play Nice // Have Fun!**

So please take the below in the spirit it is meant, which is to ensure our community is a strong, supportive and collaborative place we know it to be. This charter sets out our fair play and conduct policy and lets you know how you can report any problems to us. We are dedicated to a harassment-free experience for our team, our participates and our partners, online and offline for everyone, regardless of gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, ethnicity, beliefs or religious opinions or any other classification protected by law.



## EXPECTED BEHAVIOUR

1. Be considerate, respectful, and collaborative.
2. Refrain from demeaning, discriminatory or harassing behaviour and speech.
3. Be mindful of your surroundings and of your fellow participants.
4. Alert event staff if you notice a dangerous situation or someone in distress.
5. Support and encourage your fellow participates.
6. Play in a fair, transparent manner.
7. Share your knowledge and experience.
8. Have fun and enjoy the event.

## UNACCEPTABLE BEHAVIOUR

Unacceptable behaviours may include but are not limited to:

1. Harassment and discrimination includes any verbal, physical, or visual conduct based on sex, sexual orientation, gender expression or identity, transgender status, race, age, national origin, disability, deliberate intimidation, stalking or following; harassing, photography or recording; sustained disruption of sessions; inappropriate physical contact, and any unwelcome sexual attention.
2. Any boisterous, lewd or offensive behaviour or language, using sexually explicit or offensive language or conduct, profanity, obscene gestures, or racial, religious or ethnic slurs.
3. Wearing clothing that is provocative, inappropriate or otherwise potentially offensive.
4. Possession of a weapon or any item that can be used as a weapon, which may be used to threaten or cause injury to others if used in a certain manner.
5. Any destruction or vandalizing of personal property, both ours or fellow participates or the event site or materials.
6. Possessing any illegal substance. We do not tolerate the use or abuse of illegal substances anywhere in our event venues.
7. Smoking is not permitted, other than in designated areas.
8. Any other illegal activity not already covered above.
9. Many event venues are shared with members of the public; please be respectful to all patrons of these locations.
10. Failure to obey any of the rules or regulations of the event venues or instructions of the event staff.

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## CONSEQUENCES OF UNACCEPTABLE BEHAVIOUR

Unacceptable behaviour will not be tolerated. Anyone asked to stop unacceptable behaviour is expected to comply immediately. If a participant engages in unacceptable behaviour, the [event organizers may take any action they deem appropriate](#), up to and including expulsion from the event without warning or refund, and exclusion from participating in any future Meta events and if appropriate involvement of local police.

### Raising a concern

If you have a complaint or concern about harassment, discrimination, cheating or any other conduct that you deem to be unacceptable behaviour, we encourage you to advise a member of the events team immediately.

If you witness this happening to someone else, please report that, too. You may request that your report remain completely confidential.

## CHEATING

Cheating is always a difficult subject to discuss, as the line between cheating, sloppy play, genuine mistake or a misinterpretation of the rules is anything but clear. This, combined with the fact that with the volume of players and table, having sufficient events staff to judge each game is not feasible, we need to rely on each player's integrity and their ability to self-officiate the games in which they participate. Should the players require assistance on a point of rule, to review a gaming situation or suspect a player of cheating or unacceptable behaviour please do call a judge who will be happy to assist and pass a fair and objective judgement to help the game progress to the satisfaction of both players.

As a result, we encourage players to play fair; play nice and avoid publicly accusing individuals of cheating whenever possible and instead call a judge.

To minimise the potential for dispute we encourage each player to communicate with each other in a friendly collaborative and transparent way and have offered a few suggestions to improve the gaming experience.

### Slow Play

Purposely playing slowly to limit the game turns or restrict your opponent to gain an advantage is not in the spirit of the game and not something we want to see in a competitive game. We are suggesting the use of chess clocks (details in the game pack) to minimise the effect.

### Modelling Weapons and Equipment

All model must have the correct weapons and equipment visible and it must match the army list. If an opponent uses a weapon or an item of equipment not shown on the model, ask to see the army list, and if it is not listed call a judge.

