

ETC/ESC 2018 - Tournament-Pack

Fantasy Battles: The 9th Age



Tournament-Rules

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Tournament Rules

How to use the Rules Pack



Below is our suggested list of rules and guidelines for T9A-games at ETC and ESC 2018 in Zagreb



Rules

Guidelines



Sometimes, a smaller version of these icons has been added to mark an exception to rules and guidelines in topics that have been marked as  either a  rule or a guideline



Game Version

For ETC and ESC 2018 the following versions of the official Beta rules will be used:

v0.204.2 (Rulebook, Path of Magic, Armybooks, Errata)

Accessories

Different people have different ideas about what is needed to play a game of Fantasy Battles: The 9th Age. But in order to have the games run smoothly, you should come prepared.



What you need to bring

Below is a list of things that you need to bring:

1. Fantasy Battles: The 9th Age Rulebook, your Armybook as well as the appropriate Paths of Magic;
2. Dice, tokens, Flux Cards and tape measure/ruler;
3. At least one printed copy of your Army List per game played at the tournament unless the TO provides printed rosters for the event;
4. Your painted and assembled army, including movement trays;
5. A printed or digital copy of this Tournament Pack;

1. Rulebook, Armybook and Magic Paths

Make sure that you bring a printed version or a version on an electronic device (phone or tablet) with enough battery power and/or a charger to last the day with copies of the The 9th Age: Fantasy Battles Rulebook. These must include the Armybook and the Paths of Magic you are using or require. These documents have to be in English language.

2. Dice, tokens and tape measure/ruler

Make sure you bring all the tokens needed for the following purposes:

1. objective markers for the mission *Secure Targets*, *Spoils of War* and *Hold the Ground* (maximum size 50mm square / round base). Note that only the center of the marker count to determine the winner who wins the Secondary Objective;
2. marking / counting Health Points suffered;
3. marking which Units are under the effect of which spell.
4. counting Veil Tokens.

Some dice use custom symbols to represent results of '1' or '6'. You can use such dice on the condition that you don't mix the two types of dice: custom symbols must all represent the same result.

3. Your Army Roster

Army rosters must follow this format and has to be submitted in English language.

[Name] "**[Nickname]**" **[Last Name]** - **[Army]** - *[specific Army Organisation]*
[Points] - **[Unit1]**, *[General/BSB]*, *[Marks, Virtues, etc.]*, *[Mount]*, *[Equipment]*, *[Magic Equipment]*,
[Apprentice/Adept/Master, Vampiric Bloodlines, Gifts of the Dark Gods, etc.], *[Magic Path]*
[Points] - *[Amount]* **[Unit1]**, *[Marks etc.]*, *[Equipment]*, *[M, S, C]*, *[Magic Banner]*
[total points]

Example:

John "9th-Addict" **Smith** - **Infernal Dwarves**

890 - **Overlord**, *General, Great Bull of Shamut, Infernal Weapon, Ring of Desiccation*

826 - **Prophet**, *3 Spells, Temple Lamassu + one extra Spell, Flintlock Axe, Hardened Shield, Steel Skin, Besheluks Mechanism, Engineer, Occultism*

284 - **Vizier**, BSB, Shield, Banner of the Brazen Bull
 330 - 10x **Citadel Guard**, Flintlock Axe, M, C
 130 - 10x **Infernal Warriors**
 800 - 35x **Infernal Warriors**, Great Weapon, M, C, S, Banner of Nezibkesh
 420 - 16x **Immortals**, Shields, Great Weapon, M, C, S, Gleaming Icon
 130 - 2x5 **Hobgoblin Wolf Riders**
 90 - 1x **Hobgoblin Bolt Thrower**
 600 - 1x **Kadim Titan**
4500

If you are able to keep the exact format than the Full Roster can easily be used to be checked in Excel. Of course the Brackets “[]” should not be part of the final roster as they are only placeholders for individual content.

4. Your painted and assembled army, including movement trays

Make sure you bring your painted and fully assembled army. A painted army usually means that at least 3 colours have been applied to the models in a manner that makes sense (see pictures for an example what is considered to be a painted model.):



TO's predefine a minimum standard of painting for their events by picking a level from the picture above. The minimum standard for ETC is level 4. Unassembled models are not allowed and cannot be fielded. For all units consisting of more than 2 models movement trays are required. This is especially important for skirmishing units.

5. A printed or digital copy of this Tournament Pack

Make sure you have a printed copy of this Tournament Pack with you, so that you and your opponent can resolve issues quickly.



Army composition

The format for “The 9th Age” at ESC/ETC is the common size of 4,500 points. All participants’ armies must be built according to the official rules in the Fantasy Battles: The 9th Age Rulebook and specific Armybook, excluding Auxiliary-Armies.

WYFIWYG



What You Field Is What You Get

The 9th Age encourages the use of models provided by all miniature manufacturers, as well as handmade and scratch built models, as long as a serious effort has been made. In case of doubt about any aspect of WYFIWYG (for example you have a fully themed army with wild conversions), ask the Tournament Organiser or post a picture of the unit / army on the forum.

To accommodate the players and tournament organizers (also known as TO's) we have written up some guidelines regarding WYFIWYG.

1. Models (including summoned models) must be mounted on the appropriate base sizes, as stated in the appropriate Armybook;
2. Models (including summoned models) should represent the appropriate army, or at least not be easily mistaken for another army;
3. Models (including summoned models) should represent the appropriate Troop Type, or at least not be easily mistaken for another Troop Type;
4. Models (including summoned models) should represent the appropriate weapon option (in case of multiple weapon options) according to the Army List (e.g. at any time during the game at least 51% of the models in the unit should represent the appropriate weapon (and shield) option according to the Army List, these models should be placed as far to the front of the unit as possible);
5. Models should not be mistaken for other models (e.g. if you are using a chariot with one mount to represent a heavy chariot (Chosen Chariot / Razortusk Chariot) you cannot use the same model to represent a light chariot (Warrior Chariot / Raiding Chariot);
6. Command groups should be represented by the appropriate models (see picture for an example of a unit of Barbarians, with full command and at least 51% of the models equipped with the correct weapons (Flails)).



7. Unit fillers are allowed, adhering to 4 general guidelines:

- Unit fillers should not cause confusion, to prevent this they should not be included in the front rank (e.g. it must be clear how many models and what Troop Type are / is represented by the unit filler);
- Unit fillers should not interfere with normal gameplay (e.g. it must be possible to remove casualties from the unit with the unit representing the appropriate unit size, without the unit filler prohibiting this);
- Unit fillers should not be more than approx. 33% of the unit's size;
- Unit fillers do not count towards the 51% minimum as stated in point 4.

