THE IX AGE
FANTASY BATTLES

Rules Pack ETC/ESC 2024

Schedule

ESC	ETC
Wednesday 31.07.2024	**Friday 02.08.2024**
Game 1: 08:30–11:30** / 11:30–11:45***	Captains Meeting: 08:00
Lunch: 11:30–12:30	Game 1: 09:00–09:30* / 09:30–13:00** /13:00–13:15***
Game 2: 12:30–15:30** / 15:30–15:45***	Lunch: 13:00–14:30
Game 3: 16:15–19:15** / 19:15–19:30***	Game 2: 14:15–14:45* / 14:45–18:15** / 18:15–18:30***
Thursday 01.08.2024	**Saturday 03.08.2024**
Game 4: 09:30–12:30** / 12:30–12:45***	Game 3: 09:00–09:30* / 09:30–13:00** /13:00–13:15***
Lunch: 12:30–13:30	Lunch: 13:00–14:30
Game 5: 13:30–16:45** / 16:45–17:00***	Game 4: 14:15–14:45* / 14:45–18:15** / 18:15–18:30***
Awards Ceremony 17:15	**Sunday 04.08.2024**
	Game 5: 09:00–09:30* / 09:30–13:00** /13:00–13:15***
	Lunch: 13:00–14:30
	Game 6: 14:15–14:45* / 14:45–18:15** / 18:15–18:30***
	Awards Ceremony: 18:45

Pairings
*** time for the actual games*
**** Result Submission (and overtime exclusively by order of the judges)*

Framework

Deadlines
<u>ESC & ETC:</u> Army List Submission 30.06.2024 19:59:59 CEST via NewRecruit. Real names (first name and last name!) are mandatory on New Recruit for all participants after the list submission deadline. Not using real names will result in a team penalty.
<u>ESC & ETC:</u> Error Reports for first round opponents 14.07.2024 19:59:59 CEST
<u>ESC & ETC:</u> Rules freeze 31.05.2024

Terrain
<u>ESC & ETC:</u> 2D terrain will be printed on the gaming mat. Forest terrain features are provided as 2D pieces at the judges desk. Maps 1-8 in design A will be used for all tables, at ETC every row will be identical. You find these maps on the official [ETC 2024 Pre-Game pack](#).

Judges
<u>ESC:</u> Adrian Smagir (Head Judge), Timo Vogler
<u>ETC:</u> Adrian Smagur (Head Judge), Timo Vogler (spare Head Judge). Jacek Płowaś, Peter Ridder, Fabrice Ruard

Supplementary Books & Alpha Books
<u>ESC:</u> Supplementary Armies and Supplementary Army Books are valid. All latest Alpha Book will be in use.
<u>ETC:</u> Supplementary Armies and Supplementary Army Books are not valid. All latest Alpha Book will be in use.

Points
<u>ESC & ETC:</u> Each Army List is limited to 4500 points.

Deployment Types and Secondary Objectives
<u>ESC & ETC:</u> Secondary Objectives & Deployment Types are predetermined per round.

Pairings
<u>ETC:</u> After Error Reports are over, players/teams will be randomly paired with an opponent in the first round of the tournament. At the same time the Deployment Types and Secondary Objectives are revealed. 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](#). To determine which player faces which player during the rounds, a pairing system is being used.
<u>ESC:</u> Pairings will be published at the start of the event instead of after Error Reports.

Results & Tiebreaker
<u>ESC:</u> When the tournament has come to its end and results have been processed, a winner is determined. The winner will be calculated based on the total amount of Battle Points. In the case of a tie: Battle Points > Direct Match > Least Penalties > Random
<u>ETC:</u> When the tournament has come to its end and results have been processed, the winning team is determined. The winning team will be determined based on the total amount of Battle Points. The maximal Battle Points per round is 100 and the minimal battle points per round is 60.
In the case of a tie: Battle Points > Uncapped Battle Points > Direct Match > Least Penalties > Random

ETC - Team Event

Team Composition

Each player in a team plays a different valid army.

Coaches

A coach has certain privileges. Each team can have up to two coaches. If a team does not have a coach, one of the players may act as one, but only if their game is finished. A team captain is considered a coach for these purposes, too. A coach is allowed to:

1. Give short commands on what to do (but not how to do something).
2. Perform the pairings.
3. Consult with each player once during the game up to 3 minutes.
4. The coach himself replaces a 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 they spot cheating (or unintended mistakes).