### Excess Movement

Moving models further than their permitted move characteristic to gain an advantage is again not in the spirit of the game, we appreciate that when moving a large volume of model's mistakes can happen, however if you feel an opponent is over moving, raise it in a friendly manner, however should it continue, mark the distance by placing a dice or marker before moving the models to ensure the correct movement is made. This also applies to a rescinded movement, where a player moves models and then changes their mind, the players both need to agree the models have not moved more than their move characteristic from their original position.

### Displaced Models

Where a model becomes displaced, moved, knocked over for any reason, the model is to be replaced where it was to the agreement of both players, if you cannot decide, call a judge. If you believe a model was moved or displaced purposefully, again call a judge.

### Hidden/Fast Dice Rolling

Warhammer 40k involves rolling a lot of dice, we all understand this, but again this should be done in an open and transparent manner. Ensure you roll the dice where both players can see them, leave the dice in place long enough that the result can be seen before collecting them and re-rolling them. This is not a conscious set time, but a few seconds to allow them to be read. We suggest using clearly readable 16mm dice to facilitate this. If a player is rolling dice so they land in a position where you can't see them, ask it is left until you can see it, if this continues to be a problem call a judge and a dice tray can be provided on request.

### Changing Dice

If you feel that a dice rolled has been changed after rolling, ask the opponent to reroll. If you feel a wound counter dice is not showing the correct number of wounds, discuss with your opponent to clarify. If the dispute cannot be resolved, call a judge over.

### Unsettling

If a player is continually nit picking every action an opponent makes to unsettle them, or pressure them into conceding decisions to avoid conflict is again not in the spirit of the game, if you feel you are being pressured unduly, please contact a judge. After each game we allow each player to rate their experience and fellow player which will give you an opportunity to feedback.

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## CONSEQUENCES OF CHEATING

Anyone caught engaging in any of the above listed behaviour will subject to the following consequences:

- Green card, this is a warning, we may station a judge at the player's table for the next game
- Yellow card, final warning, the player will score zero points for the game in which cheating was observed
- Red card, the player is asked to leave the event

Successive red cards for cheating at Meta events will result in a ban from future attendance

## GOOD PRACTISE

To make the game as enjoyable as possible for both players we suggest these items of good practise.

### The Start of the Game

It is good practise to talk through your army list with your opponent at the start of the game, briefly describing what each unit does (see rules below). We would all prefer to win games by being the better general rather than knowing an army's tricks better than our opponent.

### Rules

Where you are using a unit that your opponent is unfamiliar with, make every effort to explain the unit, what it does and any special rules that maybe relevant, allow the player to read the rules themselves (even offering them too) within the relevant rule book. Being open and transparent will make for a better game and experience for both players, if in doubt, ask questions or failing that, call a judge.

### Transports

In addition to sharing your army lists before the game, to ensure both players recall which models occupy which transport vehicles, we suggest that where possible a single unique model from the embarked unit is placed on top of the transport, be that a character, a model with a unique weapon or a special or heavy weapon that allows both players to identify the unit from another similar unit occupying an alternate transport.

### Wound Counters

Wound counters should be clearly visible to both players. The most common form is a dice on the base, or top of the model for one without a base. Ensure you make it clear to your opponent if you are counting wounds down or up. Other forms or wound counter are acceptable if they are clear and visible to both players

### Modelling for Advantage

We actively encourage creative and dynamic posing of models but as this is a competitive environment we have a few rules to indicate how we'll rule if asked to ensure fairness across all participants.

### Model Size

Models should be comparable in size to the current GW/Forge World variant. For example:

1. It's cool that you have the original Bloodthirster model but as it is considerably smaller than the current variant we don't expect to see it hiding behind a small hut!
2. The walking and wings furred conversion of Mortarion is amazing but likewise if he's skulking out of sight this is not so cool.
3. Conversely tanks with huge antennas so they can see over line of sight blockers and claim a cover save is not allowed.