General Rules

You and your opponent can always decide to resolve situations differently from this Tournament Pack. But, if an argument arises on the battlefield, call a judge to resolve the issue before touching any models or moving anything. Step away from the table and wait for the judge to help resolving the issue.

When a judge asks you to do something it means "it is not a problem for now, but please...". The judges are acting in good faith. If the situation occurs that the judge forces you to do something, you are ignoring what you were asked to do or your behaviour is off limits. Some penalty points may be attributed to address your behaviour. We would like to give you some tips that will help you during the game. Most of them are obvious but still it would be nice if you read them, they will help you avoid problems.

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 polite 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.

Communication

Clear communication is **the way** to prevent disputes in between you and your opponent:

1. Every action needs a visual or vocal confirmation from the opponent.
2. You should agree with your opponent on distances between units before it gets crucial (i.e. before declaring a charge, it is a good idea to measure what the distance is between the two units).
3. You should agree on the position and facing of your units (i.e. if I place my unit like this it is out of line of sight of your unit / I place my model facing your unit, but due to its massive axe it needs to be standing differently);
4. You should make sure your opponent understands the action you are performing.

Communication is key!

Time

Please be on time and make sure to have your army unpacked as soon as possible. Being late or taking game time to unpack and set up your army is considered to be bad behaviour.

Stalling and Slow play

There should be enough time for everyone to complete their games. But sometimes the games take too long, there might be a lot of arguments or some other unforeseen event that takes up the time, and that is fine. But not finishing your games should be rare. If you bring a list with an abundance of single models or just a lot of models in general you need to adapt to the list that you have brought. It's not an excuse to not finish your games.

Stalling is a series of actions aimed towards not playing the full game in the given time. Whenever a player thinks his opponent is prolonging the game the player should report this. Note that the player is reporting a potential problem, not a fact. If the player suspects the opponent is stalling, the player should ask his opponent politely to play a bit faster, if the opponent refuses the player should inform a judge, **during the game**.

Unsporting conduct

Unsporting conduct will not be tolerated at any time. Tournament participants must behave in a polite and respectful manner. Unsporting conduct includes, but is not limited to:

- Engaging in behaviour that could reasonably be expected to create a feeling of being harassed, bullied, or stalked.
- Arguing with, acting belligerently toward, or insulting tournament officials, players, captains or spectators.
- Violating the personal privacy or safety of any participant, including spectators and staff.
- Failing to follow the instructions of a judge.

Cheating

When both players have the same level of knowledge of the rules, the situation might occur where a player is caught cheating. There might be situations where both players are applying the rules incorrectly, because both players play the rules in the same incorrect way. In this case both players are gaining the same benefit, so nobody will be considered to be cheating. However, if a player purposefully applies the rules incorrectly to gain a game advantage and the opponent points this out to the player, but the player does not correct his actions, this might be considered cheating.

A player is fully responsible to apply all rules/effects for his army, both advantageous and disadvantageous. (e.g: Frenzy, overrun). If a player forgets to apply a rule/effect that would grant the army an advantage, there is no obligation to backtrack the situation (e.g. forgetting to apply a +1 to hit modifier). If a player forgets to apply a rule/effect that would grant the army a disadvantage, the situation should be backtracked if possible (e.g. forgetting to take a stupidity test).

Penalties




Bad behaviour may cause a player to be penalized. If the behaviour affects the game you can expect a score change. Possible penalties for a player are (not limited to):

1. Warning for a player
2. Penalty points for a player
3. Game score change
4. Disqualification of a player
5. Combination of above



Getting Started

Before the game:


1. Make sure the table is clean, and there is no garbage underneath the table. Tidy up if needed.
2. Make sure the terrain is positioned according to the map on the table. 
3. Determine whether you will be using one set of dice and agree upon which set of dice will be used. In case of disagreement, call a judge.
4. Introduce your army to your opponent, explain what all the units represent and how these are equipped. 
5. Make sure to write down or use spell cards to mark which spells each of your casters (wizards or non-wizards) know. 
6. Make sure to have your Flux Cards, Army List and Armybook prepared for the game.



Playing the Game

To make sure that the game keeps flowing smoothly, do not demand the possibility of correcting your mistakes when it is too late (e.g.: a decision by the opposing player has been taken or a dice or some other random action has happened) If you forgot to Stomp, to use an item, etc. do not demand to go back to that situation, if it would change an already made decision or some random action. For example: changing the position of your Wizard in a unit after you rolled for Magic Flux is not allowed but changing his position after saying "now let's begin the Magic Phase" is acceptable because no decision has been taken and no dice have been rolled.

Terrain

Treat all "Building" Terrain Features as "Cliffs". Use the full footprint of the given Building instead of replacing the given Terrain Feature with a Cliff of the recommended size in the Fantasy Battles: The 9th Age Rulebook. 

Dice & Tokens

The use of dice for marking lost/remaining Wounds on models must be avoided. If you are using dice, you may not use the same dice that you are rolling. Wounds must be marked with unique tokens or different sized and/or colored dice.

All dice that are not clearly on the battlefield (of the respective game) must be rerolled. This includes "everything not on green" as defined by:

1. crooked dice;
2. dice that land in pieces of terrain;
3. dice on magic cards, army lists etc.

Once a player picks up the dice, he has agreed upon the result. Example: if you reroll a Leadership Test you automatically agreed that you have failed the first attempt.

Permanent and lasts on turn spells, and other more complex effects (such as drunkard, manifestations etc) must be marked in a way such that it is clear to both players what which effects are in play. The responsibility lies with the owner of the effect to remove the cards or tokens once the effect leaves play.

Movement

Before you move or touch units make sure both players agree on distances, unit facings and Lines of Sight the new placement will cause. Situations might occur where a converted model will be placed facing a different direction due to how the model is built, make sure your opponent is aware of the intended facing.

Prior to moving units their starting positions should be marked so it is easily retraceable how far (especially single models) they are moved.

Prior to Swift Reforms, the center of the unit should be marked.

Repositioning of a unit is allowed, as long as it has not been affected in any meaningful way by later dice rolls (e.g. could march/reform checks), and the original position can be determined. If the position of a unit is changed, because someone bumps into the table or a player's hand trembles, a player is allowed to correct the position of the unit, as long as this does not grant the player additional benefits.

All measurements are made from the base of the model, not the movement tray.

Maintaining a legal unit spacing between units is the responsibility of the person moving the units, so often the active player. You are responsible for the position of all your units at all time. This means that if person B sees, during his charge phase, that player A has two units standing too close to each other he can ask the player or a judge to separate the units so that there is 1" between them. This can lead to a new charge being possible for player B, that player A thought was impossible.

