



North Atlanta Tactical Organization

NATO LEAGUE ORGANIZATION

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INTRODUCTION

The primary goal of the NATO League is to allow people who enjoy the miniature wargames hobby to get together, show off their painting and modeling creativity, test their tabletop skills, and spread the word about this hobby.

The League Season and Points

LEAGUE SEASON SCHEDULES

Two League Seasons will be held for each game system each year and will last for roughly five months from start to finish, including Finals. Seasons will start during the months of January and July. At the end of the League Season, play-offs will occur for the top ranked players in each gaming system supported by the League. Prizes will be awarded for first place, second place, and third place scorings for qualifying game systems that have at least eight (8) players.

LEAGUE BATTLE POINTS

Each player will play games during the regular season to accumulate League Battle Points. All players that accumulate enough (to be determined) League Battle Points qualify for the Season Finals. Players are encouraged to play as often as they wish. Players do not have to play everyone, nor do they have to accept a challenge from an opponent if they do not wish to fight a particular person. Although most game systems will have one day during the week to be "League Night", players are encouraged to schedule their games whenever it is convenient for both players.

SCORING LEAGUE GAMES

Each Game will be required to configure scoring to award from 1 – 5 League Points based on the winning or losing of the game. E.g. Losers get one point, Draw gets two points, Minor Victory gets three points, Solid Victory gets four points and Massive Victories get 5 points.

FANATIC POINTS

Additional Points may be earned during a Season by participating in other facets of the wargaming hobby. The following details how to qualify and apply for Fanatic Points:

CAMPAIGNS: The organizer of the campaign will have the responsibility to register his/her campaign with the League and provide a list of players involved in the campaign to League Officers. Campaign Fanatic Points will only be awarded to the players on the Campaign Roster. The Campaign Organizer is responsible for resolving any problems related to the award of Fanatic Points for playing their Campaign.

- Campaign Organizer: 5 Fanatic Points per League Season active.
- Campaign Player: 3 Fanatic Points per League Season active.
- Campaign players may also count campaign games as League Games when playing against another League Member by filling out a League score sheet as normal.

TOURNAMENTS: The term "Tournaments" applies to all types of competitions including, but not limited to Store/Club Tournaments, Rogue Trader, GW Grand Tournaments and Painting contests. There are two basic types of Tournaments considered here; Tournaments Organized by a League member and Tournaments Organized by non-League members (tourneys run by other clubs).

Member Run Tournaments: A Tournament Organizer receives a one-time award of 5 Fanatic Points. The Tournament Organizer is responsible for notifying the League Officers of all League players that are to be awarded Fanatic points and the number of points each player should receive. A Tournament Staff member receives a one-time award of 3 Fanatic Points. A Tournament Player receives a one-time award of Fanatic Points based on the following schedule:

- 1 point for playing
- 2 points for winning any award
- 3 points for 1st place or Overall winner

Other Tournaments: Players in non-League sponsored Tournaments are responsible for obtaining proof they played in a Tournament. Players will provide the following information for any non-League Tournament they want to receive Fanatic points for:

- Name and Location of Tournament
- Contact information for Organizer
- Types of Tournament awards received if any

Players in non-League Tournaments receive a one-time award of Fanatic Points based on the following schedule:

- 1 point for playing
- 2 points for winning any award
- 3 points for 1st place or Overall winner

TERRAIN BUILDING: Terrain Building refers to work on terrain that becomes the property of the League. The League Terrain Manager is responsible for reporting who is to be awarded Fanatic Points for terrain and the number of points to award. Because terrain building is so diverse it is not possible to create a precise schedule for number of points. Instead the Terrain Manager will use the following guidelines:

- 5 points for organizing a terrain workday
- 3 points for participation in a workday
- 1 - 3 points for donations of terrain or supplies (Terrain Manager decides)

NEW MEMBERS: One Fanatic point will be awarded to any player that brings a new member into the League.

