



THE IX AGE

FANTASY BATTLES



Tournament Rules Pack

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Introduction

At the World Team Championships the official T9A Tournament Rules Pack, especially the rules and guidelines for 8-player team tournaments, will be in effect. Exceptions to the official T9A Tournament Rules Pack are described in this document. This document takes precedence over the official T9A Tournament Rules Pack!

Note: the official T9A Tournament Pack has not been updated according to 3.0 so far. Still the vast majority of the pack is applicable. If you spot any terms no longer valid for 3.0 these parts of the Rules Pack are simply ignored or replaced using common sense for the analogy in 3.0. All else is described in the following document.

Exceptions & Optional Rules

The following mentions all exceptions in rules and guidelines of the WTC that are different from what you can find in the official T9A Tournament Rules Pack and in case of optional rules and guidelines what is in effect exactly.

Exceptions

Primary Objectives

Each round has exactly four preselected Objectives When doing the pairings the Objectives will be known for the respective matchups in advance:

Round 1

1&2 = Spoils of War
3&4 = Breakthrough
5&6 = Secure Target
7&8 = Forage and Plunder

Round 2

1&2 = Hold the Center
3&4 = Hidden Agendas
5&6 = Spoils of War
7&8 = Breakthrough

Round 3

1&2 = Secure Target
3&4 = Forage and Plunder
5&6 = Hold the Center
7&8 = Hidden Agendas

Round 4

1&2 = Spoils of War
3&4 = Breakthrough
5&6 = Secure Target
7&8 = Forage and Plunder

Round 5

1&2 = Hold the Center
3&4 = Hidden Agendas
5&6 = Spoils of War
7&8 = Breakthrough

Secondary Objectives

Every player follows the table for Secondary Objectives from the Seasons Pack. Instead of rolling, each player follows the following chart and plays the Secondary Objective according the number from the Table for Secondary Objectives referring to the army the player is using:

	Secondary Objective
Round 1	1
Round 2	2
Round 3	3
Round 4	1
Round 5	2

Note: The Leadership Skill "Trusted Adviser" has no effect in WTC!

Deployment

Deployment Types will be predetermined per table and round.

The following chart represents the Deployment Type per table and round (all rows are identical):


	Table 1 (Map 1)	Table 2 (Map 2)	Table 3 (Map 3)	Table 4 (Map 4)	Table 5 (Map 5)	Table 6 (Map 6)	Table 7 (Map 1)	Table 8 (Map 2)
Round 1	Frontline Clash	Bottleneck	Spearhead	Mutual Encroachment	Refused Flank	Bottleneck	Spearhead	Mutual Encroachment
Round 2	Cornerstone	Frontline Clash	Bottleneck	Spearhead	Mutual Encroachment	Frontline Clash	Bottleneck	Spearhead
Round 3	Refused Flank	Cornerstone	Frontline Clash	Bottleneck	Spearhead	Cornerstone	Frontline Clash	Bottleneck
Round 4	Mutual Encroachment	Refused Flank	Cornerstone	Frontline Clash	Bottleneck	Refused Flank	Cornerstone	Frontline Clash
Round 5	Spearhead	Mutual Encroachment	Refused Flank	Cornerstone	Frontline Clash	Mutual Encroachment	Refused Flank	Cornerstone

Optional Rules

Maps

Every row (8 tables) will use the maps 1,2,3,4,5,6,1,2 from the Seasons Pack and tables will be randomized after pairings. Every terrain piece will be fully rectangular and the measures given in cm will be rounded up to the next full inch measure to ensure more precise measures.

Guidelines

The Guidelines () from the official T9A Tournament Rules Pack will all be - if fully applicable - in effect and treated like rules. The judges will - especially in regards of the Guidelines - have the last say and are instructed to apply common sense.

Painting

The minimum painting standard will be level 4 from the official T9A Tournament Rules Pack)

Army Lists

The only valid format for submitting lists is NewRecruit online list-submission format.

Army Composition & Table Size

The recommendation from the Season Pack will be used. 4000p Armies & 72"x48" Tables.

Miscellaneous

- Ignore any references to Veil Tokens in the official T9A Tournament Rules Pack. Instead apply the rules for Flux Cards/Veil Tokens to the new Flux Cards/Channel accordingly.