Magic

Either a very clear documentation sheet to keep keep track of all actions in the Magic Phase or the use of proper Veil Tokens and Flux Cards are mandatory for any games unless **both** players agree to use an application or similar to keep track of cards and tokens. Any of these agreements have to be made before the game starts.

In case of not using a documentation sheet, Veil Tokens have to be actual tokens. The use of dice to keep track of Veil Tokens is prohibited. Flux Cards either have to be actual cards that are drawn from the Flux Card pile or you can use a D8 to determine the Flux Cards to use while keeping track of them on a documentation-sheet or with the help of actual cards. Flux Cards have to be set up in a way that they are clear and understandable for both players to avoid misunderstandings and arguments.

We strongly recommend that each player keep track of **both** players veil tokens and flux cards (either with tokens or a piece of paper) to avoid misunderstandings.

Combat

Calculating Combat Score is often tedious because players do it in many different ways. Players have to agree on a way to remove losses and keep track of the losses suffered in a combat. Otherwise both players place the dead one-Wound models on a free spot on the table. For multiple Wound models use appropriate tokens.



Playing at the Tournament

When arriving at the tournament you will be randomly paired with an opponent in the first round of the tournament. After this first round and after results have been processed you will be matched with an opponent of equal skill or equal luck. The pairing is based on the [Swiss-system](#).



Finishing the game

The TO will make sure to have a clear visual - or an isochronous vocal/acoustical - countdown of the allowed time per game. You should not start a new game turn unless you are sure that both players will be able to finish their entire turn, to ensure that both players get an equal number of turns.

After you have played the full six turns, or the time limit has almost been reached (whichever comes first) it is time to determine the winner. Determine who has achieved the scenario before removing any units. Calculate Victory Points in accordance with the rules for Victory Conditions as described in the Fantasy Battles: The 9th Age Rulebook.

After calculating the scores hand them to the TO's and have a deserved break!



Winning the Tournament

When the tournament has come to its end and results have been processed a winner will have been determined. The winner will be calculated based on the total amount of battle points combined with his total score for evtl. hobby points and/or penalties. In the case of a tie the battle points will be used to determine the winner; if there is still a tie the Victory Points will be used to determine the winner, if there is still a tie the winner will be determined by a coin flip.



Spectators

During tournaments there can be a lot of people that watch others play, including of course players that are finished with their own games. Everyone is welcome to spectate a game, but each player has the right to play their game in peace. So always respect the people playing the game. If they ask you to leave, you have to leave them alone.

Any communication around the table should always be in a language spoken by both players. You are not allowed to interfere in the game in any way (remind people about rules, give tips or hints how to play, remind players about secondary objectives, and so on). If you as a spectator spot a mistake done in a game, talk to the captain or a judge.

Communication around the table in other languages than English or a language both players can understand can be seen as an attempt to cheat.

Team Tournaments



Team Composition

Each player in a Team is playing a different valid army. All army lists will be limited to 4,500 Army Points each. Each Team can bring a coach.

Coaches

A coach has some privileges. A team can have up to two coaches. If a team does not have a coach, a player may act as one, but only if his game is finished. A coach is allowed to:

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

A coach can normally only talk to the players in English or in the mother language of both teams, and openly. He is allowed to say generic advice like “play more aggressive” but not get to specifics “put that unit here to defend your war machine”. During a 3 minute time-out 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 him (or any other player) again.

The role of the coach also has some limits. The team risks a penalty when the coach:

1. Says how to do something or give tactical advice (except during the 3 min consult);
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 should be passive during the game. If both players do not mind that coach chit chats with them, then that is not a problem. If a player objects to this, however, the coach should cease this activity. As stated at the start of the document, communication is key to a good gaming atmosphere.



Playing at the Team Tournament

When arriving at the tournament your team will be randomly paired with an opponent in the first round of the tournament. After this first round and after results have been processed your team will be matched with an opponent of equal skill or equal luck. This will be based on the [Swiss-system](#).

To determine which players faces which player during the rounds, a pairing system is being used. Below is an example for the pairing sequence for a 8 man team.

Pairing sequence 8 man team

Step 1 - "The opening" (first two matchups)

1. Both Team Captains select one army from their Team to put forward to play on table 1 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 four 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 taken back into its own Team Captain's hand, and each Team Captain has 6 army cards remaining.

Step 2 - "The Second Opening" (matchups 3 and 4)

1. Develops exactly as Step 1.

Step 3 - "The Showdown" (matchups 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.

Secondary Objectives and Deployment Type

Secondary Objectives and Deployment Type are defined in the following way:

- The TO decides on which scenario will be played in each individual round by all players by announcing them before the event or by rolling a die at the beginning of each individual round.
- The Deployment-Type is predefined per individual map on the table. Tables for the eight games will be randomized after Step 3 of the pairing sequence.



Finishing the game

The TO will make sure to have a clear visual - or an isochronous vocal/acoustical - countdown of the allowed time per game. You should not start a new game turn unless you are sure that both players will be able to finish their entire turn, to ensure that both players get an equal number of turns.

After you have played the full six turns, or the time limit has almost been reached (whichever comes first) it is time to determine the winner. Determine who has achieved the scenario before removing any units. Calculate Victory Points in accordance with the rules for Victory Conditions as described in the Fantasy Battles: The 9th Age Rulebook.

After calculating the scores hand them in with the TO's and have a deserved break!



Winning the Team Tournament

When the tournament has come to its end and results have been processed the winning team will have been determined. The winning team will be determined based on the total amount of battle points combined with the total score for potential hobby points. The maximum amount of battle points per round is 100 and the minimum amount of battle points per round is 60 for 8 man team.

In the case of a tie the victory points will be used to determine the winner, if there is still a tie the victory points will be used to determine the winner, if there is still a tie the winner will be determined by a coin flip.

Judges-Rules

Introduction

Last year there were a lot of issues with bad behaviour, slow play, angle shooting and straight out cheating during the games.

The goal here is that we, the judges, are going to be a lot stricter towards the players that can't play the game correct and 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.

For official rulings before ETC, see this thread:

<http://etc.xobor.com/t715538f3-Clarification-Questions-for-ETC-T-A.html#msg206>

Judges

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

If a player is concerned a judge is not impartial in his decision (most common situation is where the judge is of the same nationality as one of the players), he may ask for a second opinion of a different judge. In order to save time, judges are encouraged to inform players of their nationality whenever relevant. Thus players can object before judges waste time making a ruling.

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).

