

WTC 2016 Zagreb - WH40K Rulespack Document

WTC 2016 Zagreb

Rulespack



DATES

The 40K WTC 2016 will be held in Zagreb, Croatia on November 11th, 12th and 13th.

SCHEDULE

FRIDAY 11th November

40K Round 1: 10.00 – 15.00

40K Round 2: 16 - 20.30

SATURDAY 12th November

40K Round 3 : 10.00 – 15.00

40K Round 4 : 16 - 20:30

SUNDAY 13th November

40K Round 5 : 9.30 - 15:00



GENERAL TOURNAMENT OUTLINE

1. The WTC 40K is an 6 player Team Tournament.
2. 1850 pts Armies, 7th edition army composition, with an ETC twist to make it workable within our restriction system (more on that later in the document).
3. Armies have to be fully painted in 3 colors and based and be WYSIWYG (see army composition).
4. Teams will be matched by swiss system after the first round. First round will be randomly drawn by means of the magic fingers of the Chairmen, or their proxies via Skype or in live fashion, and announced well ahead of the event so the first round can be prepared more intensely, as has been customary these last few years.
5. Battles last a maximum of 4 hours, in addition to the 30 minutes set aside for pairings (4.5 hour rounds).
6. Battles will take place on 72"x 48" tables with preset terrain.
7. Official language of the tournament is English.
8. We do not use Mysterious Objectives at the tournament
9. The GW FAQ's are in play, refer to clarification document 2.0 for updates regarding.

The clarification document will be 'locked' at list submission, meaning no new changes will be added to the clarification document from that moment on, unless if glaring errors or omissions occur. Those will be rectified, but no major changes from outside sources will be implemented.

TEAM FORMATION

A 40K WTC Team consists of a minimum of 6 playing members. Of which at least 3 need to be able to show a record of nationality for representing a given country. For more info on what this entails, please refer to the ETC Charter. A 7th non-playing member may also attend the tournament to act as a coach or assistant for the team. The Team must have a nominated Captain (either playing or non-playing).

Throughout the year, a Captain is the voice of his team and acts in their stead for all official communications and votes that are required. At the WTC, The Team Captain is ultimately responsible for the conduct of his/her Team and for pairing their Team each round, submitting results, and can be called in for a 40K Captains Council in certain situations. The Captains are also responsible for checking all the rows and tables for any discrepancies in terrain density and placement before the start of the tournament, and for organising their teams to check the final submitted rosters (at least 2 other countries) prior to the event.

The non-playing Team Member is allowed to:

1. Be the Team Captain
2. Do/assist the Pairings
3. Collate and submit Team Results
4. Ask questions about how the game is going (only in English, see below)
5. Tell their player how their team is doing and if they require a win/draw/loss from this game

The non-playing Team Member is not allowed to:

1. Give Tactical advice (they may not tell their player 'how' to get that win/draw/loss!) or interject in any way on in-game situations like forgetting that their player

forgot to consolidate. **If they perceive situations like that, especially in the case where players must do something but forget to, they can call for the game to be stopped, and then get a judge to rectify the situation.**

2. Speak to their Team player in their native language, other than speaking in the English Language as it is the tournaments official language (This will be seen as interference with the game and is subject to a yellow card infringement type if reported).

3. Any of the 7 team members may perform a player replacement : play a game with any of the 6 armies submitted by the team in replacement of another team member for the duration of a whole round. Replacement during rounds (ie when games have already started) will not be allowed except under extraordinary circumstances validated by a joint decision by the head referees. A Captain must petition this change before the head referees. Any breach of these rules is to be brought to the immediate attention of a Referee.

4. Once players are at their tables at the start of any given round, it is not allowed within a team to share info on matchups or tactics by means of cellphones or other devices either. Any breach of this rule that gets noticed will see all offenders on the team admonished with an immediate yellow card

