

# We Are Faultline 40K

## Who are we?

- We are an adult tabletop gaming community focused on Warhammer 40K based in the Bay Area, California. We are passionate about casual, narrative games featuring fully painted minis and terrain.

## Why should you read this document?

- This document is a high-level introduction to Faultline, listing what we believe in and what we expect of our members. Are you wondering if Faultline is the place for you? This document should answer that question!
- This document:
  - lists what we believe regarding gaming and community
  - contains a membership code of conduct, to make it clear what **is** and **is not** allowed at Faultline.
  - outlines the process for becoming a Faultline member.

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# Faultline Principles

- Passionate about the game and hobby
  - We believe in painted miniatures and boards.
- Casual narrative over competitive play
  - The games tell an emergent story that is more interesting than “Alice beat Bob 53-46.”
- Engaged community members
  - We show up to build the community that we want to participate in. We build bonds by choosing to spend time with each other.
- Keep the Negativity Out
  - We aim for positivity in our shared spaces.

## Passionate about the game and hobby

We are a hobby gaming club. We expect Faultline games organized through Faultline to be fully painted. Fully painted games are better for both you and your partner.

“Fully Painted” means something different to everyone, but we think a good starting place is the [Games Workshop “Battle Ready”](#) definition. Everyone is at a different place in their hobby and that’s OK! There are some incredible hobbyists in the club that would love to give feedback and advice if you’re interested. As a club, there is no official “paint standard” that needs to be met for your miniatures, other than they meet **your** definition of fully painted.

## **No one has ever been turned away from Faultline for poorly painted miniatures.**

What if I have a new model that I want to play with and it’s not painted yet?

- No. Paint it. Sorry for the harshness, but there are plenty of groups that don’t mind unpainted minis. We just aren’t one of them. Use your excitement to play with the model as motivation to get it painted!

What is Faultline’s stance on 3D printing?

- We support 3D printing for hobbying and customization, but not for strictly undercutting GW. A core tenet of the hobby is making your army **your army**, and we actively encourage it. Customization is awesome, printing scans of GW models is not.

## **Requirements for club members:**

- You will need a fully painted army of some faction. It can be as small as a combat patrol or 500 points! Members of a hobby club are expected to participate in the hobby. If you don’t currently have that, feel free to hang out in our Discord as an Aspirant while you work your way there! We’re happy to support you in your hobby journey.

## Casual narrative over competitive play

We're serious about the game, but we expect most Faultline games to highlight thematic armies and **not** be fully optimized tournament lists. We believe it is more fun to do things a little bit differently, try things out, and think about the story being told by the game you are playing.

What is a narrative game? It's a game where you think about the greater context of the conflict. Why are the forces clashing? What drove them here? Who leads them and why? What's at stake? You don't need detailed answers to all these questions every game, but additional flavor mixed with a beautiful board comes together to enrich the experience.

This means your games can look different than a "standard" game! You're encouraged to play at different sizes, suggest different game objectives, and think about what would be a fun game to play.

To that end, when planning a Faultline game, always talk through your expectations with your partner. What are you hoping to bring? What would you like to see? Communication in advance helps to ensure everyone has a positive experience. Think of this as "step 0" in your game; games are so much more engaging when they have a "why".

We know there is overlap between "engaged hobbyists" and "tournament competitors". That's OK! Plenty of Faultline members regularly go to tournaments. It's fine to occasionally schedule competitive practice games against other club members at Faultline, just try to keep it as an exception that proves the rule. Again, always communicate your preference when setting up a match! It's not effective practice or a fun experience to smash a thematic list.

### **Expectation for club members:**

- Most of the games you play at Faultline are friendly and narrative, rather than competitive practice.

## Engaged community members

Faultline is made of its community members. These are folks that join the club, bring a positive attitude, and show up. The club meets weekly at Guildhouse, we expect club members to attend these meetups once every month.

If you join Faultline and then go quiet for a few months, you will probably be removed from club membership. That's not meant as a negative mark. We want to foster an engaged community, and you are always welcome to rejoin the club in the future. Just become an Aspirant and set up trial games again!

If you aren't in the area and can't play games with us, we're probably not the group for you.

### **Expectation for club members:**

- You are expected to show up and play once every month.

## Keep the Negativity Out

It's always easier to be negative about change than positive in discussions, but try to keep conversation constructive.

Frequently our games will be updated in a way that invalidates a strategy or weakens a favorite model. Comments like "this is too OP I'm not playing until a nerf" don't lead towards interesting discussion and just make the space more negative for everyone. Venting about rules or pricing is something we all do sometimes, but try and keep it out of our space. We prefer to focus on the positive where we can.