A judge may sometimes himself be uncertain how to interpret the rules and require a second opinion. Whatever the reason, the judge will discuss the issue with his colleagues and come to a final decision. If several judges are required to make a decision they will do so through simple majority voting. Any judge that shares nationality with either involved party may not vote. In case of a tie, the head judge breaks the tie, and if head judge is not allowed to vote, the second in command judge breaks the tie.

Faulty Rulings

If judges themselves discovered 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 has moved, if prior positions of units can be achieved with sufficient accuracy etc).

If not possible, the game continues and during the rest of the game the faulty ruling will be used unless both players want to use the corrected one.

Slow play / Stalling

In addition to the rules found in the tournament pack, during ETC we 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 informations 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)

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 his own turn and slow in his opponent's turns, please notify a judge.

Models

T9A at ETC will follow the painting and the WYSIWYG guidelines in the tournament 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.

Errors in armylists

A team that fails to send all their armylists in the correct format will receive a BP penalty to their final score and 3 days to submit new list. Failure to do so will result in 3 more days and the team receiving the penalty again.

- Format mistakes: Lists not following the format as given in the tournament pack. -1 BP per list.
- Typo mistakes: Wrong wording of a unit, miss an equipment or option but is paid for (and is the only viable option). Some examples: Don't indicate the size of the unit, paid for an option that can only be that option. Spelling errors are excluded. Penalty: 0.2 BP per typo mistakes of the team. Rounding all fractions down.
- 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. Penalty: Each huge mistake will have a penalty decided by referee team.

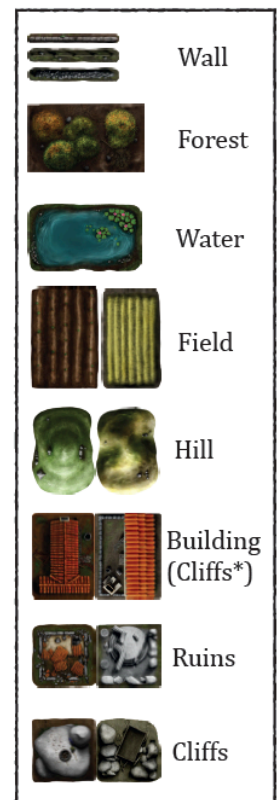
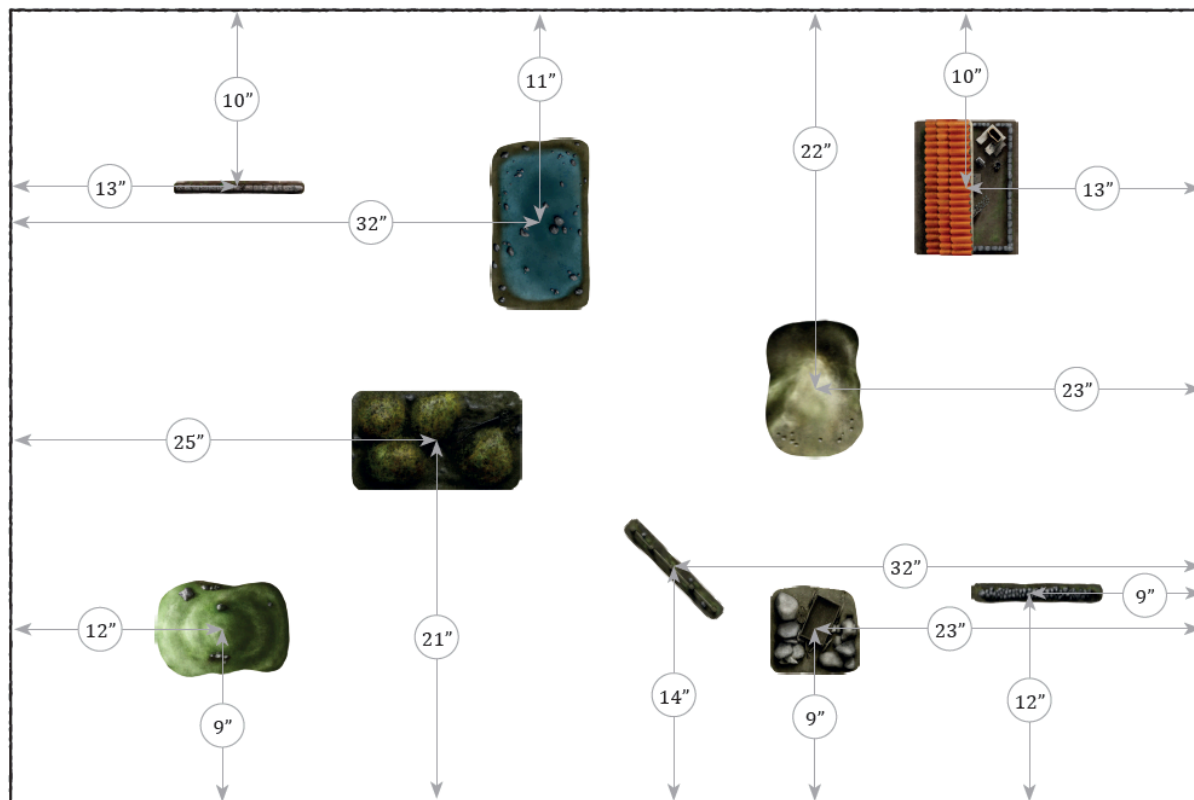
Penalties

During ETC 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 armylist: -X (see section above)
 - Unacceptable models: -1
 - Confusing models (e.g. pure proxies): -10
 - Multiple yellow cards. A team will receive -1 for each yellow card after the 1st any of their players has.
- 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)
- Yellow card
 - Yellow cards are official warnings. They will be handed out whenever a player does something unacceptable.
 - A player with 3 yellow cards automatically gets a red card.
 - A team will receive -1 BP to their final score for each yellow card after the 1st any 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.