Judges Pack

To limit issues with bad behaviour, slow play, angle shooting and straight out cheating during the games, we are imposing a set of guidelines and rules so that the referees have the necessary framework to address any issues and can be a lot stricter towards the players that can't or won't play the game correctly/in a way that is fair for all parties involved. Everyone has spent a lot of time, money and energy to attend this event and no one should feel like they have been robbed of the experience afterwards. The 9th Age game should be played as a gentlemen's game between two peers and we expect all of our players to behave as such.

Mode of Operation

Every player will respect the decisions made by a referee. In this document we try to specify the rules under which judges will operate. But we cannot foresee every situation and referees may be required to improvise during the tournament. If a referee feels the need to step outside the rules in this document the majority of the referee team must agree.

Interfering in Games

Note that judges are not bound by the rules stating spectators, other players, coaches etc are not allowed to interfere in games. If a judge spots a rules-mistake he may intervene and correct the players. Note however that judges are not expected to spot all mistakes. Having a judge nearby that doesn't intervene doesn't mean anything you do must be correct. The players are still ultimately responsible for knowing and playing by the rules.

Biased Judging

It is the overriding principal of the event that all players, of all teams, can expect the judge's team to be impartial and professional at all times.

Second Opinions on Rulings

Sometimes judges will make the wrong call. If you think the ruling made by a judge was wrong, let the judge know that you request a second opinion. Attempts to abuse this for stalling purposes or simply never accepting the decision of a single judge may result in an official warning (yellow card), and players calling for a 2nd opinion will be logged.

A judge may sometimes himself be uncertain how to interpret the rules and require a second opinion.

Whatever the reason, in this situation the judge will discuss the issue with his colleague and come to a final decision.

Faulty Rulings

Whilst the judges team will rule to the best of their ability, it is recognised that they are human, and errors can occur with decisions that they make.

If judges themselves discover faulty rulings before the end of the game, they will notify the players about this. If possible the game will be backtracked to the point where the ruling was made.

A judge will decide if possible or not (based on time constraints, how far games have moved, if prior positions of units can be achieved with sufficient accuracy etc).

If the judge's team, after a consultation with the relevant players and captains cannot reach an agreement on the level of backtracking that is possible or accurate, the original ruling will stand and the game will continue as normal.

Excessive Rules Questions

If a player is found to be repeatedly calling referees over for rules questions which are clearly answered in any of the relevant game literature, they will receive an infraction penalty (as this is a form of time wasting).

The number of rules calls required to gain such a penalty is determined at the discretion of the referees on a case by case basis - this prevents people being penalized for language issues resulting in such questions, and also for stops player 'playing the system' and stopping before the threshold for a penalty is attained.

Players Responsibility

In the same manner that judges are expected to act, players also themselves have a duty, to know their own rules as well as their opponents.

Judges should be used to resolve genuine moments of conflict, and only after both players have reviewed the relevant rules sections to support their point of view.

If this occurs, both players should call for a referee and they will be expected to have the relevant rules sections to hand themselves. Without this already in place when a referee arrives at the table, a decision will not be made.

Approaching a Referee

The job of the referees at the event is not to teach the players on how to play the game.

Should players require a ruling on a specific rule, it is expected that BOTH players will already have consulted the relevant rulebooks, and have them open for review by the referees to make a decision on.

Failure to do this may lead to the referee advising the players to take this step and come back at a later stage.

Penalties

At the judges teams absolute discretion, penalties, ranging a modification of the score, to cards, may be applied if they are satisfied that one player has stalled deliberately, whether to time out the game or for any other reason.

Policies regarding WYFIWYG and modeling issues

The WTC will follow the painting and the WYSIWYG guidelines in the official T9A Tournament Rules Pack. Each unit entry that judges deem are severely outside these guidelines will result in a penalty: -1BP to the final team score.

Judges do not have time to inspect all armies. If you play an opponent that you think have unacceptable models, please notify a judge.

In extreme cases where models are very confusing to the opponent to the degree that the owner gains an unfair advantage, penalties will be higher: -10 BP.

Gaming Issues

It is intended that the event will be judged in a fair and consistent manner, and as such we have provided some specific examples of what, for the benefit of the vast majority of players, will not be tolerated.

