ETC 2021 Rulespack

Table of content:

1. General information
2. Signing up & Payment & Food
3. Time Table
4. Pairings
5. Roster submission & Errors
6. Tournament game rules
7. Coaches
8. Stalling & Referee guidelines
9. Hobby requirements
10. Deciding the winner

1. General information

- Time: Fri-Sun 06.08.2021 to 08.08.2021
- Address: Master Centar, Hajduk Veljkova 11, Novi Sad 21000, Serbia
- 4500 pts
- 8 people per Team
- Team must have a captain (can be playing) and up to 2 non-playing coaches/captains
- Rounds are capped at 100-60
- Maps A1-A8
- No additional supplements or auxiliary armies
- Roster format is New Recruit (https://www.newrecruit.eu)
- You have to bring an army in order to play

2. Signing up & Payment

- Deadline for payment is 10.07.2021 23:59 CET
- Deadline for signing up on TourneyKeeper is 10.07.2021 23:59 CET
    - https://tourneykeeper.net/Team/TKTeamLeaderboard.aspx?Id=3531
- Payment is to be done via:
    - Paypal account etcnsgo@gmail.com
- Entry fee is:
    - 50 EUR for player / coach / captain
    - 24 EUR extra per person if you want to get Food organised by us
- Food option is:
    - Meat eaters lunch
    - Vegan lunch

3. Time Table

Friday 06.08.2021
8:00 - 8:45 Team registration
8:45 - 9:00 Pairings B1
9:00 - 13:30 Game 1
13:30 - 14:30 Lunch Break
14:30 - 14:45 Pairings B2
14:45 - 19:15 Game 2

Saturday 07.08.2021
8:45 - 9:00 Pairings B3
9:00 - 13:30 Game 3
13:30 - 14:30 Lunch Break
14:30 - 14:45 Pairings B4
14:45 - 19:15 Game 4
19:20 - 21:00 Captain's Meeting

Sunday 08.08.2021
8:00 - 8:15 Pairings B5
8:15 - 12:45 Game 5
12:45 - 13:45 Lunch Break
13:45 - 14:00 Pairings B6
14:00 - 18:30 Game 6
18:30 - 18:45 Award ceremony

Who can / should attend Captain's Meeting

- Captains who care about future of ETC
- Active community members / figures, who wish to participate

Meeting moderators
Furion, Severian

Agenda for Captain's Meeting

- Severian's ETC QnA / AMA [10 minutes] (please write your questions beforehand)
- Mid-ETC sum-up: did ETC rulespack help with tuna-can armies [5 minutes]
- Mid-ETC sum-up: did ETC rulespack help with stalling / unfinished games? [15 minutes]
- Mid-ETC sum-up: free topic applications [10 minutes]
- Updating the ETC charter: a topic for discussion [10 minutes]
- Deciding on timeline for future ETC's (1 year in advance?) [10 minutes]
- Moving communication to Discord [5 minutes]
- ETC 2022: options, expectations [20 minutes]

4. Pairings, Deployment, Scenario

Step 1 - “The Opening” (first two pairings)

1. Both team captains select one army from their respective team to put forward and place the card for this army face down.
2. Once both teams have selected an army, turn over the cards to reveal which armies are chosen.
3. Both team captains now select two armies from the remaining seven to face the opposing army revealed in the step 1.2. The armies put forward by each team are kept secret and revealed at the same time.
4. Each team captain selects one of the two opposing armies revealed in step 1.3 to play against the friendly army that they have revealed in step 1.2. The other army card is returned to its own team captain’s hand, and each team captain has 6 army cards remaining.

Step 2 - “The Second Opening” (pairings 3 and 4)

1. Develops exactly as step 1.

Step 3 - “The Showdown” (pairings 5, 6, 7, and 8)

1. Repeat steps 1.1 and 1.2.
2. Repeat step 1.3: both team captains select two armies to play against the army revealed by the opposing team in step 3.1. This choice should be fairly easy, because both team captains should have only one card remaining in their hands (started with 4, placed 1, and offered 2);
3. Each team captain simultaneously chooses which one of the opponent’s 2 revealed armies in step 3.2 they want to face their initially placed army (matchups 5 and 6). The other army revealed by the opponent and not chosen will face the one card left on the team’s hand.
4. Once all pairings are done, randomize which game is played on what table

Deployment type
Is determined per individual game via dice roll.

