

## General

- Signup via Discord <https://discord.gg/n2VXt94EZc> (Yes, this is the same server as last time)
- The sign-up fee will be 2500 Plex per team, submitted by in-game contract to the Character "Angry German".
- Signups start on January 8, 2024 at 1700 EVE, staying open until all slots are full or March 16, 2024, whichever occurs first.
- The Tournament will take place on April 13+14, 20+21, 27+28 2024
- Final roster lock is April 6, 2024 23:59 EVE
- Core Team lock is March 16, 2024 (see below for more info)
- Bracket Release will happen on March 17, 2024
- **Changes from Anger Games 5 are marked in red**

## Notable changes from AG5

- Teams can now use up to 150 points instead of 100 - points have been adjusted accordingly. This gives us more granularity pointing ships.
- Match time has been reduced to 7 minutes.
- Overtime now triggers when no team has a significant lead of at least 20 points at the 7 minute mark. Overtime will last for 3 minutes and will increase the Overload bonus by 58% (increasing the bonus modules get when overheated). Additionally bomb damage will be increased by 58%, because LOL. (Red Giant Class 3)
- This change was made because most matches are decided in this time period anyway, and there is often a lot of empty time while the winning team is cleaning up the grid. We decided on this format instead of using negative tidi because that likes to break the Server in unexpected ways, and we don't have enough data on how neg-tidi affects the server if triggered multiple times in a short time.
- The Duplication Rule has been removed. Instead we have adjusted point values for over/under-performing ships separately, in an attempt to give teams more comp options.

## Format

- **This will be a two-stage Tournament of up to 64 Teams, with the First Stage being a Round Robin Group Format, and the Second Stage being a Double Elimination Format which the top 16 Teams enter.**
- **The seed will be determined by MMR of the last 4 years. Details on how a Teams MMR is determined from its members MMR is still to be determined.**
- **Teams that withdraw before the Bracket Release will get their signup PLEX back. Teams withdrawing after the Bracket Release will forfeit their PLEX fee to the prize fund.**
- **The Tie Breaker for the Group Stage is firstly Points scored in the first 7 Minutes of each Match, secondly Points lost in the first 7 Minutes of each Match.**
- If a team loses a game in the main bracket during the 2nd Stage of the Tournament it falls into the losers bracket.
- The winner of the losers bracket will play against the winner of the main bracket in the finals.

- The finals will be a Best-Of-Five (Bo5) series. This match cycle will see 3 regular bans per team and one extra ban per team for each duplicate ban. This series will also see a 'rolling' Conquest ban set for each match of the series.
  - The 'rolling' set of Conquest bans works as follows: the winner of any given match will be banned from using any Ships the winning team used from the previous match in the following match in the series, but these bans do not carry over to any further matches in the series.
  - For example, the winner of Match 1 in the Series will be banned from bringing those winning ships in Match 2 of the Series. For Match 3 of the Series, the Conquest bans from Match 1 are cleared, but the winner of Match 2 is unable to bring their winning ships. This cycle repeats until the end of the Series.

## Teams

- Although only up to 7 pilots are allowed on grid during the match, you can submit up to 30 Characters as valid players for your team on the Thunderdome Server.
- Teams need to submit at least 7 players to their roster before 23:59 UTC on March 16, 2024. The top 7 pilots on the roster at this point will be used to determine bracket seeding for all teams. These initial rosters will be scrutinised by staff, and we reserve the right to use historical data for seeding instead if we think the initial roster is suspicious in any way.
- The deadline for adding members to team rosters is 23:59 UTC on April 6, 2024
- You can choose who will play in each match freely from your roster of pilots, though you have to be done with switching fleet members 15 minutes before the match, with a maximum of 7 pilots in the fleet.
- All pilots will receive maximum skills on Thunderdome, to provide an equal playing field.
- Pilots may only be a member of a single team. Use of alternate characters in more than one team will be considered a breach of the Tournament collusion rules.

## Match rules

- Matches will take place on Thunderdome (the 'Tournament server')
- The designated captains will be added to the match as fleet bosses, unless the referee is notified of a different fleet boss no less than 10 minutes before the start of the match.
- Teams should be docked, in an NPC Station (NOT a Citadel), and in a fleet 15 minutes prior to match time, with a tournament legal setup. The referee will warn the captain of any illegal items or ships found as long as time permits. Teams that are not ready and in legal ships with legal equipment by 5 minutes prior to match start time will be disqualified from that match.
- Teams will be teleported to the beacon of choice in their match system by a referee. There are 4 beacons for each team, A through D, which forms a cube with the battle Arena in the centre.
- The centre of the field will be marked by a beacon called "Arena".
- Before the start of the match, teams will be given a 30 second window to initiate warp to the Arena beacon at a distance between 0 and 50 km. Fleet Formation warps are NOT allowed (except Point Formation).