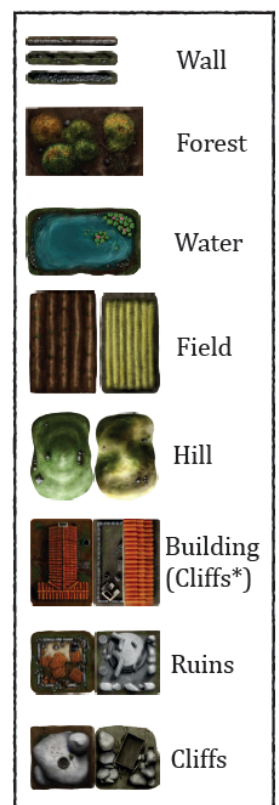
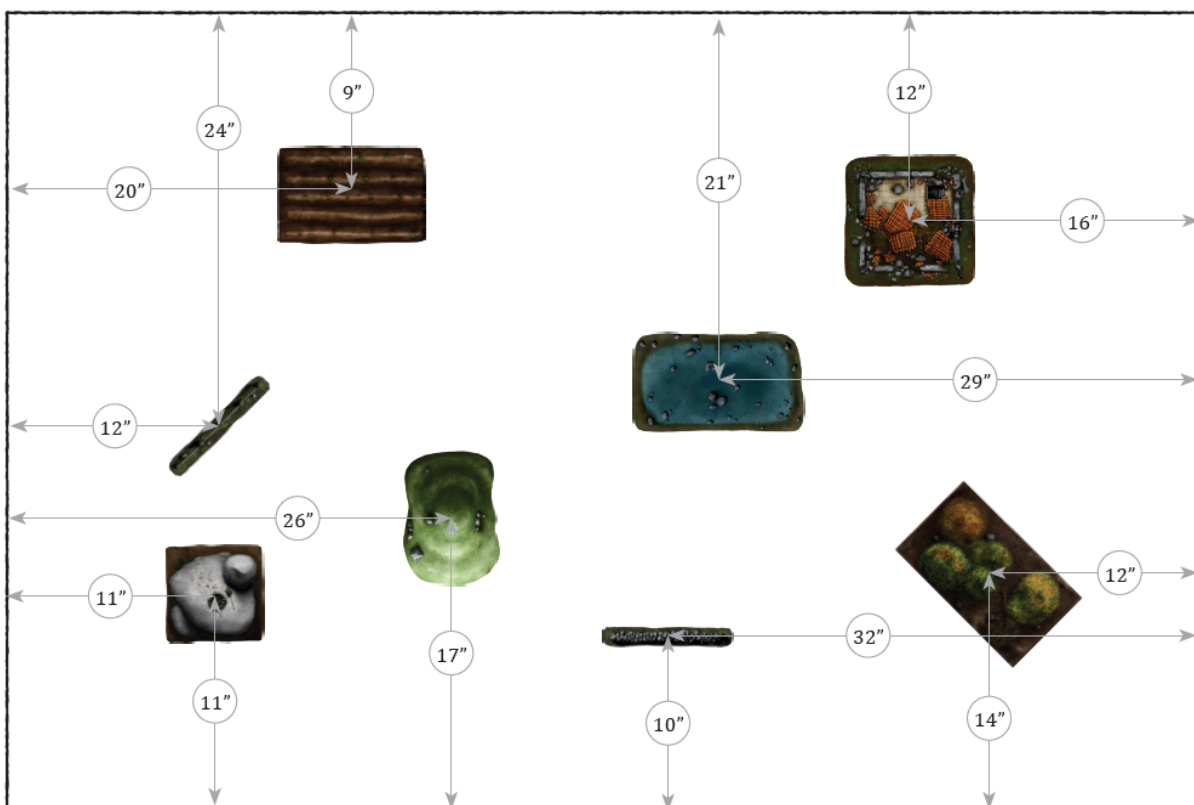
Maps

Map 1 - Frontline Clash



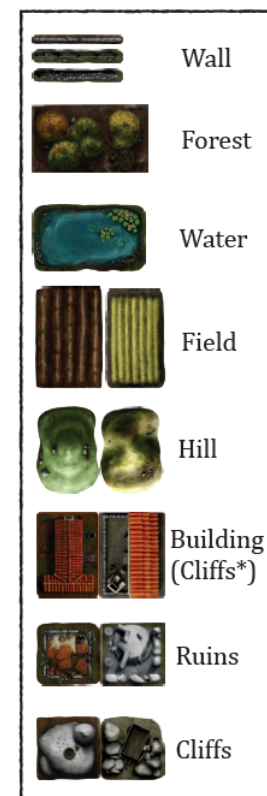
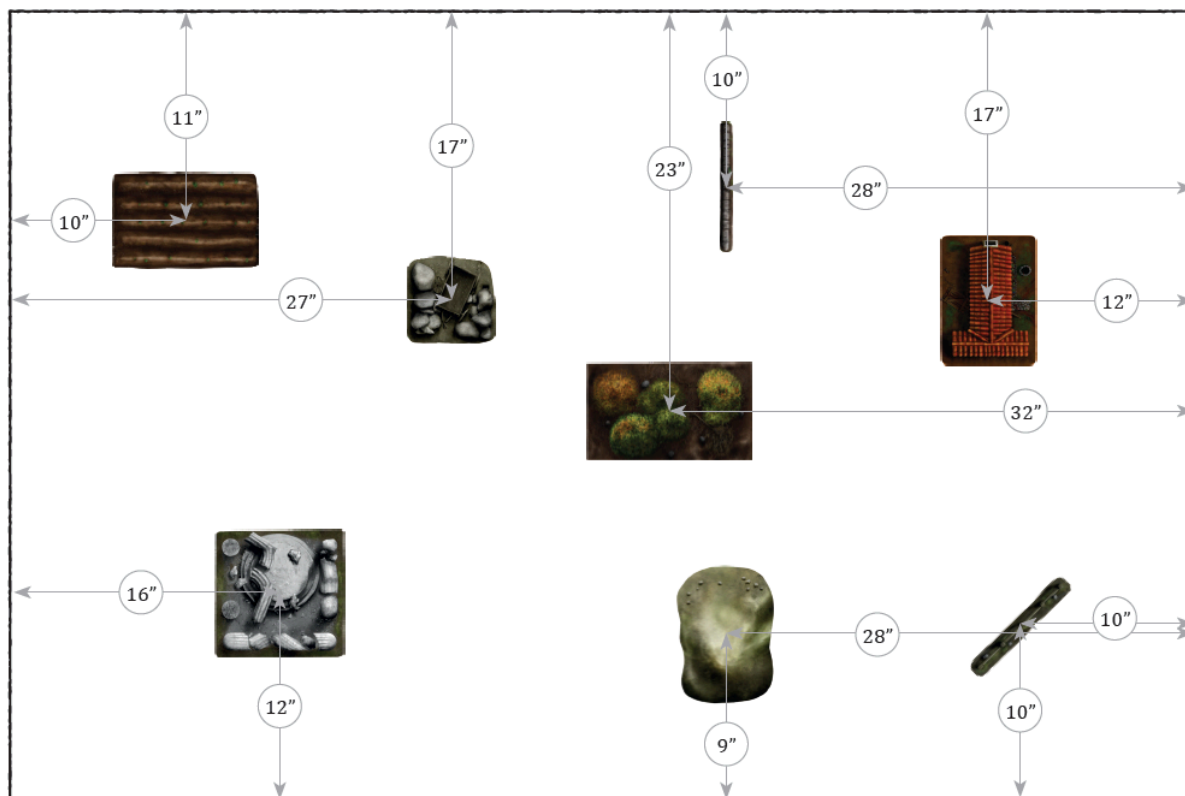
*counts as Cliffs for tournaments