A coach 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 "push", "play more aggressively/defensively" and similar, but not get too specific like "place that unit here to defend your War Machine". The Coach is allowed to ask his player at any point in time if the game in general is going well/ok/bad for him including evtl. points estimations (all this has to always happen in english and cannot refer to specific situations at the table). 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 also has some limitations. The team risks a penalty when the coach:
1. Says how to do something or give tactical advice (except during the 3-minute consultation).
2. Interrupts a game (outside the scope of what is allowed as a coach as per this Tournament Rules Pack).
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.

Deployment Types and Secondary Objectives

Objectives

All players will play the exact same Secondary Objective per round. These will be published together with the army lists.

Deployment

All players will play the exact same Deployment per round. These will be published together with the army lists.

Pairing Sequence 8-Player Team

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, randomise which game is played on what table. We recommend to do this by using a Flux Card deck: Shuffle the cards and draw one of the cards for each pairing. The number in the Flux Card determines the table the pairing is played on.

General Rules

You and your opponent can always decide to resolve situations differently from the rules outlined in this Rules 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 resolve the issue.

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 in keeping with general social behaviours, but please take them into account as 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.

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 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. This 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. If you intend to make no agreements at all during the game, it may be wise to make this clear to the opponent as soon as possible, either before the game starts or shortly after.

Please note that if conflict arises on the nature of an agreement and judges are called to the table, it is very hard for judges to prove or disprove if there was any agreement or not. In most cases, judges will rule based on the actual placement of the models. You should therefore be very sure your opponent has agreed on something before assuming this is the case, and even when agreements are made it is wise to still place the models exactly where you want them to be, i.e. **don't use agreements as an excuse to play imprecisely or with abandon.**
However, 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 judges.

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 bad behaviour.

Stalling and Slow Play

There should be enough time allotted to each round for players 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 something that happens. But not finishing your games should be rare. If you bring a list with an abundance of single model units 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 their 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 their opponent politely to play a bit faster, if the opponent refuses the player should inform a judge already **during the game**.

Repeated failure to complete games or to play six full turns should be considered for penalties by the judges.

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 towards, 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
- Wagering on games (yours or others') is considered unsporting conduct as it may put the integrity of the game into question
- Bribery is not allowed. Anyone offering or accepting a bribe may be disqualified.

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 their actions, this might be considered cheating.

A player is fully responsible to apply all rules and effects of their army, both advantageous and disadvantageous (e.g. Frenzy, overrun). If a player forgets to apply a rule or 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 or effect that would grant the army a disadvantage, the situation should be backtracked if possible (e.g. forgetting to take a Stupidity test). Also it is up to the players to relay their army´s stats and values correctly.

Cheating is a serious interference in the game and is punished by the judges with potentially significant penalties or in extreme cases may lead to disqualifications.

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. Determine whether you will be using a single set of dice and agree upon which set of dice will be used. In case of disagreement, call a judge.

3. Introduce your army to your opponent and explain what all the units represent and how these are equipped.
4. Make sure to write down or use spell cards to mark which spells each of your casters (Wizards or non-Wizards) know.
5. Make sure to have your Flux Cards, Army List, and Army Book 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. after a decision by the opposing player has been made or a dice roll or some other random action has happened). If you forgot to perform a Stomp Attack, 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 drawing the Flux Card is not allowed, but changing its position after saying "now let's begin the Magic Phase" is acceptable because no decision has been made and no dice have been rolled.

Markers & Tokens
The use of dice for marking lost or remaining Health Points on models must be avoided. Health Points must be marked with unique tokens or differently sized and/or coloured dice.

Permanent and One Turn spells and other more complex effects (such as Drunkard) must be marked in a way such that it is clear to both players 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.

Dice rolls
Players should agree on what dice counts as a cocked dice before unclear situations arise. Discuss this with your opponent before the game. If no explicit agreements were made, all dice that are not clearly on the Battlefield (of the respective game) must be rerolled. This includes "everything not on green" ("green" in this case means the gaming mat you are playing on including the terrain printed on the mat!), i.e. dice on cards, Army Lists, models, movement trays, etc. are rerolled.

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

When making a dice roll involving many dice, you must give the opponent a chance to see the dice and how many successful rolls were made. A good way to ensure this is to always remove unsuccessful dice and leaving the successful dice on the table. Count the successful dice rolls when they are still on the table so that the opponent can see you are not cheating.

