

ScapeCon IV Policies and Regulations

Please review this document for the ScapeCon Regulations. Most of these things are just friendly reminders. Anyone who has attended knows how laid back everyone is.

NUMBER ONE RULE: Come with a good attitude!

Tournament Directors

Mike (OEAO), Ken (Matthias), Breanna (Brean of Philly), Gordon (Deroche), Walt (Retlaw)

Wednesday: Walt

Thursday Morning: Gordon and Ken

Thursday Afternoon: Gordon

Thursday Evening: Ken

Friday Morning: Breanna

Friday Afternoon: Breanna

Friday Evening: Mike

Saturday Morning: Ken

Saturday Afternoon: Ken

Saturday Evening: Gordon

Sunday Morning: Breanna

This is your go-to person during the above time slots. They will be running the events at that time. If you have any questions, please call them over, and they will handle it (and/or ask someone else at that point, depending on the question).

Signing Up for Events

You may sign up for, and switch, events up until the army submission deadline.

Sign-ups take place on the .org site: go to Conventions, ScapeCon IV, and then click on the hyperlinked event you are playing in to sign up. This is where, and how, you will submit armies as well.

IMPORTANT: If you are playing in a Championship event, sign up for the afternoon event and submit an army. Drop from that side event if you make it to the top cut. We will not wait for you to figure out an army in the 10 minute window between the conclusion of round 5 of the Championship and the start time of the afternoon side events.

Army Submissions

Army submission for each event will open up 24 hours before the event start time. It will close 5 minutes before the event start time. For example, if you're playing in the Three Headed Hydra event on Wednesday at 4 PM, army submission will open on Tuesday at 4 PM, and it will close on Wednesday at 3:55 PM. Again, this is done remotely via your electronic device through .org.

If you do not submit your army on time, you will receive a Round 1 loss. If you are having trouble submitting, please talk to the relevant TD immediately.

Maps

There are 4 copies of each map. Each map will appear on .org and in the pairing emails as “[Map] [#].” For example, you may be paired to Ticalla Sunrise 3. Map 2-4 are identical and will be located together for each different map; go there, find your opponent, and sit down at any of the 3 copies of that map.

Each “[Map] 1” will be in a separate area. These are the top tables and streaming/recording tables. For example, if you are paired to Ticalla Sunrise 1, you must go to that copy of Ticalla Sunrise.

Important: These top table maps will be on cardboard to facilitate switching out the streaming maps. Do not remove the cardboard.

Streaming

We have a high-quality stream and setup this year with commentators. The places where you must place your army cards will be delineated via masking tape. You also must use the streaming components provided below (does not include figures, army cards, or order markers).

Streaming Components (provided for your use):

Dice Trays (DO NOT MOVE THESE FROM THE MARKED AREA)

Combat Dice

D20

Wound Dice (D6s- you must count up just like with wound markers; ie a 2 means 2 wounds)

Arriving to Your Game

You will receive an email with your pairing for the round. Please be on-time to your game! If you have an emergency, talk to the TD immediately.

Penalties: If you are 5 or more minutes late, you will receive a 25% reduction to your surviving units’ points IF the game goes to time. If you are more than 10 minutes late, you will receive a game loss.

Pregame Procedure and Pace of Play

Get to your map as quickly as possible. You should be rolling initiative by the time 10 minutes on the game clock has passed (and the game clock starts as soon as the round is paired).

We know that different people play at different speeds. We need to ask that everyone play at a reasonable pace of play. If you feel like your opponent is playing too slowly,

POLITELY ask them to pick up the pace. If there is still an issue, call the TD. I know the game can be very close in the end game, but slow playing or stalling for time if you're up on points at the end is not acceptable. If you continue to play slowly after being warned by the TD, the TD has the discretion to issue a 10% reduction to your surviving units' points IF the game goes to time. This is at the discretion of the TD. In extreme cases, a TD may assess a greater penalty or a game loss.

Outside Notes and Resources

You may not use outside notes or resources during a game, including damage calculators, probability tables, matchup notes, pictures or diagrams, or any other such notes.

EXCEPTION: You may use the .org partial card scoring calculator, pen and paper, or a calculator to track points and/or relevant game information (for example, number of Control Point victory points).

Rolling Too Many Dice

If you roll too many dice, it is your opponent's choice as to whether you keep the result or reroll the correct amount of dice. (If you roll too few, simply roll the extra die/dice.)

Dice, Order Markers, and Rolling

D20s: Please use official HeroScape D20s (red 1st edition, black, or flagbearer) or another extremely readable die that is roughly the size of a standard HeroScape D20.