ARMY COMPOSITION

GENERAL COMPOSITION

1. Each ETC army will consist out of a maximum of 4 detachments.
2. Every faction only once per team. This means that for example, the Eldar Faction can only ever be present in any single armylist within a given team.
3. Each army roster may contain same faction detachments or dataslates with the following limitations:
 - A. One can field an allied detachment alongside a detachment from the same faction as long as the primary detachment in the army is from a different faction or would belong to no faction. One may only field an allied detachment next to a primary detachment of the same faction when given specific permission to ally with yourself (via means of your codex/supplement) or if the Detachments in question would belong to no specific Faction. For example, for Space Marines this would mean they can have an allied same faction detachment as long as one of the other Space marine Detachments is the Primary Detachment and has another chapter tactic. Each source book that features an exception like that will define how the above limitation might be superseded.
 - B. One cannot duplicate same faction Combined Arm Detachments within a roster, nor duplicate same named Detachments like the Hive Fleet Detachment. Those kind of detachments are restricted to one per armylist. One is allowed to field several Combined Arms Detachments from different factions within one roster.
 - C. One can field a CAD and a Decurion Type Detachment or a Formation from the same faction within a given roster. None of those Detachments may be duplicated however, except when they are part of a Decurion or Craftworld Warhost type Detachment, in which case they may not be duplicated outside of said Detachments. Speaks for itself that in terms of rule interactions, players should ENSURE that said same-faction detachments can easily and unerringly be distinguished from each other in case there is an interaction with the rules that would require them to be distinguishable upon a moments notice (being obsec comes to mind). Although units cannot normally belong to more than one Detachment, units from a Formation that is part of a Necron Decurion Detachment or a Craftworld Warhost or a War Convocation are an exception. They count as part of both their Formation and the Detachment, and have all associated Command Benefits and special rules, and also use up the Faction slots of each of their constituent Factions. If your Warlord is part of a Formation or an Army List Entry that makes up part of a Decurion Detachment or Craftworld Warhost, that entire Detachment and all its associated Formations is your Primary Detachment.
 - D. Decurion or Craftworld Warhost type Detachments always count as 2 detachments for the limits of only fielding 4 detachments in a given armylist.

E. Dataslates can be incorporated into a given army regardless of their faction but only one of each Dataslate can be taken per Team. So Cypher or Belakor can only appear once in any team for instance. For Cypher specifically, take note that when you introduce him in a list that does not contain chaos space marines, he will automatically take up the dark angels or chaos space marine slot within the team. Note that he may only be taken in a detachment belonging to any of the armies of the Imperium or in a Chaos Space Marine Detachment.

4. Gargantuan Creatures can be fielded but with the restriction that each Gargantuan Creature must have a different main weapons load-out.

5. Super Heavy Vehicles can be fielded without restrictions.

6. The Detachment with your warlord automatically designates it as your Primary Detachment unless a particular exception allows for the Warlord to be chosen from anything else than the Primary Detachment. This is important for the generation of Warlord Traits and Command Benefits so do note what is your Primary Detachment and who is your warlord on your team rosters when submitting lists.

7. Army entry datasheets can be used in a list as if they were a genuine part of the parent book. Belakor would count as faction CSM if taken in a CSM Detachment for instance, and any of the new Tyranid dataslates would count as being part of the regular codex when included in an army list as far as sources go. As an example, one could take Fateweaver and Belakor as two HQ options in a Chaos Daemons army and both would count as being Faction: Chaos Daemons.

Codex Supplements, Formations, Dataslates and Unique type of Detachments can be used, regardless of where they were published (Campaign Book Detachments, White Dwarf Supplements and Supplement Book Formations are all legal to be used for instance).

The Fighter Ace Upgrade is not in play at the ETC. The Lyanden book is legal to be played. When fielding a Detachment from the Tau Farsight Enclaves, make sure you are working with the updated supplement. Death from the skies is in play, meaning we will use things like the agility and pursuit stats, but we will not be using the Dogfight Phase. Since we skip that phase entirely, the Aerial Supremacy special rule is not in play at the ETC

FORTIFICATIONS

1. As many fortifications allowed as your Detachments permit. Whenever one is only fielding Detachments with no dedicated slot for a Fortification, remember that you are not entitled to include one in your army.

2. Following Fortifications are **disallowed** at the ETC

Fortress Of Redemption
Plasma Obliterator
Macro Cannon Aquila Strongpoint
Vortex Missile Aquila Strongpoint
Plasma Obliterator Aquila Strongpoint
Imperial Strongpoint
Wall of Martyrs Imperial Defence Network
Void Relay Network

3. Teams have access to the Following fortifications:

Bastion Firestorm Redoubt
Skyshield Landing Pad
Vengeance Weapon Battery
Imperial Bunker
Wall Of Martyrs
Imperial Defense Line
Aegis Defense Line
Wall Of Martyrs Defense
Emplacement
Tau Tidewall Fortifications
Promethium Pipe Relay
Void Shield Generator
Armored Container

4. Teams have access to the following Fortification Upgrades. Remember that barricades and tank traps can be maximally 6 inches in length while 1,5 high and tall.