Dice

- Dice with custom facings are allowed
 - All symbols in one pool must be on the same value. For example, all dice logos are on the six.
 - Max one side with special facing.
 - No mixing allowed
 - Players should discuss dice being used at the start of the game.
- All dice can be pooled at the request of either player.
- Agree whether dice landing on terrain / cards constitutes as being flat prior to the start of the game
- If the symbols are not on the six, it is the responsibility of the owning player to ensure that their opponent is aware of the nature of them prior to the start of the event.
- If any player is caught used loaded, or modified dice in any way they will be eligible for an immediate red card.

Models

- All must be clearly and correctly based
- All units of more than one model must on suitably sized movement trays, which should not be too big or too small
- In the event of any disputes regarding arcs or distances, do not touch the models (either yours or opponents) prior to agreement.
 - If a judge is called and a model has been touched or moved, then that player should expect to lose any call as a result

Model Placement

- Players are free to agree with their opponents what arcs/distances models are in/at
 - In the event that a judge is called, they can only rule on the models position on the table, unless direct evidence is supplied to the contrary

Coaching

- Intra-team communication, where related to any game in progress, is to be regarded as coaching and thus illegal at the event.
 - This includes group messaging apps
 - This does not include the 3 minute coaching session that each player is allowed.
 - Players caught in breach of this will be liable for at minimum a yellow card, or should the judges deem it necessary, a red card.
- The default language at the event is English. Players should take care to not communicate in any other language, including for innocuous things such as drink orders.
 - If both players agree, alternatively, the game can be in whatever language suits them best.

Markers

- All in game effects (including spells, attributes, variable conditions etc) that are not resolved immediately should have their own specific marker, or ideally description card, placed next to the target unit.
 - If this is not done, the player in question cannot claim the benefit of that effect in the relevant phase.
 - Dice MUST NOT be used as a form of wound, or any other form of marker. They are far too easily knocked, picked up or rolled.
- Variable Units
 - Some units (such as Centaurs) have an option to have two (or more) variable modes. Players should ensure that these are clearly marked with tokens next to the unit at all relevant times.-
- Recording Hit Points
 - Players should adopt the 'counting up' method when it comes to recording wounds taken – NOT wounds remaining

Movement

- Players should take care to ensure that their unit's positions are marked prior to any movement being undertaken.
 - If this is not done, and the precise initial starting position cannot be agreed, then the moving player will not be able to reset the movement and start again.

Mistaken Information

- A player is responsible for the accuracy of the information that they advise their opponents.
 - This includes spell effects, stats etc.
 - If it is found that this was inaccurate, the player responsible will be liable for a penalty ranging from a points change, to suspension from the event.
 - This will be at the referee's absolute discretion, and agreed on following of the judge's council and communicated via the Chief Judge to the captain of the team involved.

Referees Decision

- All decisions made by judges team at the event will be considered binding and final.
 - Further disagreement with the referees in respect of any decision made will result in penalties being applied to the team, including the issuing of cards.

Player Conduct

- Any form of abuse to either judges, players, officials or spectators, whether physical, verbal or implied will not be tolerated and will result in:
 - A red card being issued to the player

Submitting Scores

- If a player refuses to submit a score for a game that has concluded, the opposing player should immediately contact a referee for assistance.
 - Deliberate refusal to submit a score in this manner may lead to a penalty being applied to that player.

Other Issues

As a reminder, just because it is not on this list does not mean that a penalty cannot be awarded, at the referee's absolute decision. This could range from calling a game, issuing a formal warning to a player or expulsion from the event.

As a final reminder, it should be noted that all players are expected to behave in a sportsmanlike way and conduct themselves in a manner that is representative of their countries competing in friendly competition. Players found to be deliberately provoking their opponent, or breaking the pace of a game to attempt to gain an unfair advantage will be dealt with appropriately.

Stalling

In addition to the rules found in the tournament pack, during the event we will deal with stalling and slow play in the following way:

Report potential stalling

Remember that it is important to report potential stalling to judges as early as possible. If you think your opponent plays too slow and letting them know this doesn't help, notify a judge.

Decisions

At the end of a game in which there has been accusations of stalling, judges will look at different pieces of information to make a call on if there has been any stalling, and if so, by whom.

Judges will use information such as:

- Observations made by judges during the game.
- The difference in the time spend the players (chess clocks or similar, see below).
- Knowledge from prior games with either player (earlier accusations of stalling, unfinished games, etc. Judges will create a list, see below)
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Based on information available (time difference, prior games, observations) judges will make a call if one of the players, without any doubt, played slower than what is acceptable. If so this player will get a formal warning and the game score will be adjusted, +x/-x BP, where x is decided by the severity of the slow playing. See penalties section below for details.