If both all successes and all failures must be rerolled, the first roll is omitted and the first time dice are rolled will stand as the result.

Custom Dice
Some dice use custom symbols to represent results of the '6' symbol. You can use such dice on the condition that all custom dice have the special symbol representing the '6'.

Weighted Dice
If you suspect your opponent is using weighted dice, you may request that both players use the same set of dice, either yours or your opponent's. If you cannot agree on which set of dice to use, factory made standard dice have priority over custom-made dice (see above). In any case, however, the judges should be called in if there is a strong suspicion that weighted dice have been used intentionally.

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, so 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 they are moved (particularly single model units).

Prior to Swift Reforms, the Centre 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. march tests of other units), 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 times. This means that e.g. if player B sees, during their Charge Phase, that player A has two units standing too close to each other, they 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 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 deck 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 keeps 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 models with 1 HP on a free spot on the table. For models with several HP use appropriate tokens.

Finishing the Game

The TO will make sure to have a clear visual, vocal or 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 Player Turn, to ensure that both players get an equal number of Player Turns. It should always be the goal to play six full turns in each game and the number of rounds played have to be included with the result entry.

After you have played the full six Game Turns, or the time limit has almost been reached (whichever comes first), it is time to determine the winner. Determine who has achieved the Secondary Objective

before removing any units. Calculate Victory Points in accordance with the rules for Victory Conditions as described in the T9A Rulebook.

After calculating the scores, submit them via New Recruit and have a deserved break!

Spectators

During tournaments there can be a lot of people watching 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 (e.g. remind people about rules, give hints how to play, remind players about Secondary Objectives). If you as a spectator spot a mistake committed in a game, talk to the captain or a judge.

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

Accessories

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

What you need to bring

Below is a list of things that you need to bring:
1. This rules pack, the 9th Age: Fantasy Battles Rulebook, your Army Book, as well as the appropriate Paths of Magic in printed form or as a digital copy.
2. Dice, tokens, Flux Cards, and a tape measure/ruler
3. Your painted and assembled army, including movement trays

1. Rulebook, Army Book, and Paths of Magic
Make sure that you bring a printed version or a version stored on an electronic device (e.g. phone or tablet) with enough battery power and/or a charger to last the day with copies of the documents you need. At the very least it should include the Rulebook, the Army Book you are using, and the Arcane Compendium.

2.a Dice

2.b Tape measure/ruler

2.c Tokens
Make sure you bring the tokens needed for the following purposes:
●   Markers for Secondary Objectives (*Secure Target*, *Hold the Ground*, *Spoils of War*, etc.). You will need at least 3 markers, which should be on bases no larger than 50×50 mm. It should be possible to place models on top of them. Note that all measurements are made towards the centre of the markers.
●   Marking lost Health Points (see "Markers & Tokens" p.10).
●   Marking which units are under the effect(s) of your spells.
●   Counting Veil Tokens.

3. Your Army List

Army Lists, sometimes also referred to as army rosters, must follow the format given in New Recruit.

4. Your painted and assembled army, including movement trays

Make sure you bring your painted and fully assembled army.

The minimum standard is level 4. It requires three colours being applied logically and no unpainted areas. Unassembled models are not allowed and cannot be fielded. For all models proper basing is mandatory (as opposed to the picture where no basing material has been used at all for example). For all units consisting of more than 2 models movement trays are required. This is especially important for skirmishing units.

WYFIWYG

What You Field Is What You Get

T9A 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 arising in any aspect of WYFIWYG (for example you have a fully themed army with extensive conversions), ask the judges or post a picture of the unit/army on the ETC Discord server and tag the judges properly..

1. Models (including Summoned models) must be mounted on the appropriate base sizes, as stated in the corresponding Army Book.
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 Height and Type, or at least not be easily mistaken for another Height or 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 (e.g. Chosen Chariot/Razortusk Chariot), you cannot use the same model to represent a "light" Chariot (e.g. Warrior Chariot/Raiding Chariot).
6. Command Group models should be represented by the appropriate models (see the picture below for an example of a unit of Barbarians, with full Command Group 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 first rank (e.g. it must be clear how many models and what Troop Type 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.

*A unit filler is a base with one or several models, pieces of terrain, or similar. This base represents RnF models in the unit in which it is enclosed.