Scenario
Same scenario per round for all 8 matches.
Round 1 - King of the Hill
Round 2 - Hold the Ground
Round 3 - Capture the Flags
Round 4 - Secure Target
Round 5 - Spoils of War
Round 6 - Breakthrough

5. Roster Submission & Errors

Organization

- The deadline for submitting the rosters is 13.07.2021 23:59 CET
- We play with new Vermin Swarm and whatever else comes up to the roster submission date.
- If some armybooks receive updates after this date = we use the old version.
- 1 mail per team. Email title has to be “ETC 2021 Team XXX” where XXX is your country’s name.
- We send e-mail to followfurion@gmail.com (no Referee is nominated at this point in time)
- If you spot the error prior to the deadline, don’t sweat it, just send the e-mail again. I will look only at the newest e-mail from you.
- Security & fairness measures:
    - Deadline for Team Poland roster submission is 12.07.2021 23:59 CET.
    - I will post a screenshot of Team Poland’s unopened e-mail to ETC T9A facebook
    - I will post a screenshot of all e-mails I receive, unopened, to ETC T9A facebook

Roster format

- Use the output of New Recruit www.newrecruit.eu and add dash then player name after army name.
- For captain / coach, add (c) at the end of the name.
- For captain / coach who is non-playing, at them before the first roster.

Example:

Hermund Vigerust Endreson Furu (c)
Alex Schmid (c)

Dwarven Holds - “Jerzy Furion” Brzozowski (c)
625 - King, General, War Throne, Rune of Iron, Rune of the Forge, Hand Weapon (Rune of Destruction, Rune of Fury, Rune of Craftsmanship)
325 - Runic Smith, Shield, Rune of Iron, Rune of Devouring, Rune of Mining, 3x Battle Rune
195 - Anvil of Power
185 - Thane, Shield, 2x Rune of Iron, Rune of Kinship
685 - 30 Greybeards, Great Weapon, Standard Bearer (Runic Standard of Swiftness), Musician, Champion
440 - 30 Clan Warriors, Shield, Standard Bearer (Legion Standard), Musician, Champion
845 - 8 Hold Guardians, Standard Bearer (Banner of Speed), Musician, Champion
185 - Steam Copters, Shrapnel Grenades
185 - Steam Copters, Shrapnel Grenades
330 - Field Artillery, Organ Gun (Rune Crafted)
250 - Field Artillery, Dwarf Cannon
250 - Field Artillery, Dwarf Cannon
4500

Daemon Legions - Thomas “Scrub” Ahlich
900 - Miser of Sugulag, General (Greater Dominion), Wizard Adept, Thaumaturgy, Withering Vapour, Kaleidoscopic Flesh, Chitinous Scales, Centipede Legs, Divining Snout
325 - Harbinger of Father Chaos, Battle Standard Bearer, Wizard (Wizard Adept, Evocation)
545 - 24 Succubi, Mesmerising Plumage, Standard Bearer, Musician, Champion
290 - 11 Lemures, Stiff Upper Lip, Standard Bearer, Musician, Champion
290 - 11 Lemures, Stiff Upper Lip, Standard Bearer, Musician, Champion
285 - Hope Harvester
205 - 5 Sirens, Champion
175 - 2 Mageblight Gremlins
738 - 6 Bloat Flies, Broodmother, Standard Bearer, Musician, Champion
738 - 6 Bloat Flies, Broodmother, Standard Bearer, Musician, Champion
4491
(here put the rest of the rosters of the players)

Errors, penalties and points: The proper way

- If you send rosters before deadline 13.07.2021 23:59 CET, your team receives +5 pts
- If you register your team on tourney keeper before 10.07.2021 CET your team receives +5 pts
- Rosters sent in New Recruit format with added player name, your team gets +2 pts per roster
- If all rosters are send in New Recruit format with added player name with added coaches / captains, your team gets +4 pts

Errors, penalties and points: Penalties

- Rosters sent in New Recruit format without added player name, 1 pt penalty per roster
- Roster sent in format different than New Recruit, 1 pt penalty per roster
- If new recruit provides a faulty output, then this is not considered to be a faulty submission (no penalty)
- If an armybook is not implemented to New Recruit before deadline, then write this roster by hand, try to mimic New Recruit output to the best of your ability; this roster will receive no penalties for format different than New Recruit

Errors, penalties and points: Errors in lists

- For submitting 8 rosters without errors, your team gets 2 pts per roster, so that's 16 pts
- 1st Minor Error per team goes without penalties.
- 2nd and Minor Errors decrease the score by 1 point.
- Major Errors decrease the score by 2 points.
- A single roster can receive up to 2 penalty points.