Map 2 - Frontline Clash



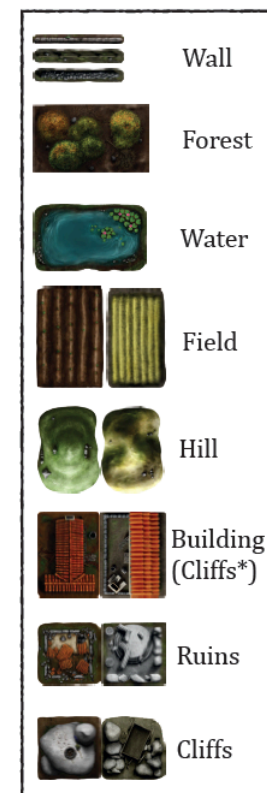
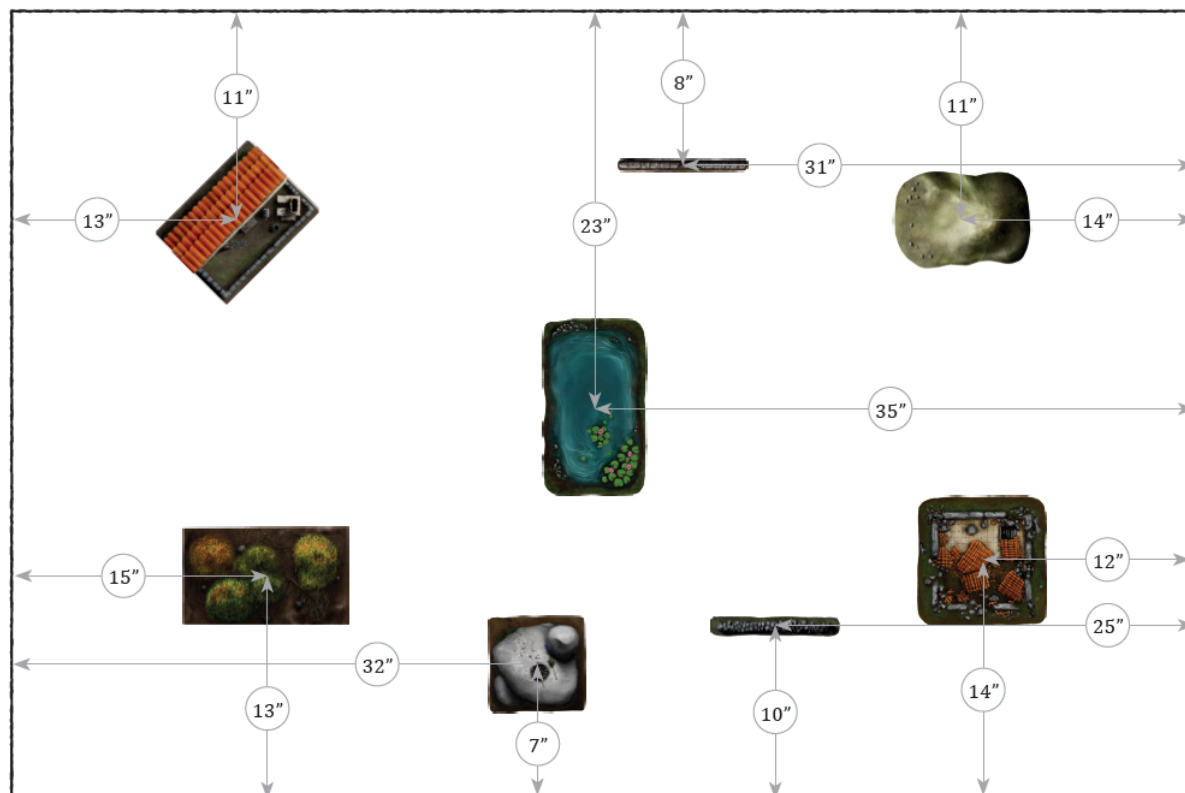
*counts as Cliffs for tournaments

Map 3 - Counterthrust



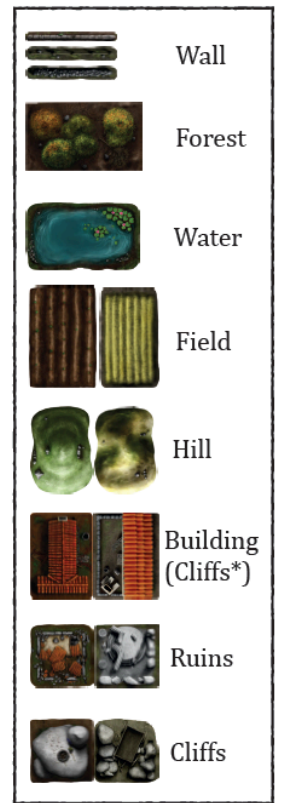
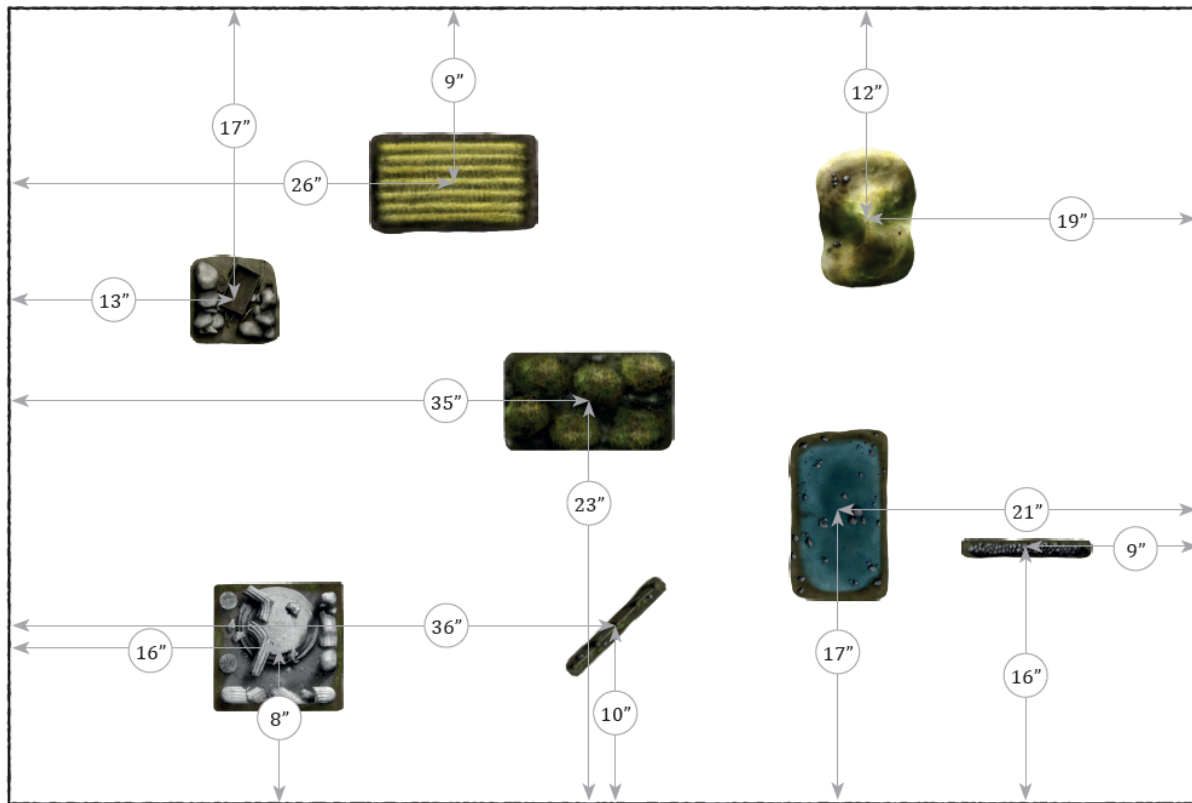
*counts as Cliffs for tournaments