To be clear all the above models are allowed but if asked to make a ruling where the size of the model is giving undue advantage to its controlling player then we'll look up the standard build on GW/Forge World and make a ruling based on GW/Forge World own builds. Note: giving advantage to the opposing player is fine though!



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## Base sizes

Models should be based on the base size in the current GW/Forge World retail sets. For example:

1. Gary has all his bloodletters on 25mm bases (as they were originally supplied on). This is fine, but Gary is using this fact to get all 30 into combat with an unfortunate dreadnaught. If asked to rule on this we will measure based on current base sizes to see the number that can be reasonably expected to be in combat and, in this instance, rule that 3 circles can fight and any more are not in range.
2. Pearl has all her power armoured tactical marines on 25mm bases (again as they were originally supplied on) and has squeezed them all into the top level of some ruins leaving zero space for the opponent to place a charging model and thus rendering them un-chargeable. If asked to rule on this, we will likely rule that the controlling player must place one or more model on another level allowing them to be charged.
3. Boris has somehow squeezed Belisarius Cawl onto a nice scenic 50mm base. This is not the current base that Cawl is supplied on so while it is not advantageous to the controlling player most of the time (effects are measured from the base) if Cawl is charged and the opponent is just out we'll rule they are just in as the base should be bigger (but not inversely as it was the controlling players choice to put him on a 50mm base)

In all the above we are trying to allow the 'rule of cool' to work but giving examples of how it will be ruled if it is deemed to be taken advantage of. If the bases are found to be the correct size by current GW/Forge World retail sets, we will rule in favour of the controlling player in all instances.



## THE JUDGES

Although the number of judges available is eclipsed by the volume of tables and players, where possible as the judges circulate the event they will take an active involvement in overseeing the following to have the game played in the right spirit and sportsmanship, but not to formally officiate the game;

- Will passively oversee the core rules of Warhammer 40k, Measurements, die rolls, deployment etc. are being adhered to.
- Will passively adjudicate nuanced rules disputes between players when a solution between the two is not easily reached.
- Will oversee the use of the chess clocks for player timings.
- Will oversee the player's sportsmanship and their adherence to the "Players Charter".
- Judges are given full authority to issue penalties from docking clock time to calling a game and expelling a player from the event should they not be playing to the spirit of the "Players Charter" or are deemed to have gained an unfair advantage either purposely or otherwise.

## MODELLING REQUIREMENTS

- All models must be fully assembled, based and painted to an acceptable table top standard.
- This means a minimum of three colours (excluding those used in the basing of the model) and applied in a logical and rational manner as expected on a model of its type.
- All models must strictly represent the weapons and war gear that has been chosen in the player's army list (and vice-versa).
- If in doubt, please email us in advance with pictures of the model for comment and approval.
- Unpainted models, or models that do not adhere to the modelling requirements will be removed from play.
- It must be clear from the painting or basing of the model which faction or sub-faction the model is representing;
  - *Ultramarines don't have to be blue (as not all successor chapters are and we like creatively painted models), but if there is more than one sub-faction in your army (ultramarines and white scars for example) it must be clear which models*

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are from which chapter.

## CLOSING REMARKS

We fully appreciate it is impossible to play a flawless game of Warhammer 40k, mistakes happen, rules are forgotten or misinterpreted and it is not our intention to unduly seek out and punish these infringements where the oversights made are genuine and unintentional. Our goal to ensure a level playing field and that those who may seek an advantage through “imperfect” or “unsporting” play is taken to task to protect those who are playing to the spirit of the game in support of the players charter. We love this game, and know you do to, so let’s embrace playing the game in the right way, in a safe, supporting, friendly and fun environment. Thank you for your passion and commitment to helping us make our events the best it can be.

## CONTACT INFORMATION

For questions regarding our Charter, please contact us at

[contact@metaevents.co.uk](mailto:contact@metaevents.co.uk)



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