List of Minor Errors examples:

- Small points mistakes (1-20 pts)
- no indication of who is the general
- missed equipment or option that is paid but can be more than one
- miss an equipment or option but is paid for (and is the only viable option)
- no indication of the size of the unit, paid for an option that can only be that option

List of Major Errors examples:

- Big points mistakes (21-200 pts)
- Exceed maximum points allowance for any category or no complete core section
- no indication of the path used for a wizard (and the choice for possible paths are more than one)
- use a magical equipment that cannot be taken (including go over 0-X or have more than allowed of any category)

6. Tournament Game Rules

Gaming Etiquette
Please remember you are playing the game **with** your opponent and many others at the venue, so be polite to your opponent and to the other players. The whole purpose of a tournament is that everyone attending plays fun and enjoyable games.

Commenting on tables other players are playing on is forbidden unless agreed upon by both players. So if you need help with a rules question, Line of Sight, or determining distances, you may ask a player on another table, just make sure you and your opponent agree before doing so. Unless specifically agreed by both players, from the moment of determining deployment zones the language to be used is English. This includes communication with other Team Members (except for Captain's Time, as described later)

Communication
Clear communication is the way to prevent disputes between you and your opponent:
Every action needs a visual or vocal confirmation from the opponent.
You should make sure your opponent understands the action you are performing.
Communication is key!

Agreements
It is customary to make vocal agreements with an opponent to avoid misunderstandings and conflicts. These could be statements such as "I now place this model 18.1" away from that model, OK?", to which the opponent may respond by checking the distance and agreeing that it is indeed 18.1". Typically these sort of agreements involve measuring distances, checking Line of Sight, checking what Arc a unit is in, etc. These are intended to speed up the game by allowing players to spend less time arguing about the exact placement of models. Sometimes agreement may even be unavoidable when models are impossible to place exactly where you want them, e.g. due to Terrain or unbalanced models.

If such agreements are made, they are binding.

Players are not allowed to agree on something, and then in their Player Turn not honour this agreement. In the above example, the opponent may not, in their turn, declare the distance to actually be 17.9". However, this is only under the condition that models were not moved after the agreement was made. If the opponent moves their unit, the opponent is under no obligation to remind them that the agreed upon 18.1" may no longer be true. If you think your opponent is abusing agreements to gain unfair advantages, e.g. by trying to make you agree a distance is 18.1" when in reality it is closer to 17.5", or by placing their models very sloppily, you are under no obligation to make these types of agreements. However, in order to avoid misunderstandings, you must make it clear to your opponent that you are not agreeing with their statement. Otherwise the opponent may think an agreement was made by them vocally declaring their intentions (e.g. "I place my models 18.1" away from your unit now").

Clear communication is the responsibility of both players. Don't assume your opponent agrees to something unless there is clear vocal confirmation. Don't assume silence is understood as not making an agreement. Make clear vocal statements.

There have been situations in the past that a conflict has risen on the nature of an agreement and referees are called to the table. Therefore it is recommended that if you believe the game may be going on borderline competitive/unfair side to:

- Bring a series of “agreement” tokens. Putting this token on the table next to a unit means that an agreement is made.
- Alternatively, you can call your coaches and rephrase agreements in his presence
- Even when agreements are made it is wise to still place the models as close to exactly where you want them to be, i.e. don't use agreements as an excuse to play imprecisely or with abandon.

Note that agreements are binding, and if it can be proven there actually was an agreement made, and a player is trying to obfuscate, this is considered cheating and will be met with severe penalties from referees.

Active Spell Cards
If a spell is active, it must be placed next to the unit in a clear way. Failure to put a card means that the spell is not in play.

Marking your units
It is highly recommended to mark all your units before moving it, for ease of backtracking. Failure to do so is a common source of conflict. In case a unit position was not marked, then the opponent has the right to put the unit back with reasonable accuracy.

Marking lost wounds
It is prohibited to use a die in order to mark the wounds. A player should have some sort of marker (a rubber band, a plastic ring, a custom marker) for marking wounds.

Special Dice
The dice can have a symbol only instead of 6. Dice have to be easily readable.