Models that can be mistaken for other entries in the same army book

Armies and models at ETC/ESC must not be confusing for the opponent. It is the sole responsibility of the player to make sure the opponent can be aware of what models represent what unit in an Army Book at any point in time during a game. Especially models that can be mistaken for other entries in the same Army Book are not acceptable unless the player has made a proper effort to make sure that the opponent still cannot be confused by the use of such army/models (for example usually fully themed armies are used with some prepared sheet where units are visually represented on the army list). In case you are bringing models that might be mistaken for other entries in the same book it is at the sole discretion of the judges to decide if a model is confusing or not. In case a model is not in line with this guideline the judges may apply the same actions/penalties as given for models that do not live up to the required painting standards. In case of doubts we strongly recommend contacting the judges-team on the ETC Discord before the event.

Judges Pack

To limit issues with bad behaviour, slow play, angle shooting and straight out cheating during the games, we strongly recommend to the TOs to use our set of rules so that their judges 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 spends a lot of time, money and energy to attend an 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.

The following set of rules for judges has been tested and used in many competitive events and set a proper framework for both experienced and inexperienced judges as well as high level and casual events.

This pack covers bigger events as well and thus the wording expects a team of judges to be in place. In case of a single judge operating the event you can ignore any rules that require a second judge/a a judges team to be valid.

Mode of Operation
Every player will respect the decisions made by a judge. The judges desk is not a place for participants to have their discussions with the judges unless these invite the participants (in case of more complex issues usually captains or coaches and eventually the involved players) to resolve an issue there in peace, without distraction and especially without being crowded by the involved teams or parties. Not respecting the right of the judges to resolve issues in peace and without distraction/interference by persons they did not ask for their input/feedback, will very likely be subject to a very harsh penalty.

The following specifies the rules under which judges will operate. But we cannot foresee every situation and judges 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 judges 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 principle of an 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 colleagues 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 judges 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 judges on a case by case basis - this prevents people being penalised for language issues resulting in such questions, and also stops players '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 judge and they will be expected to have the relevant rules sections to hand themselves. Without this already in place when a judge arrives at the table, a decision will not be made.

Approaching a Judge

The job of the judges 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 judges to make a decision on.

Failure to do this may lead to the judge 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 modelling issues

Events follow the painting and the WYSIWYG guidelines in this 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 has 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 events 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
- 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 no such agreement has been made prior to the game the default is "on green".
- If player mistakenly rolls too many dice the roll should be rerolled fully. If too few dice are rolled, roll missing dice additionally. In any case roll contributes to purpose it was declared for.
- If any player is caught using loaded, or modified dice in any way they will be eligible for an immediate red card.

Models
- All must be clearly and correctly based
- 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 (to a reasonable degree of accuracy) 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 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.
- 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 judge's absolute discretion.

Judges Decision
- All decisions made by the judges team at the event will be considered binding and final.
  - Further disagreement with the judges 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 judge 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 judge'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. 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:

Unfinished games
Teams/players have to report together with the results if a player has completed six turns in a game in time and if not how many turns have been played. Based on this report penalties might be applied.

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 have 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 spent by 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 player. 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 games 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.

Time Recording

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 for example be done 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. For this purpose the judges will install a system for anonymous digital reports.

Penalties

Army List Submissions

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

For both ETC and ESC players will know their opponents for the first round well in advance. Every team and player has to carefully check the list(s) for their first opponent until 14.07.2023 23:59:59 CEST and report potential mistakes to the judges via the ETC Discord. Penalties for errors spotted that have not been reported in time, will be applied to the player/team that had to check the lists as well.

- 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.

- <u>Huge mistakes:</u> 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 the judges team.

Armies will not be permitted to be changed after the submission deadline has expired. In all cases where a change is required to a 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 events judges will (if needed) hand out the following types of penalties. Several penalties can be dealt simultaneously (for example, most warnings 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:
        - Players not using their real name (first name and last name!) on NewRecruit after list submission date: -2
        - 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
        - Failing to finish six turns in time in two or more games during an event: (per unfinished round across all games during the event) -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 a 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 ONE 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 their players have.
    - 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. Still the scores for the banned player are set to 0 retroactively and for the rest of the tournament, even if a captain or coach steps in.
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Red cards are either handed to a player with 2 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.

Changelog

Changes from 1.0 to 1.1

p.2 – Judges: Lucas Hidalgo Martin replaced by Jacek Płowaś