Note that unless a judge was informed about potential stalling during the early/mid game, they will put very little weight on chess clocks and the reported time spent by each players. Coming to a judge after the game with a chess clock and then accusing your opponent of stalling is very unlikely to lead anywhere.

Observing Games

Judges will try to stop by game where one player is accused of stalling as often as they can, sometimes without notifying the players.

List of potential slow playing players

Anyone accused of stalling or slow play (before the end of the game) will be written down on a list. This will enable judges to be aware of who the high risk slow-players are. This will help judges make accurate calls for

stalling the future games. Note that this list is not public knowledge, and that only being accused of stalling (but not convicted) doesn't automatically mean you will be convicted of stalling in your next game.

Chess Clocks and Stalling

When a judge is notified that a player is potentially stalling, he will note down which game it is, and its current state (time, turn etc). The players, a coach or even a spectator may then measure how much time each player spends on their player turns.

This can be done either through a chess clock or by simply writing down the time at which each player turn starts (both players should make sure that the time written down is accurate). Players are also free to measure time like this from the start of a game.

Note that judges are primarily interested in the time each player spends on his own player turns. If you suspect a player is trying to abuse this fact by playing fast in their own turn and slow in their opponent's turns, please notify a judge.

Penalties

Army List Submissions

All armies will be required to be submitted via Newrecruit 30 days before the respective event starts (23:59 CET/CEST)

Lists that are either not submitted on time or illegal will be the subject to the following penalties, that will be applied to their uncapped score at the end of the event:

- Small mistakes: 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. Penalty: 1 BP for each small mistake.
- Big Mistakes: Big points mistakes (21-200), 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). Penalty: 3 BP for each big mistake.
- Huge mistakes: Points mistakes over 200, uses wrong version of the book, include units of other books, or fails to submit a list in time. Penalty: Each huge mistake will have a penalty decided by referee team.

Armies will not be permitted to be changed after the submission deadline has expired.

In all cases where a change is required to an army list due to errors, these will be decided by the judge's team and will be enforced in the spirit of the overall list and in the smallest way possible. Wider changes to the list will not be allowed, and each will be judged on its own merits by the judge's team in consultation with the captain of the country involved.

Further Penalties

During WTC judges will (if needed) hand out the following types of penalties. Several penalties can be dealt simultaneously (for example, most warning will be both yellow card + points reduction).

- -X battle points to the final team score.
 - This will be added after all games are played, and thus have no effect on pairings.
 - This is used primarily for:
 - Errors in army list: -X
 - Unacceptable models: -1
 - Confusing models: -10
 - Multiple yellow cards. A team will receive -3 for each yellow card any of their players has.
 - Failing to submit the round score (per minute) -1
- Shifting game results by +X / -X battle points.
 - This will be added instantly and affect pairings.

- This can be as much as +20 / -20, but will never result in final game score above 20-0.
- This is primarily used for:
 - Stalling (in addition to yellow or red card)
 - Cheating (in addition to yellow or red card)
 - Unsporting conduct (in addition to yellow or red card)
- **Green Card**
 - Green cards are the first stage of an official warning, and an indication that a player's action of conduct is not acceptable. Whilst this will not carry any form of point's penalty, this should be taken seriously.
 - A player may receive a maximum of ONE Green card. Any further awards will automatically be converted into a Yellow Card.
- **Yellow card**
 - Yellow cards are again official warnings. They will be handed out whenever a player does something unacceptable, or when a player has received a second Green card
 - A player may receive a maximum of TWO Yellow cards. Any further awards will automatically be converted into a Red Card.
 - A team will receive -3 BP to their final score for each yellow card of their players has.
 - Yellow cards are primarily used for:
 - Stalling
 - Cheating
 - Unsporting conduct
 - Abusing judge secondary opinions
- **Red card**
 - A player with a red card is not allowed to play the rest of the tournament. If available, a captain or coach may step in and play the banned player's army.

Red cards are either handed to a player with 3 yellow cards or a player that breaks the rules in a particularly severe way.

At any stage, a judge may choose to bypass any of the steps on this descending list if, after consulting with other judges, they feel it appropriate to do so.