Imperfect base sizes
All models are expected to be put on bases that are required rules-wise. However it is common that some dimensions are off (most notably GW’s cavalry bases are 24x50) in case such imperfection is present:

- Line of Sight, Arcs, Width of the unit, Checking for collisions / fits between impassable is done with physical unit size
- Close combat maximization rules are done assuming all bases are of perfect dimensions (this means maximization and number of models fighting may be different than what is physically possible to align to a unit)

7. Coaches / Captains

A coach / captain has certain privileges. Each team can have up to two non-playing coaches / captains. Up to 1 captain can be playing. A coach / captain is allowed to:

1. Give short commands on what to do (but not how to do something).
2. Consult with each player once during the game for up to 3 minutes.
3. The coach himself replaces a player, once for a consecutive number of games.
4. Talk with the rival coach to resolve problems that may arise during the games.
5. Stop a game where a team member plays and get a judge if they spot cheating (or unintended mistakes).

A coach / captain can normally only talk to the players in English or in the mother language of both teams, and only openly. They are allowed to give generic advice like “play more aggressively”, but not get too specific like “place that unit here to defend your War Machine”. During a 3-minute timeout they are also allowed to speak in the language they want to, and they can speak in private or whisper. A coach is not allowed to consult with the same player more than once in a game, even if the coach did not use the full 3 minutes during the first consultation.

During the tournament, a coach can replace one of the players. The team is not allowed to change their armies, and the swap can only be made once, although the coach is allowed to swap back to the original player. The coach can play any number of consecutive games while substituting for the player, but if the original player returns to play, the coach may not swap with them (or any other player) again. The role of the coach / captain also has some limitations. The team risks a penalty when the coach / captain:

1. Says how to do something or give tactical advice (except during the 3-minute consultation).
2. Interrupts a game.
3. Violates any of the above rules regarding stalling, cheating, or shows bad behaviour.
4. Hands notes or otherwise communicates with the players in a secretive manner.

A coach / captain should be passive during the game. If both players do not mind that the coach / captain chit chats with them, then that is not a problem. If a player objects to this, however, the coach / captain should cease this activity. As stated at the start of the document, communication is key to a good gaming atmosphere.

8. Stalling and Referee Guideliness

Referees will use the following tools:

Warning

- Slips in rules that Referee has deemed as unintentional, small scale lousy play
- Not respecting communication in English
- Causing a commotion by not marking your own units / not marking spells / wounds etc.

Penalty: Player will be added to referees watchlist and will be more likely to receive a Yellow Card.

Yellow Card

- misplaying a rule / statistic from your own army to your advantage.
- Unsportsmanship behavior (insults and seudo-insults to your opponent)
- Giving specific tactical advice to your teammate (other than 3m captain/coach time)

Penalty: Team gets 3 pts deduction per each Yellow Card received.

Red Card

- A second Yellow Card results in a Red Card
- Intentional out of sequence moves without opponent's permission nor his knowledge
- Loaded dice
- Deliberate cheating in any shape or form

Penalty: Team gets 2x 3pts deduction per Red Card. Player can't play anymore in the tournament, his future scores are turned to 0:20, his previous scores might be changed depending on the Referees investigation.

Stalling
During the course of the game, when at least 1 player calls for it, the game will be conducted with a chess clock. A player can declare the need for a chess clock at any point in the game. It is the player who wishes to use a chess clock responsibility to provide one and to clearly explain how to operate it to his opponent.

The need for the chess clock needs to be communicated when there is at least 60 minutes scheduled play time available. Set the clocks as in formula: (Time remaining - 10 minutes)/2.

The chess clock should measure time for the player, who is currently making a decision or who is currently rolling the dice.

It is a player's right to reasonably question the legality of his opponent moves, asking for double checks or more precision. In such cases, the time is measured for the player who is the owner of the models in question. Should a player try to stall the game by imitating that he is being thorough, then the judge should be notified immediately. Stalling in this way will be penalized by at least a Yellow Card.

In case one player's time goes to 0, the following actions are applied:
- The game continues for as long as the other player's chess clock shows 0, or turn 6 is concluded.
- The player who's clock went to 0 can make no voluntary actions. This means no movement (unless rallying / flee) magic phase, dispelling attempts, using special rules like Rally around the Flag or Inspiring Presence and so on.
- The player who's clock went to 0 must make mandatory actions, which include: attacking in Close Combat, rolling armour saves, Panic checks and other mandatory rolls.
- The player who's clock went to 0 can only declare "Hold" charge reaction, unless he is forced by rules to do a flee.
- In case a roll is mandatory, but there are multiple outcomes possible (i.e. Ambushing units) the roll is made but it is the opponent who decides on the outcome (i.e. where the Ambushing unit is placed)
- In the case of Combat, characters and units will always try to hit R&F models. If this is not possible or there are multiple units, the characters will always strike first viable target counting from the model's front left corner.