Map 4 - Marching Column



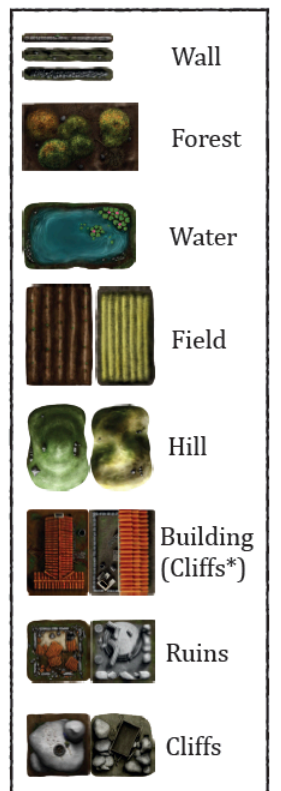
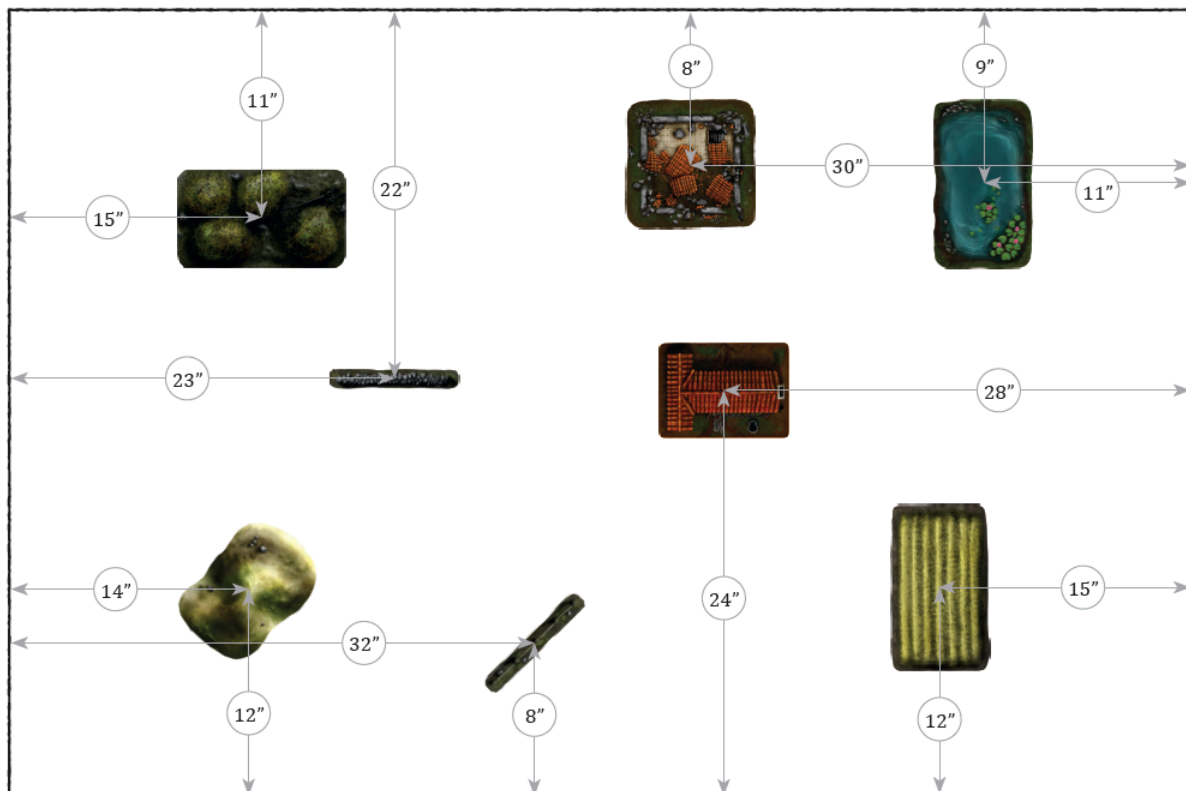
*counts as Cliffs for tournaments