Ready For Takeoff
Boobie Traps
Escape Hatch – 40mm base Ammo Store
Comms Relay
Icarus Lascannon
Magos Machine Spirit
Quadgun
Barricades
Searchlights
Ammo Dump
Tangle Wire
Tank Traps
Void Shield

SCORING AT THE WTC

INDIVIDUAL LEVEL: VICTORY POINTS

Victory points scored by each player for his team are cumulated from Mission scoring and Kill points, and Secondary Objectives (Slay the Warlord, Linebreaker, and First Blood). An exception is that a tabling player receives 20 game points, a tabled player gets 0 game points.

Game Points

To determine Game Points, each player counts their victory points, subtracts their opponent's victory points and consults the table below.

| VP Differential in favor of Player | Game Points Player Score | Game Points Opponent Score |
|------------------------------------|--------------------------|----------------------------|
| 0 | 10 | 10 |
| 1-2 | 11 | 9 |
| 3-4 | 12 | 8 |
| 5-6 | 13 | 7 |
| 7-8 | 14 | 6 |
| 9-10 | 15 | 5 |
| 11-12 | 16 | 4 |
| 13-14 | 17 | 3 |
| 15-16 | 18 | 2 |
| 17-18 | 19 | 1 |
| 19+ | 20 | 0 |

Apart from the victory points specified in the missions, when you achieve First Blood, Slay The Warlord or Linebreaker you get +1 victory points. Warlord traits such as Legendary Fighter or The Hunt function the same way.

Tactical Objective Cards

Each player starts with a deck of the following Tactical Objective Cards. Once a card is completed at the end of your respective player turn, you note this to your opponent and score that card. Each Tactical Objective can only be scored once per game. You may only score **three** Tactical Objective Cards per turn. If any objective is unattainable, such as destroy a building (assuming your opponent did not bring any or it was destroyed already) immediately discard it and redraw. However, this does not apply to objectives such as killing a flier if your opponent's fliers are simply not on the board yet. Please note – some objectives have been edited or tweaked, typically to remove components involving D3VP – the table below should be the ultimate reference used during games to determine what each Tactical objective is worth.

D36

- 11 Secure Objective #1
- 12 Secure Objective #2
- 13 Secure Objective #3
- 14 Secure Objective #4
- 15 Secure Objective #5
- 16 Secure Objective #6
- 21 **Behind Enemy Lines** – Score **1 VP** if one of your scoring units is within 12” of your opponent's table edge at the end of your turn
- 22 **Ascendancy** – Score **2 VP** if you control any three objective markers at the end of your turn
- 23 **Supremacy** – Score **2 VP** if you control at least 2 objective markers and twice as many as your opponent at the end of your turn
- 24 **Overwhelming Firepower** – Score **2 VP** if you completely destroyed 3 units or more in your shooting phase
- 25 **Blood And Guts** – Score **2 VP** if you destroyed 2 or more units in the assault phase
- 26 **No Prisoners** – Score **2 VP** if you completely destroyed 3 or more enemy units during your turn
- 31 **Hungry For Glory** – Issue a challenge or win an ongoing challenge for **1 VP**
- 32 **Witch Hunter** – score **1 VP** if at least one unit with the psyker, psychic pilot or brotherhood of psykers/sorcerers special rule was destroyed during your turn
- 33 **Scour The Skies** – Score **1 VP** if at least one enemy flyer or flying monstrous creature was destroyed during your turn
- 34 **Assassinate** – score **1 VP** if at least one enemy character was destroyed during your turn
- 35 **Demolitions** – score **1 VP** if at least one gun emplacement or enemy building was destroyed during your turn
- 36 **Big Game Hunter** – score **1 VP** if at least one enemy vehicle or monstrous creature was destroyed during your turn
- 41 **Defend Objective** – score **2 VP** if you control any given objective marker for two consecutive turns.
NOTE : this objective only starts counting from the moment it is drawn. No scoring the card if you held the same objective also the turn before the card was drawn.
- 42 **Control The Field** – score **2 VP** if you control at least two even numbered objective markers at the end of your turn.
- 43 **Secure The Field** – score **2 VP** if you control at least two odd numbered objective markers at the end of your turn.
- 44 **Command The Field** – score **3 VP** if you control at least two even and two odd numbered objective markers at the end of your turn.
- 45 **Drive Them Back** – Score **1 VP** if you completely destroyed one enemy unit controlling an objective marker. In addition, score **1 extra VP** if one of your units is now controlling that objective marker. *NOTE : this objective can never be achieved on the starting players first turn.*
- 46 **The Bigger They Are** – Score **2 VP** if you completely destroyed a LOW, SH or GMC during your turn.