It is each player's responsibility to accurately operate the chess clock.

Previous year shows, that during tense moments when we forgot that we are here to celebrate our hobby and the battle is ending, the calling for Referee is ineffective. This is not because of the referee's fault but because of the nature of the problem: the truth is that Referee hasn’t seen the whole battle and it is difficult to make any decisions. Referees are here of course to help us and to ensure that even the games that didn’t raise the need for chess clock and the behaviour of one of the players is questionable are finished on time. That being said, using a chess clock if you have doubts is the easiest way to end any arguments.

9. Hobby requirements

ETC is a competitive sports event. That being said, we require all armies to meet the minimum hobby standards. During the tournament Referees will make a quick check according to the rules below.

==========

Painting quality

0 - barely on the verge of admittance
1 - 3 colors applied correctly
2 - minimum tabletop (poor drybrush / poor washing / poor traditional painting)
4 - proper army or better (ok drybrush / ok traditional painting / ok washes)

Bases and Movement trays

0 - at least 1 unit of 2+ models doesn't have a movement tray
1 - All units have movement trays to the most common formation
+1 - models have modeled bases (grass / rocks / snow / skulls / etc.)
+1 - if trays have an edge, they are modeled as well (or the trays are edgeless)

Army cohesion

0 - a collection of models from different armies, different painting style, no consistency whatsoever
1 - rather consistent, although there is individual models that differ in style from the rest of the army
3 - coherent army, one painting style, the same trays etc.

WYSIWYG

0 - glaring WYSIWYG deficiencies in the troops (spears instead of hand weapons etc.)
1 - WYSIWYG on most units (single deviations on models in units, full command groups)
2 - full WYSIWYG on units
Characters are excluded from WYSIWYG rules (can have any weapon / armor / etc)

Preparation for the game

0 - missing more than one of the following tools: dice / rulers / armybook / magic cards / wound tokens / unit position markers
8 - full preparation for the game
Total of 20 sub-pts

==========

Scoring:

- Each army is scored individually. This means 160 sub-pts per team.
- Then this sum is divided by 10 and rounded up. This is the number of points that are added to your team.
- If the number after rounding equals 16, then your team receives a +4 points for 100% completion

To sum up:

- to mark this - <u>this is not a painting competition</u>.
- We want to ensure that the opponent knows what you are playing and that it is aesthetically pleasing to see it.
- We expect most / all armies to receive a maximum score.
- In these requirements actually only Painting Quality can go under Referees discretion; an example picture of what qualifies for top score is below
- Obviously offending models (tuna cans) will be removed and counted as casualties
- We acknowledge that lost miniatures / suitcases can happen. Referees will decide on a case by case basis what to do.



10. Artistic Freedom and WYSIWYG

The intention behind the rulespack is that every army meets the minimum hobby requirements, especially when it comes to the opponent's understanding as to what's what. The rulespack doesn't aim to limit artistic expression in any way. With this in mind, discrepancies between model's weapons and models appearance doesn't always have to match. List of examples below:

- Unit has some demons / supernal creatures, and models are armed with ie. halberds, although the unit entry doesn't list any weapon.
- Unit is a different race/type than it is listed, for example instead of Lion Guards in HE there are some specters / wraiths.

If the style of the unit is coherent within the army, and there is no other unit with similar appearance but different rules, then this is not a violation of WYSIWYG.

11. Deciding the winner

The winner is the Team who meets Team requirement (sorry Team UN!) and has the most of:

- Capped battle points per game 6x100 = 600
- Roster submission on time +5
- Registering all members on tourneykeeper on time +5
- Rosters sent in New Recruit format +20 (8x2 per army, +4 for 100% completion bonus)
- Rosters without errors/changes +16 (8x2 per army)
- Army with hobby requirements +20 (8x2 per army + 4 for 100% completion bonus)

To a grand total of mighty 666 points.

Tie breakers are as follows:

- Uncapped Battle Points
- Head to head result
- Least number of Yellow Cards
- Least number of warning
- Coin Toss done by Herminard