Combat Dice: Either use separate Red and Blue attack and defense dice, or use dice with Red Attack and Blue Defense symbols (IE normal HeroScape dice, most prize dice from various events, Flagbearer dice, etc.). Do not mix different base colors (IE white with black).

Dice Towers: Face them so your opponent can easily see the results.

Picking Up Dice: Please try to slow down - don't grab dice immediately before your opponent can see them. I'm not worried about cheating; it's just the courteous thing to do.

Rerolling Dice: If a dice bounces out of your dice bowl/tower, reroll it. AND NO FLOOR DICE.

Unpainted Figures and 3D Prints

3D prints are fine. Unpainted figures are fine, with the understanding that if a TD is called for a LoS check and they can't tell whether it's the figure's hand or gun, then the TD will rule against you.

Sportsmanship

Remember rule #1? Come with a good attitude. This shouldn't change whether you're playing an 0-4 game or in the finals. Be friendly, be polite, be professional, and be courteous to your opponent, the TDs, and everyone else with whom you interact.

Most competitive games have toxic communities. We are not, and ScapeCon will simply never become a toxic place. We all pay a lot of money to come, and the organizers (and, in particular, I) put a lot of time into making this a great event.

REMEMBERING A TRIGGER IS NOT AN EXPRESSION OF SKILL. If you need to win by your opponent forgetting things, then you need to get better at the game.

The above examples very rarely come up, but I'd like to set the expectations now. These policies are guided by three principles: saving time when possible, deciding games based on skill and merit, and, most importantly, being excellent to your opponents. Clear communication is the best way to ensure games are played fairly and efficiently.

Mandatory Triggers and Abilities: You are both responsible for mandatory triggers and abilities. Height, Raelin, jungle, Wannok, Marro Plague... these are all mandatory, and you must remind your opponent. For example, if you attack with a 4th Mass and roll 1 fewer die than you're supposed to have rolled (because of something like height) and your opponent exactly blocks and you move on and attack with another 4th Mass, you may still go back and roll that extra die to see whether it would have killed. You may not prevent your opponent from doing that: that is unsporting and, frankly, against the rules (which make it mandatory).

Optional Triggers and Abilities: You should remind your opponent of optional abilities when relevant. I'm not telling you to coach your opponent on how to play the game. But if they start moving their Knights without first bonding, then you should absolutely jump in and tell them. If you don't and they remember, they are 100% allowed to go back and take that bonding turn. Anything else is unsporting and impermissible rules sharking. And, it wastes time.

Other examples of these abilities include Scatter

Other Examples: Leaving engagement attacks are technically optional. Does that mean you don't have to remind your opponent? Of course not. You must ask your opponent. Another easy example that usually happens once a year is someone placing all their Order Markers on the wrong army card (for example, placing all their Order Markers on Marcus instead of the Romans). Assuming it isn't the endgame where you have Marcus

and 1 Roman left, you should allow your opponent to switch these Order Markers (their intent was very much clear). To not do so is unsporting conduct. If your opponent will not let you switch them, call the TD.

Enforcement: I am giving the TDs broad and liberal discretion to resolve these disputes in the most equitable manner possible. Unless the offending player is angle shooting with the play (for example, a really risky order marker placement at the end of a game that they claim is a mistake), they will enforce the above policies and expectations.

Questions During a Game

PLEASE DO NOT HESITATE TO CALL THE TD. They are there to help. If something is weird in your game, call them IMMEDIATELY. You put them in a very difficult position if you wait until the board state has substantially progressed past that point (or until after the game). So if your opponent started with too many figures, or something weird happens, call the TD.

Door Prize Pick-Up

Wednesday Evening immediately after Dinner (7:30 PM - 8:00 PM). If you are not there on Wednesday, your door prize will be given to you at Dinner on the day you are there.

Prize Wall

Saturday Evening immediately after Dinner 7:30 PM - 8:15 PM. We will start the Saturday evening rounds and event at 8:15 PM to allow time for people to go to the prize wall.

How Does the Prize Wall Work?

For each game you play during the weekend, you receive one virtual ticket. For each win during the weekend, you receive one virtual ticket. So if you go 7-10 over the weekend, you will receive 24 virtual tickets (17 games played + 7 wins = 24 virtual tickets).

NOTE 1: You will not receive actual tickets. Instead, we will just look at your Convention-long record on .org (which excludes Three-Headed Hydra and Evening Events).

NOTE 2: Three-Headed Hydra and Evening Events do not count towards this.