Kill Points Differential (up to 6 Victory Points)

At the end of the game each player counts the number of kill points they have achieved from their opponents force - including units created during the game via mechanisms such as Conjuring, the Portaglyph, and others. Next, determine the difference in kill points by subtracting the lower total from the higher. Each point won by translates to +1 victory point, to a maximum of 6.

Game Points: Example Scoring

For our example, we will use:

MISSION

Objective #1: Eternal War: Big Guns Never Tire - 5 Objectives (3 game points each)

Objective #2: Maelstrom of War: Tactical Escalation

Deployment: Hammer and Anvil

At the end of the game, each player has scored as follows:

| <i>Player 1</i> | <i>Player 2</i> |
|--|--|
| 4 Objectives from objective #1 (scoring 12VP) | 1 Objective from objective #1 (scoring 3VP) |
| Killed 2 Heavy Support Units (scoring 2VP) | Killed 1 Heavy Support Unit (scoring 1VP) |
| Scored 9 points from tactical objective cards from objective #2 (scoring 9VP) | Scored 6 points from tactical objective cards from objective #2 (scoring 6VP) |
| Achieved first blood and linebreaker (scoring 2VP) | Achieved Slay The Warlord (scoring 1VP) |
| Obtained 4 kill points vs his opponents 8 (scoring 0 VP) | Obtained 8 killpoints vs 4 (scoring 4VP) |
| Total VP earned: 25VP | Total VP earned: 15VP |
| Difference: 10 VP | |
| Final score: 15-5 | |
| Player 1 game score: 15 points | Player 2 game score: 5 points |

Player 1 game score: **15 points** Player 2 game score: **5 points**

TEAM LEVEL: ROUND POINTS

A Round between teams consists of 6 individual games. Each game will score a number of points as described above. The combined total of all players scores will give a result for the Team as a whole.

A team result consist of the sum of its players game points.

Team result, match points

66-120 = Win, 2 Round points

55-65 = Draw, 1 Round point

0-54 = Loss, 0 Round points

If two or more teams have the same number of Round points (2/1/0) at the end of the tournament, game points gained from all battles will be used as tie-breaker.

NOTE: **penalties** incurred might change the above win conditions. In the cases where penalties on round points apply, a **difference of ten round points** always constitutes a win for the team with the ten points difference. If there are less than 10 battlepoints between the teams it automatically constitutes a draw on the team level.

PAIRING BASICS

Captains have 30 minutes before each game to discuss with their team what the best strategy is for the round and to work out the pairings for the round. Rounds that start later than the allotted 30 minute mark should be reported **immediately** to the judges. Captains roll off to determine which team will get to chose its table first. That team gains the "table choice" token.

Sequence of events – Step 1

Team A and team B secretly choose their defender and reveal them simultaneously. After that, Team A and team B secretly choose their two attackers for the given defender and reveal them simultaneously.

Team A takes the two attackers given by team B, and secretly chooses which one is refused. Team B does the same with the two attackers selected by team A. The refused Attackers are revealed simultaneously. and return to the pool of available armies.

At this point, two defenders know their attackers; this identifies two games. Log this on the score sheet. The Team with the "table choice" token lets his defender choose the table first followed by the defender who's team didnt have the table choice token. Two tables are now no longer available.

Sequence of events – Step 2

Repeat Step 1 with the difference that the Team without the "table choice" token now becomes the owner of this token throughout this pairing step.

Sequence of events – Step 3

Change "table choice" token again during this pairing step. This step will identify the remaining 4 games: 2 games "attacker vs. defender", 1 game between refused attackers and 1 game with the remaining players.

Team A and team B secretly choose their defender and reveal them simultaneously.

After that, Team A and team B secretly choose their two attackers for the given defender and reveal them simultaneously. At this point there is only one last player available remaining in each team. These are automatially designated as being the last matchup.