- Team members should warp to the Arena beacon within the allowed range. Failing to warp in time may result in a penalty ranging from being moved to 0km from the beacon up to exclusion from the match. Warping at a higher range may also result in a penalty.
- The Arena will feature Tournament Micro Jump Units, one at the Arena centre, 8 in a cube around the center of the Arena (86.6 km from the centre).
- Each Match lasts 7 minutes, and the 30 second countdown to start the match will be initiated so that the Match starts exactly on the designated time.
- If after 7 minutes, no Team has a significant point advantage (20 points or more), the match will go into a 3 minute Overtime that will increase the Overload bonus by 58% (increasing the bonus modules get when overheated). Additionally bomb damage will be increased by 58%, because LOL. (Red Giant Class 3)
- Grid size is 125 km from the beacon. Any pilot flying beyond 125km from the Arena beacon will be automatically explodared by the server and count as a loss towards their team.
- NO SLASH COMMANDS MAY BE USED BY THE TEAM MEMBERS DURING THE MATCH.
- Referees will make all possible efforts to prevent any rule violations ahead of matches, however the final responsibility for all rule violations will lie with participating teams.
- Should any team be found to have violated tournament rules during a match, they will immediately forfeit that match, regardless of the result of match play.

## Team Setup

- A Team can consist of players from different Corporations and Alliances. There are no limitations to who can play together.
- Each Player may only be part of 1 team and may only participate in the team they have registered with.
- Every team must choose a unique name to be identified by, since we may have multiple teams per Alliance.
- Every team may have up to 30 players rostered to play in Tournament matches.
- Each team may field no more than 7 players per match.
- Teams may field no more than 3 of each Hull Class (i.e 3 cruiser hulls).
- Teams may field no more than 1 T2 logistics cruiser, or 1 tech one support cruiser, or 2 T1/T2 logistics/support frigates in each match.
  - These ships count as a "Logistics" hull class, and are treated as separate to other Cruiser- and Frigate-class ships for the purposes of Hull Class and ban restrictions.
- /No extra Trig rule.
- Special edition ships are banned.
- The current list of banned unique special edition ships is:  
Apocalypse Imperial Issue, Armageddon Imperial Issue, Megathron Federate Issue, Raven State Issue, Tempest Tribal Issue, Guardian-Vexor, Mimir, Adrestia, Vangel, Moracha, Chameleon, Fiend, Rabisu, Stratos Emergency Responder, Gold Magnate, Silver Magnate, Freki, Utu, Malice, Cambion, Chremoas, Whiptail, Imp, Immolator, Caedes, Victor, Violator, Virtuoso, Echo, Hematos, Taipan, Tiamat, Hydra, Etana, Raiju, Laelaps, Geri, Bestla, Shapash, Cybele
- The Pacifier, Enforcer, and Marshal are not allowed.
- The Nestor and Monitor are not allowed.

## Ship Points

Each team has 150 points with which to select their ships.

Ship point values are as follows. Ship types not listed in the table are not allowed.

You can find a spreadsheet with all the point values here: [AG6 points WIP](#)

Or see our comp calculator: [AG6 Team comp calculator](#)

## Fitting restrictions

All T1 and T2 modules are allowed, with the following exceptions:

- All Battleships are allowed to fit a maximum of one (1) Armor Plate or two (2) Shield Extenders of any size
- All Remote Armor Repair modules and Remote Shield Transfer modules are expressly forbidden, EXCEPT on ONE of: A Logistics Ship, a Tech 1 Support Cruiser; or on up to TWO Tech 2 Logistics Frigates or Tech 1 Support Frigates. A combination of T1 and T2 repair frigates is allowed if desired (so ONE T2 logistics frigate alongside ONE T1 support frigate is allowed). Note that Strategic Cruisers are NOT allowed to fit Remote Repair modules in this tournament.
- ECM modules (Electronic Counter Measures, including Burst Jammers) are ONLY allowed to be fitted to ships which give a bonus to ECM Modules. Therefore ECM Modules (INCLUDING BURST JAMMERS, Faffy) are only allowed to be fitted to the following ships; *Ibis, Griffin, Kitsune, Blackbird, Rook, Falcon, Tengu (with "Obfuscation Manifold" Subsystem only), Scorpion, Widow*. Only up to Meta 4 ECM Modules are allowed.
- Offensive EWAR modules are ONLY allowed to be fitted to ships which give them bonuses. Specific restricted module groups are Tracking Disruptors, Guidance Disruptors, and Sensor Dampeners. For these specific modules only Meta 4 modules are allowed.
  - For Sensor Dampeners, this is the following ships; *Maulus, Keres, Velator, Celestis, Lachesis, and Arazu*.
  - For Tracking and Guidance Disruptors, this is the following ships; *Pilgrim, Arbitrator, Impairor, Sentinel, Curse, Crucifier, and Crucifier Navy Issue*.
- The Ancillary Shield Boost module will be restricted to a maximum of one per ship.
- Warp Disruption Field Generators are restricted to a maximum of one per ship.
- Micro-jump field generators are NOT allowed.