SPECIAL EVENTS: Special events are intended to cover running scenarios and hobby related event organization of any type. The organizer of a Special Event is responsible for providing the names and point awards for any participation in their event. Fanatic Points will be awarded based on the following schedule:

- 5 points for organizing a special event
- 3 points for materially assisting in a special event
- 1 point for participating in a special event

WEB CONTENT CREATION: The Web Board Admin is responsible for reporting content awards. Because content creation is so diverse it is not possible to create a precise schedule for a number of points. Instead the Web Administrator will use the following guidelines:

- 1 Basic Article or piece of Artwork
- 2 - 3 Development of new areas on the web site
- 5 Development of web-based software that contributes to running the League

APPLICATION OF FANATIC POINTS:

- Fanatic Points are applied to the Total League Points (TLP) for each system a player participates in.
- Fanatic Points cannot be more than the number of League Battle Points for that system.

LEAGUE STANDING

Each week during the regular Season the scores for each player will be computed and used to determine the weekly League Standings. League Fanatic Points are applied to all game systems played by an individual.

Example: Michael plays WHFB and WH40K. For WHFB he fights 10 battles and receives the following League Battle Points $3+1+4+5+3+4+2+5+4+3 = 34$ pts. For WH40K he fights only 7 battles for the following League Battle Points $3+2+4+5+4+5+5 = 28$. Michael also accumulated **10** Fanatic Points during the Season. Michael's standing for **WHFB is $34 + 10 = 44$** . Michael's standing for **WH40K is $28 + 10 = 38$** .

Since qualification for the Finals is dependent on Total League Points this ensures nobody will lose out on qualifying because of participation in special events.

POST SEASON

At the end of the regular Season the League Standings for each game are computed and finalists are announced. **A designated League representative must be present to conduct the Finals.** Keep in mind that sometimes events intercede and a schedule needs to be changed. Reasonable effort will be made to notify all League Members of schedule changes as they occur.

THE FINALS: All players that have a total of enough (to be determined) League Points during the regular season are qualified to participate in the Season Finals. During the Finals all players must use a single Army list for all games played in the Finals. The Game Manager may decide the format of Finals. Single Elimination and Rogue Trader style Tournaments are popular choices but not the only ones.

ODD NUMBER OF FINALISTS: In the event that there are an odd number or insufficient numbers of finalists, then players may be given a bye into the finals. Byes will be chosen from those with the highest number of League Points, then the highest number of League Points without Bonus Points, then most games played, then most other events participation, and finally by random selection.

OFFICER PARTICIPATION: League Officers may choose to participate in a single League Finals for which they do not have sufficient points to enter, so as to promote service to the League. This bye may not be taken for a game system in which the Officer has not earned some number of points (No zero point byes).

OTHER AWARDS: Near or at the end of the regular season there will be several awards such as Most Fun Player (player voting), Most Games Lost, Limburger Cup (player voting), etc.

Gaming Protocols

DECIDING ARMY LISTS

During each game, players will have complete freedom to play any army list and any number of points agreed upon between the players involved. Players are not required to play the same list or even the same army book, race or codex during a Season. Pre-arrange games with opponents to avoid waiting for players to create lists. Use email, telephone or the League Web Board to arrange times to meet with an opponent.

IN GAME

Often you will be fighting folks for the first time. There are a few simple courtesies that we ask all players to observe during the battle that will help both you and your opponent feel more at ease:

- 1) Always declare why you are rolling the dice before you roll them.
- 2) With the exception of instances allowed by the rules of the particular system, you should NEVER pre-measure for ANYTHING unless specifically allowed by game system rules.
- 3) Always allow your opponent to clearly see the results of a dice roll. Roll any dice that do not land flat on the table in clear view again.
- 4) Fire and declare any guess weapons you have first. If you have more than one guess weapon declare all the targets and ranges before firing any.