Each team immediately notes this on their round pairing logsheet.

Team A takes the two attackers given by team B, and secretly chooses which one is refused. Team B does the same with the two attackers selected by team A. The refused Attackers are revealed simultaneously.

They will automatically be designated to play the 6th game of the round and face each other. Defenders know their attackers; this identifies two matches. Log this on the score sheet. Team with the "table choice" token let his defender choose the table and then teams alternate choosing tables, starting with the defending players first.

PLANNING

Captains make sure their teams army lists are submitted on the Warhammer forums by 23:59 on the **1th of November** 2016.

After list submission deadline, each country will be assigned 2 other countries to check for errors. Glaring errors might result in a reduction in points, under the purview of the Referees. Making correct lists and submitting them in the correct format should be no difficult task for seasoned players.

Army lists are first going to be posted on the captains forum. After the submission deadline they will be published in the public section for all to see.



Submission of Lists: November 1th

Checking of Lists: November 5th

LIST SUBMISSION TEMPLATE

1. Each Army list **MUST** mention which model will be the **Warlord**. Add text as a suffix behind the unit's point value as follows - **WARLORD**
- 2, Each Army list **MUST** mention which basic **psychic powers** have been purchased for models, even if they will be swapped for generic ones from the book. If the model has access to Force Weapons, it **MUST** be listed which **Force Weapon** the model will be having.
- 3, Each Team Roster must include all the **necessary info**, meaning player names with the correct army, and clearly indicate what detachments are taken, and all other relevant information for your opponent. In the case of Space Marines for instance, it needs to be mentioned which Chapter Tactics are in play when mentioning the faction.
- 4, Team Rosters need to indicate if a **coach/assistant** spot is filled by the Team.
5. Every player entry needs to list the **country** to be able to quickly browse through list
6. Every player entry needs to list the **tourneykeeper profile name** used for the player when registering for the WTC2016 on tourneykeeper.net
7. Detachments from a list are separated by double "==" and are always listed by name
8. Formations within a special Detachment like the Craftworld Warhost and the Decurion Detachment are listed under their Detachment with "="
9. Unit entries that have the options to swap out armaments for free need to indicate if they swap out for another weapon. If not the case, it will be assumed they come with the base armaments listed on their profile. Always mention all same upgrades together. For instance when buying 5 combi meltas for a squad of vanguard veterans the entry would look like this ELITE1: 5 Vanguard Veterans (110), 5 Combi-meltas (5x10) – [165pts]
10. Units without upgrades can just be listed with their total points as follows FA1: 5 Pathfinders - [55pts]
11. Unit entries that have the option to take dedicated transports list it as such in their unit entry: Troop 1A: Platoon Command, 4 Meltaguns (4*10), Chimera DT (55)
12. Upgrades to unit numbers are immediately listed and accounted for in the unit entry. As an example, a Conscript squad with 25 additional models would be listed as such: first the base cost of the unit followed by the amount of additional models in the unit: 45 Conscripts (60+25x3)
13. Upgrades to specific models in a complex unit are indicated in the upgrade. For instance, an apothecary also having one of 4 stormshields would be listed as such: 4 stormshields (4x15, apothecary)

Army List Entry Example:

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+ **TEAM:** FRANCE

+ **PLAYER 1:** Jean-Jacques Gros

+ **PLAYER TOURNEYKEEPER PROFILE:** Costeau (preferably this will just be your name)

+ **ARMY (Factions used):** Inquisition/Eldar

+ **TOTAL ARMY POINTS:** 1848 pts

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== Primary Detachment: Eldar Combined Arms Detachment ==

HQ1: Farseer (100), Skyrunner (15), Witchblade (0), The Spirit Stone of Anath'lan (15) - [130pts]

- WARLORD

HQ2: Farseer (100), Skyrunner (15), Witchblade (0) - [115 pts]

TROOPS1: 7 Windriders (51+4x17), 7 Scatter Lasers (7x10) - [189pts]

TROOPS2: 7 Windriders (51+4x17), 7 Scatter Lasers (7x10) - [189pts]

TROOPS3: 7 Windriders (51+4x17), 7 Scatter Lasers (7x10) - [189pts]

TROOPS4: 7 Windriders (51+4x17), 7 Scatter Lasers (7x10) - [189pts]

TROOPS5: 3 Windriders - [51pts]