### **Expectation for club members:**

- You should foster positivity towards the games we play and be mindful of the energy/vibes you bring to our shared online space.

## Requirements

- You have a fully painted army, or at least 500 points or a completed combat patrol
  - You need to be able to play games with the club to be a member.
- You are 21 years of age or older
  - We are an adult community that meets at a bar.
- You are willing to use Discord
  - That is our tool of choice for organizing and communicating.
- You live in or near the Bay Area, CA
  - You need to play games in person, and that is where we meet.

## Membership Code of Conduct

Faultline is a welcoming space. We're generally pretty easy-going with each other and look for a good time, but we have some rules to help build that environment. We believe most people don't need to be told these things, but they are written here to make it absolutely clear what is not OK.

Everyone is welcome - no bigotry allowed.

Gatekeeping our hobby doesn't help anyone. Everyone is different, but that doesn't mean we can't bond over our shared interests. If you can't co-exist with someone different from you, then you should look for a different club.

Lead with Kindness - don't be a jerk.

People **choose** to spend their time with Faultline. If **you** are the reason someone has a bad night, they're less likely to want to come back in the future. Faultline is a group of friends, and when you're playing a game with a friend you care about their enjoyment of that game.

There is randomness in this game, and sometimes it's not fun to be on the receiving end of it. Remember good sportsmanship matters and not to take it out on your partner.

Respect the Venue

Real estate is expensive in the Bay Area, and our games take up a lot of it. Don't leave a mess, be considerate of other patrons, and help foster the environment.

This also means being a good patron! When you can, it's nice to buy a drink or food item from Guildhouse to show your support for what they do for us. "Pay where you play" applies even when you're at a bar!

Code of Conduct Enforcement

If you violate our rules or make people uncomfortable with your actions, we will remediate. This isn't something we will take lightly or act independently on. If concerns are raised the organizers will discuss and decide on the best course of action. Depending on the severity you will either be asked to adjust your behavior or will be directly asked to leave the club.

## Joining Faultline

- If you agree with all of those tenets, great!
- The process for joining Faultline is to play three “trial games” with Faultline members. During this process your title will be “Aspirant”. You’ll have access to most of the Discord and all the regular event planning channels.
- We expect you to make those games happen! This should be pretty simple. Hop into a thread for the date you’d like to play, and say something like “I’d like to play a trial game on this day, is anyone interested?”. Someone will reply!
- After those trial games the club organizers will discuss and make sure you are a good fit from our side, then you’ll be invited to join as a full member!
- Why trial games? Why can’t I just join?
  - There are trial games because we notice a lot of people view joining these clubs as boxes to check, rather than communities to engage with. We want to cultivate a community of engaged members, and we can only know if that’s you if you come out a few times. If you can’t make it out with a frequency of about one game per month for a couple months, maybe we’ll be a better fit at a different point in your life down the road.
  - There isn’t much difference between an “aspirant” and a full member. You should use this as a trial mechanism to see if **we** are a good fit for **you**. We aren’t asking anything of you beyond what we expect of regular club members, which is regularly playing games at meetups.

## Where and how does Faultline meet and organize?

- We organize through our [Discord](#):
  - If you join the Discord, you will have no privileges until you make yourself an Aspirant by following the instructions in the “getting started” channel. This is so we can share the invite link more broadly without getting bombarded by folks on the internet.
  - One thing we ask is that when you join the Discord you update your server name to whatever name you’d like to be called in person.
- We primarily meet weekly on Thursdays at [Guildhouse](#):
  - **Before** coming to Guildhouse on a Thursday and bringing your army, you should organize a game in Discord. We don’t want anyone to show up and go home without a game, and planning in advance will achieve that.
  - When planning a game with someone, you should communicate to set expectations with them. What size game? What type of list are you bringing or wanting to play against? Is there anything specific you’re hoping to get out of this game?
  - We don’t **only** meet at Guildhouse, but that is the most regular meetup that we have. Members are encouraged to organize other games or mini events at other shops or at folks' homes. If you become a full member you’ll see those conversations as well.
- How to organize a game
  - In the Discord there are channels and threads dedicated for each event day. An example channel name is something like “jun-11-guildhouse”.
  - In that channel, add an emoji response indicating your interest.
  - Then, either (1) post in that channel saying that you’re looking for a game or (2) respond to someone else's post looking for a game.
  - From there, communicate with your partner about specifics (when the arrive, style of game, etc)
  - Lastly, follow through! If you say that you’ll be there, someone is counting on you.