DISPUTES

Although everyone has the best of intentions before a battle begins, sometimes during the heat of conflict judgment can become impaired. Unfortunately, disputes will occur. We've tried to keep our resolution system as simple as possible:

- You are responsible for knowing how your own equipment/troops operate. If an opponent asks you to verify a rule, do not be offended; simply look it up. If you assure an opponent you are correct without documentation and later it is found you were wrong, it is considered a 'violation.'
- If the rules are vague each player can roll a die with the high roller getting to choose the interpretation for that battle. If this method is used then there is no violation, even if other sources such as game designers, other players, etc later clarify the rule.
- Either player may call upon a League Arbitrator to rule on a question if one is present during the game. Note that rulings made by an Arbitrator are binding for the battle even if after the match it is later proven the Arbitrator was wrong. (Just think of it like a 'bad call' in pro sports).
- Misrepresenting your army (i.e. doesn't match your list) is a violation.
- Consequences for violations will include loss of League points and expulsion from the League for habitual offenders.
- Keep in mind these are games and not worth losing friends over.

League Management

BUSINESS MEETINGS

Officers shall meet at least once each League season to discuss league business at the mid-point of the season. Additional meetings may be held as needs arise or at the request of membership. Meetings shall be announced at least two weeks in advance to allow members time to plan attendance. League members are encouraged to participate and members may submit items to be included on the agenda.

LEAGUE FEES

Upon payment of fees for a Season, League members will receive a membership card. League members may show their membership card for a 10% discount on selected purchases at the War Room. Other League activities may have fees to cover costs for participants.

FEE AMOUNTS: Fee amounts are \$10.00 for each season.

PLAYER RIGHTS

Any League player may object to rules interpretations made by Game Managers and may escalate the issue to the League Officers if the player feels the rules are being interpreted unfairly. Be prepared to logically debate your objections.

LEAGUE OFFICERS

President: Responsible for providing general leadership and appointing replacements for other officers in the event they cannot perform their duties. This officer has the power to represent the League Membership.

Vice President: Fulfills the duties of President during the President's absence. This officer is also responsible for managing the agenda of the monthly business meeting (see below).

Treasurer: Manages all funds collected by the League and makes arrangements for the purchase of prizes and other materials for League events.

Records Officer: Manages the membership rolls of the League and acts as a recorder of significant League events. This officer is also responsible for taking minutes of all business meetings and administering the League Bulletin Board.

Events Officer: Coordinates and facilitates League Events such as Rogue Trader Tournaments and Call To Arms.

Officers are nominated and voted for by League Members once per year during the Month of December.

GAME MANAGERS

A volunteer with the approval of the Officers shall manage each game system supported by the League. A League Officer may act as a Game Manager if no suitable volunteer comes forth. The following criteria shall be used for approving Game Managers:

1. **Knowledge of the Game.** You must be knowledgeable on the game system to be managed. You must know the core rules and the nuances of them in order to effectively "Manage" the game.
2. **Availability.** You must be available. This means showing up on League Nights and being able to actually run the finals. Missing a night here and there is fine but to be an effective Manager you should be a visible one.
3. **Accessibility.** Simply a phone number and/or Email Address that League Members can reach you at with questions or comments. Reading and responding to posts on the NATO web board fall under this criteria.

GAME MANAGER RESPONSIBILITIES:

1. Decide on any League interpretations needed for rules for the system they manage.
2. Decide on Composition Rules for the League finals for the system they manage.
3. Collect and compile the score sheets for the system they manage.
4. Keep blank score sheets for the system they manage available.
5. Organize special events related to the system they manage.
6. Keep the League Officers aware of any problems related to the system they manage.

GAME MANAGER LIMITATIONS:

Game managers may not approve any rules or army compositions for use in the finals unless those rules and compositions are legal in Games Workshop sponsored events (Rogue Trader and Grand Tournaments). League Officers reserve the ability to overrule a decision made by a Game Manager should there be a question concerning the fairness of their decisions.