ELITE1: 5 Wraithguard (160), 5 D-scythes (5x10), Wave Serpent DT (110), Twin-linked Shuriken

Catapult (0), Twin-linked Bright Lance (5) - [335pts]

ELITE2: 5 Wraithguard (160), 5 D-scythes (5x10), Wave Serpent DT (110), Twin-linked Shuriken

Catapult (0), Twin-linked Bright Lance (5) - [335pts]

HS1: Vaul's Wrath Support Battery (30), D-cannon (25) - [55pts]

HS2: Vaul's Wrath Support Battery (30), D-cannon (25) - [55pts]

== Secondary Detachment: Inquisitorial Detachment ==

HQ1: Ordo Xenos Inquisitor (25), 3 Servo-Skulls (3x3) - [34pts]

Follow this format for every player, and also list the non player(s) if your team has them.

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+ **TEAM:** FRANCE

+ **Coach/Assistant:**

+ **Non PLAYER TOURNEYKEEPER PROFILE:**

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REFEREES

The Tournament will be officiated by 1 Head Referee.

. They will be supported by any number of Line Referees, generally provided by the host country. As a general rule, a given Referee may never rule on a table where their own nation is competing. A Referees word is usually final, but if a captain does not agree with a certain (important) decision he can petition a head ref for another opinion. Abuse of this right will not be tolerated.
(see penalty section below).

PENALTY SYSTEM

PRE-EVENT PENALTIES

Teams need to submit lists in the correct format without errors or lose 'real' points. No exceptions, no come backs, no second chances.

Any **formatting errors** will incur a penalty of **-10 battlepoints per player**. This penalty is not so much handed out as a result of not following the ETC format perfectly but more along the lines of not properly listing the itemization of models and units. i.e. not stating what options they have if there are multiple free or basic options (not listing what type of force weapon comes to mind for instance). Not stating the Warlord. Not correctly allocating dedicated transports to units. Those sort of things.

In the case of an **illegal list**, **- 30 battle points per player** will be handed out. Pretty self explanatory. Lists that do not follow the ETC comp rules. There is no excuse for this, as teams and captains can freely ask if a given list would be OK well before the ETC starts. Changes made to an illegal list will always have to be as minimal as possible. For instance if there is a mistake in just 1 of three detachments, you can only change that detachment to make your list fully compliant. In the case an army gets invalidated because of this and an entire list needs to be changed, the referee corp might apply additional penalties because of unfair advantages gained after list submission.

Not fulfilling **list checking duties** will see a deduction of **-50 battlepoints per team not checked**. Teams will need to reply to the thread with an OK from their team for the lists of teams they are required to check for compliance, even though another team might already have OK-ed the check with a post of themselves. No reply post automatically means a penalty. Going over the deadlines will also automatically incur a penalty. This will be applied very strictly. Please note that the penalty **ONLY** applies to 1st round checks. This is also overly harsh but listchecking is serious business, and as such every team should make the effort to comply.

Any checks required as a result of incorrect or illegal lists, will be done by the referee corps to make sure it is done quickly and the corrected list are final and compliant. Any teams who have not signed up their full complement of players at tourneykeeper.net will incur a pre-event win penalty. Effectively, 2 points will be deducted from their overall score at the end of the tournament. This is harsh, but so is making it a pain for the organization. Any questions or comments regarding [tourneykeeper](http://tourneykeeper.net), contact a chairmen or launch a topic regarding.

EVENT PENALTIES

All in-event penalties are **team cumulative**, and will strictly be imposed on the **round points**. As an example, Team A and B have a result of 75-85 in the round, but Team A incurred two penalties that round and effectively sit at 65 points. This loses them the round. The penalties below are applied incrementally. This means if player A on a team gets penalized, then subsequently player B on same team gets penalized, the penalty against their Team escalates as the Team has then effectively committed 2 offenses. This can cause that team to lose a match, it cannot cause the other team to win the match (ie, you still need to reach 76 points as the opposing team to draw, and 86 to win). This can result in a match result of a draw/loss or loss/loss in extreme scenarios.

1st infraction - official team warning

2nd infraction – 5 Round points per team

3rd infraction – 10 Round points per team

4th infraction – 15 Round points per team

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In addition, if an **individual player** is responsible for **3 infractions** during the event, they are **expelled immediately** from the ETC event as soon as the 3rd infraction is confirmed by the referee crew. Any remaining games immediately are allotted a 0-20 score. Additionally, the player in question will be imposed with a one year cool-off period and will be expelled from attending the next ETC automatically. After that his infraction log will be reset.