Map 5 - Refused Flank



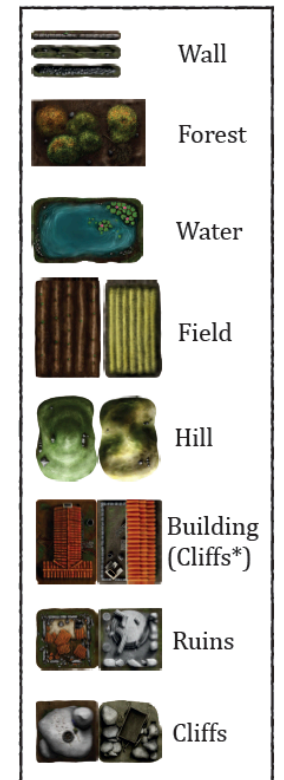
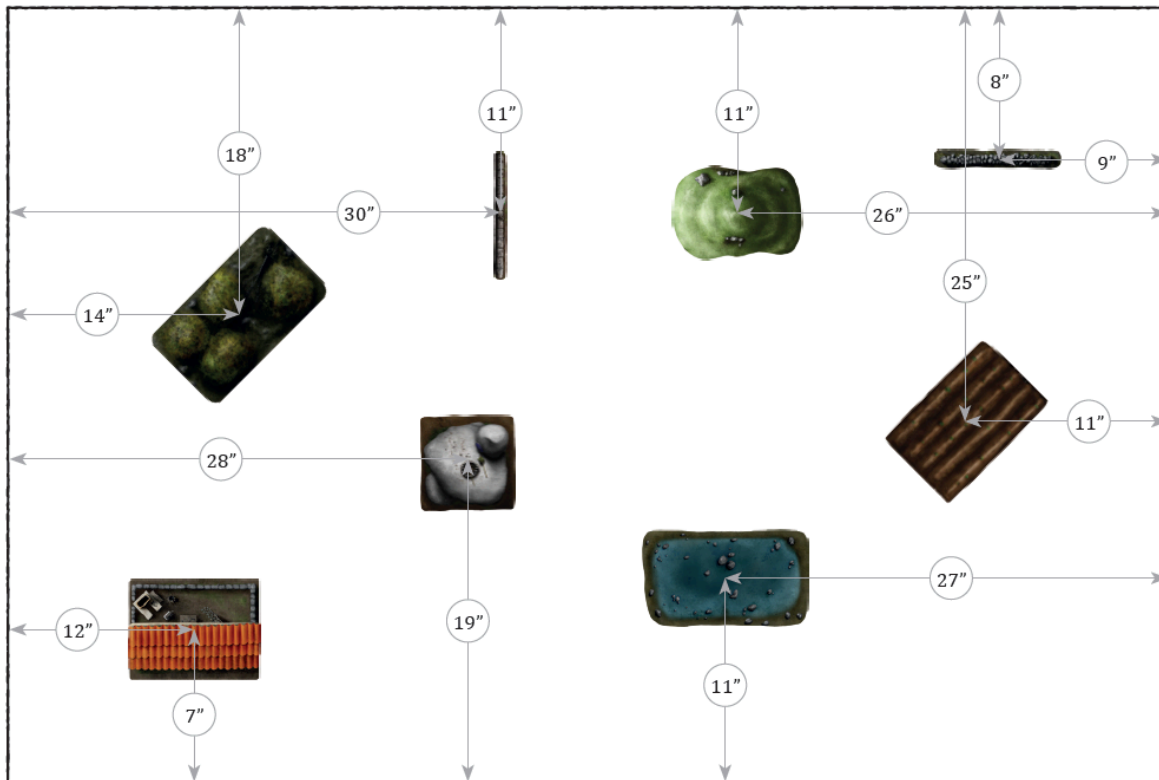
*counts as Cliffs for tournaments

Map 6 - Encircle



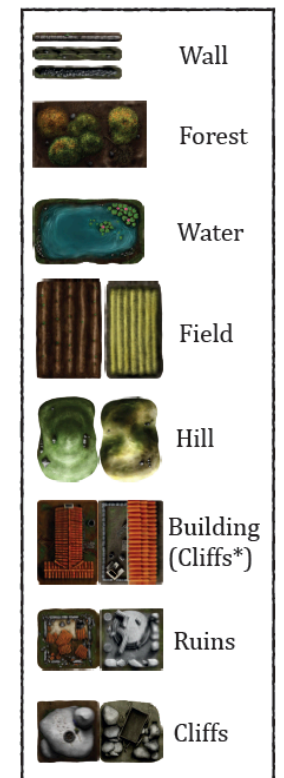
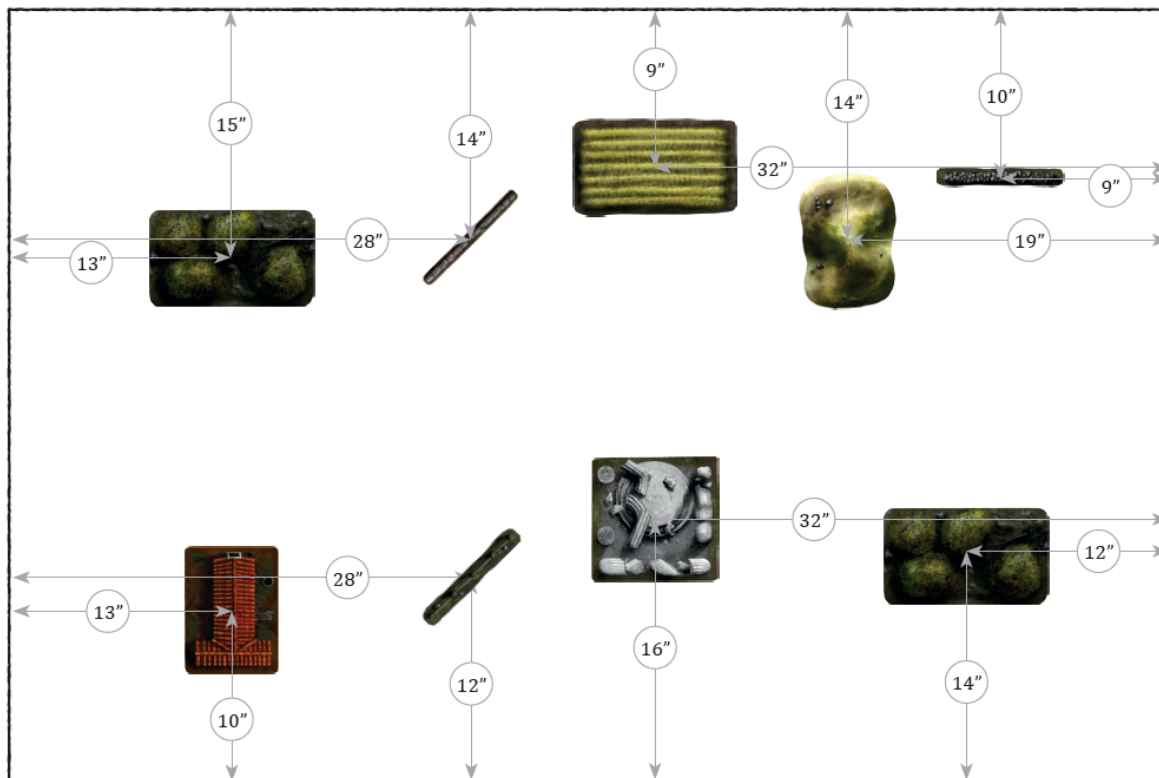
*counts as Cliffs for tournaments

Map 7 - Frontline Clash



*counts as Cliffs for tournaments

Map 8 - Dawn Assault



*counts as Cliffs for tournaments