



An Open Letter from the Art of War Team

After seeing the community feedback regarding the recent event “Per Aspera”, we have decided to take the opportunity to clarify our involvement in the event and our understanding of what happened. While several of our players were in attendance, the Art of War team had no involvement in the creation, planning, or running of the event which was organized as a GT-sized event. After talking to the event’s organizer, it appears that players dropping at the 11th hour put the event undersized of what had been advertised. The TO attempted to recruit additional local players the morning of, and asked them to play at least one round after which many of them elected to drop. This was not a decision we at Art of War or our players had any involvement in.

There has also been speculation that Art of War members colluded with each other to ensure that one member of the team would win the event, which is utterly inaccurate. Two of our players were randomly paired in the first round by the Best Coast Pairings app, and then played a full length game which had a clear winner.

As for Richard playing as the ringer, he used the pseudonym “Brian Siegler” as an inside joke referencing a silly Competitive 40k Facebook post which blamed “Brian Siegler” for the horrid place Tau finds itself in 9th Edition. Why is this funny? Well Richard’s actual brother is named Brian, so he found it particularly amusing and used it as his ringer name. He had no intention of playing the event or obscuring his identity, but brought an army in case there were drops to ensure that no player would have had a bye round. Many people traveled from quite distant places to be at the event and no one wants to spend two and half hours not playing 40k! Richard’s pairings as the ringer were determined by the TO, who listed him as a player even though Richard wanted to drop as soon as a ringer wasn’t necessary, which he did after the third round.

The Art of War had no involvement in determining which players registered for the event, nor in the running of the event itself. However, in the context of this unique season, we want to put the emphasis on how the wonderful 40k community has come together both online and at safe in-person events to still ensure competitive 40k could continue to grow even under difficult circumstances. In this spirit, we are encouraging the ITC to remove this event, and the event scores of the Art of War coaches, from the ITC track.



Our priorities are, and always have been, centered on our love for the Warhammer 40,000 community. We will always be advocates for good sportsmanship, integrity, and fair play, and will continue to strive to do our best to use our platform to show the game and community in the best light.

Signed,

The Art of War Team

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About Art of War 40k

Art of War 40k specializes in producing high-quality content for the Warhammer 40,000 tabletop tactical miniature wargame (40k) through live-streamed matches, coaching clinics, advanced strategy sessions, and hobby Q&As. We are focused on delivering the very best in competitive 40k content by putting together a coaching team of world-class tournament players, including ITC Champions Nick Nanavati and Richard Siegler. Our team is committed to not only providing the best competitive play education available, but also in building a one of a kind community.

This community exists online through The War Room, a private board that brings together our Art of War coaches, experienced tournament circuit veterans, casual tournament goers, and new players to form the most focused, positive, and valuable space for knowledge about all things competitive Warhammer 40k: the ever-evolving meta, matched play mission theory, list making and discussion for every faction in the game, and analysis of the latest rules.

Check out the Art of War 40k online:



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