The referee crew has the right to escalate any infraction to an immediate expulsion or even life-time ban from the ETC depending on the gravity of the infraction and the situation that presented itself.

Note that a record of all infractions will be kept and published after the event. All infractions and warnings will be taken into consideration for 3 successive years. We want to flag repeat offenders and take preventive measures to exclude such individuals from attending and ruining the experience. After each ETC the captains council will be able to review the data and see if there's a pattern, whether a lot of warnings were received playing against certain teams or certain players. The idea is then for the community to decide if certain penalties that were received will be adjourned for the following year or not.

A list of offenses follows below. Take note that the referee corps main concern should always be that games are completed and played. This of course depends on the transgression but normally the focus should always lie on games to be played even if certain penalties will apply. Everyone payed good money to be at the ETC and to play some games so that should be enforced. For example, someone might have modeled his entire army in a thematic way but his opponent and the referees agree it falls into the realm of modeling for advantage and the player in question does not have enough stand-ins available. Referees will force the game to be played and at the end of the round apply any penalties that are in place for such transgressions. This way we are sure everyone gets their full complement of games in under normal circumstances.

In-Event offences....

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 including the ETC FAQ, they will receive an infraction penalty (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 3 head 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.

Dice-, movement- or rules-cheating:

Any instances of the following, or anything deemed as cheating within similar confines, witnessed by a referee and/or an impartial bystander (i.e. a person not associated in any way with either player or team) dice cheating (loaded dice, incorrectly counting the number of passed or failed rolls, changing the value of dice rolled, etc) , movement cheating (moving too far, pushing models outside of their regular movement allowance, etc), rules cheating (forgetting core rules for your OWN army and models, etc), will all result in an instant infraction. It is to be considered common practice to let your opponent roll ANY dice you also use during the game **without the need for consent**. Players that have issues with this can opt to use any other set of dice they feel comfortable their opponent also uses.

Poor sportsmanship or negative/aggressive attitude:

Any player or team member seen to be acting in any manner not in-line with the expectations of friendly but competitive gaming at the ETC, as to be deemed by any referee in conference with at least 2 head referees, will be immediately penalized with an infraction notice. This penalty is in place to ensure the referee crew has the necessary clout to enforce the spirit of the game. We want to stress, as a community, that this is a gentleman's' game played in a friendly but competitive manner A few examples to make it clear:

- A player forgets to immediately roll for reserves or drawing tactical objectives, and his opponent objects to this when the player remembers later in the turn during any given

Page 21
phase. A judge will immediately sanction players objecting to this taking place, and hand out a warning for unsportsmanlike conduct. Team in question will suffer an infraction penalty if a warning or penalty was already issued to said player. It is both players responsibility to ensure mandatory things that happen in the game take place.

- A player forgets to announce he will use a certain Doctrine or wargear, or skyfire, at the start of the turn or phase and remembers later in the turn or phase. It is OK as an opponent to disallow the use of said rule or item, but let it be known that we strongly discourage such behavior and as such any player clinging to this course of action in terms of getting a better in-game advantage will still be issued an official warning for unsportsmanlike conduct. All of this will be viewed by the judges within the confines of the turn or phase. As an example it would not warrant a penalty if a player used up all his dice in the psychic phase while forgetting to cast Invisibility or the like.

Illegal Alternative Models:

If a player uses alternative models that have not gained prior approval at the captains council,, then at the discretion of the referees those models will be removed from the board if an unfair in game advantage is felt to have been gained. The player will have the opportunity to replace them with the official GW models. If no models are immediately available he will continue the event without the use of said models whatsoever. If a player subsequently is caught reusing said 'banned' models he will incur an infraction

notice.

Illegal communication between team members

Any communication between team members and/or spectators should always be in English wherever possible and have no relation to strategic or tactical advice regarding any games in progress. Failure to do so will result in an infraction when reported. Obviously in some cases communication may not be possible in English, in such a case players should seek the assistance, where possible, of a referee who understands their language so as to adjudicate. If such a referee is not available then it is up to the discretion of the head refs if it is felt illegal tactical or strategic advice has been given or not. Players can of course seek the approval of their opponents to confer with a countryman in their native tongue prior to starting a conversation.

