

Open source chess clock rules for Warhammer 40k Tournaments v8.6

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 random game length rolls, a predetermined amount of turns, or at the end of a game turn when neither player has **GREATER** than **5:00** minutes of time left on the clock.

Rules:

1. **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.
2. Only a judge may pause the clock. Players may not pause their clocks.
3. 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.
4. **If a player runs out of time they may only perform the following actions:**
 - a. Making saving throws, and taking a leadership test if required to.
 - b. Scoring objectives that they have already achieved or already hold.

The most important rule is rule number 1. This is the most important rule because it puts time in your control, and fairly allocates time while players interact. It is each player's right to pass the time to his opponent whenever they are making an action or spending time making a decision.

Some examples of this are as follows:

1. You put 20 wounds on a unit containing models with different saving throws. Pass the clock to your opponent so he can make his saving throws in the order that he chooses.
2. Your opponent must make 3 leadership tests. Pass the clock to your opponent while he makes these tests and adjusts the units which fail.
3. You destroy a vehicle and your opponent has a large squad inside that he wants positioned just right. Pass the clock to him while he arranges his models.
4. You do 5 power fist wounds and 5 regular wounds to a unit. Pass the clock to your opponent while he decides what saves to take on which models.

These examples are limited but show the basic concept. **You manage your own time and it is up to you to pass the clock.** If you burn your own time, it is not your opponent's fault.