- Remote Capacitor Transmitters are only allowed on Logistics Ships and Tech 1 Support Cruisers, and only 1 RCT is allowed per ship.
- The Bastion Module is NOT allowed.
- Cloaking devices are NOT allowed.
- Signature Radius Suppressors are allowed.
- Faction, COSMOS, Deadspace, Abyssal and Officer modules are NOT allowed.
- Only T1 rigs are allowed.
- Stasis webification probes are allowed.
- The use of Frigate Escape Bays on all ships is prohibited.

Cap Boosters are allowed.

Micro-jump drives are allowed.

Polarized weapons are allowed.

Stasis Grapplers are allowed.

Containers of any kind are NOT allowed (except regular jettison containers).

All Deployable Structures (for example, Mobile Depots, or Mobile Tractor Units) are NOT allowed.

Command Bursts are allowed.

All T1 and T2 ammunition, missiles and charges are allowed, with the following exceptions:

Remote Sensor Dampener and Weapon Disruptor Scripts ARE allowed.

Pirate Faction ammunition and missiles are allowed.

Navy Faction ammunition, missiles and capacitor boosters are allowed.

Drones:

- T1 damage and sentry drones are allowed.
- Faction Light, Medium and Heavy damage drones are allowed.
- Faction Sentry damage drones are NOT allowed.
- T2, Augmented, Subverted, Integrated and Mutated drones and Geckos are NOT allowed.
- Logistic drones are limited to T1.
- All ewar drones are allowed. (Web, Paint, Neut, ECM, Damp and Disruptor Drones)

Implants: All Implants ending in -01, -02 and -03 (1, 2, 3% implants) are allowed. All other implants are banned. Mindlinks are NOT allowed.

Boosters (drugs) are NOT allowed.

## Flagship/Wildcard

Flagships and Wildcard ships do not exist in this Tournament!

## Bans

- Banning of ships will occur before all matches.
- A maximum of one Logistics Cruiser or Logistics Frigate hull can be banned per team, per match. In the case of a duplicate Logistics ban, no additional Logistics can be banned.
- Team captains must be online and available to conduct ship bans 45 minutes before the start of each match. At 44 minutes before each match, if the captain is unavailable, then their team's bans are forfeit.

- If someone other than the team captain is to perform ship bans, the referee managing their match has to be made aware at least 45 minutes before their game is set.
- Banning of ships will occur before all matches. Each captain has three (3) blind bans which must be submitted to the referee 45 minutes before the scheduled match time. The referee will exchange them to the opposing captain once he has received both sets.
- Teams are then allowed an additional 2 minutes to declare an additional number of bans equal to the number of duplicate bans originally submitted. E.g. If both teams ban Leshak and Barghest they both get an additional 2 bans.
- Further duplicate bans are discarded, so if both teams ban the same ships in the second round, no extra bans occur.
- Each ban targets a specific ship type and not a ship class or other hull. For example, banning the Harpy would not exclude the Hawk or frigates in general.
- Teams should endeavour to have multiple ship setups available as bans may impact your primary team setup. No additional time will be given if teams do not have eligible ships available.
- All blind bans apply to both teams equally.
- The finals will be a Best-Of-Five (Bo5) series. This match cycle will see 3 regular bans per team and one extra ban per team for each duplicate ban. This series will also see a 'rolling' Conquest ban set for each match of the series.
  - The 'rolling' set of Conquest bans works as follows: the winner of any given match will be banned from using any Ships the winning team used from the previous match in the following match in the series, but these bans do not carry over to any further matches in the series.
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## Victory Conditions

During a match, a team scores points for each enemy ship it kills, equal to the tournament points value of that ship. The team that has scored the most points at the conclusion of the match, or that destroys the entire opposing team, is the winner.

If a team chooses to field less than **150 points**, non-fielded points count towards the opponent's score.

**If one team is ahead by 20 or more points at the match end time (7 minutes), that team is declared the winner.**

**If after 7 minutes, no Team has a significant point advantage (20 points or more), the match will go into a 3 minute Overtime that will increase the Overload bonus by 58% (increasing the bonus modules get when overheated). Additionally bomb damage will be increased by 58%, because LOL. (Red Giant Class 3)**

If the fight is still absolutely tied (meaning both teams have the exact same points) after 10 minutes, the victory will be awarded to the team that had more collective potential team DPS at the beginning of the match, as measured by the tournament automated "attack bar".

## Collusion Rules

Each team must be working towards its own victory in each match and in the tournament overall, not the victory of any other team. Teams must not participate in any private collaboration or sharing of theorycrafting, strategy, or planning.

Private practice scrimmages are NOT collusion, so long as teams do not violate the above rule.

Given that collusion rules are inherently susceptible to being gamed, the final authority on all issues of potential collusion is the Anger Games Administration team, in collaboration with CCP.