Slow Play

A minimum of 5 mandatory turns is required to be completed every game. Teams taking armies or players that take a lot of time should train hard to be able to finish games to turn five within the allotted time frame or not take said armies to the ETC. Again it is the responsibility of the players, not the referees, to make sure games complete at least 5 turns, and that a rol-off for turn 6 happens with time left to play said eventual turn. So once more Teams need to factor this into both their list design and their play-testing or suffer the consequences. If it looks like a game will not reach the end of turn 5, even early on in the game, then it should be brought **immediately** to the attention of the refs - who will decide based upon the following, but not exclusive, criteria, if any penalties are required:

Number of ref calls by a player (see previous for policing). The referees will have a list of teams and players to keep track of this over the course of the tournament. Refs will align these numbers every round. Calling a ref and waiting or looking for a ref have been common to slow down progression in games over the years so this is a factor to take into consideration. Players calling refs to their tables a lot will be judged with the possibility of foul play and stalling in mind.

Number of models in an army, including summoned units. This can have an effect, especially if 2 big armies are facing each other. As such it is down to the referees to decide if it was unintentional or not.

Time taken to deploy should be logged. Unlike turns which involve the interaction of both players, the deployment does not. Excessive deployment time can therefore be an indicator of slow play. Then obviously it is down to the discretion of the ref if a player is slow playing on purpose.

It is **both players** responsibility to ensure games finish in time. Any game that gets reported where players do not play all turns, including random game length, will see both players receive an official warning. If your opponent is too slow, tell him/her to speed up, if it doesn't help, get a judge to help speed things up. If that doesn't happen the above will be strictly applied. Consecutive games where there is the suspicion of slow play will see players that were previously warned incur an automatic infraction penalty. Thereafter any instance of slow play as deemed by the referees instantly incurs further penalties, cumulatively within even a single round if required.

ORDER OF PRE GAME ACTIONS

1. Roll-off: Winner places the first objective. Players then alternate placing objectives until all are out, except for Emperor's Will objectives in Mission #3.
2. Roll-off: Winner chooses deployment zone. In Mission #3, the player who chose sides now places their Emperor's Will objective first.
3. Roll for Warlord Traits (**disregard warlord traits that apply to mysterious objectives and roll again on the table until normal Warlord Trait process has run its course**), beginning with the player who chose deployment zones
4. Roll for Gifts, Boons and any other pregame rolls, beginning with the player who chose deployment zones
5. Roll for Psychic Powers, beginning with the player who chose deployment zones
6. Roll for Night Fight
7. Roll-off: Winner chooses whether to deploy first or second. Fortifications are placed during deployment.
8. Roll off to Deploy Infiltrators
9. Player who deployed first decides who gets first turn
10. Roll off for Scout moves. It is courtesy to ask your opponent if he has any Scout Moves before proceeding to Seize The Initiative. If the question has not been asked and the dice has been rolled, the Seize The Initiative Attempt must be re-rolled only if the player in question actually makes Scout Moves.
11. Seize the initiative
12. Let the fun begin

MISSIONS

Unless specified, the rules are the same as the Rulebook missions. In Big Guns Never Tire, each player receives 1 Victory Point for each enemy heavy support unit that has been completely destroyed, whereas FA gives an additional VP in the scouring for instance. In missions where the Eternal War objectives are less than 6, both players note which one's below are only for Eternal War (ie: Objectives 1-5 for big guns, objectives 1-4 for Crusade, and objectives 1-2 for Emperor's Will with objectives 3-6 placed pre-deployment).

MISSION 1

Eternal War: The Reaping: 6 objectives each worth two points. Elite and HQ choices that are destroyed at the end of the game give an extra VP.

Objective #2: Maelstrom of War: Cleanse and Control

Deployment: Hammer and Anvil

MISSION 2

Objective #1: Eternal War: Crusade 4 objectives (3 Victory Points each)

Objective #2: Maelstrom of War: Deadlock

Deployment: Vanguard Strike

MISSION 3

Objective #1: Eternal War: Big Guns Never Tire - 5 Objectives (3 Victory Points each). Points for Heavy Support choices are scored as per the rulebook.

Objective #2: Maelstrom of War: Contact Lost (players only generate 1 objective card total at the start of turn 1, no matter how many objectives they control at that point)

Deployment: Dawn of War

MISSION 4

Objective #1: Eternal War: The Emperor's Will and Relic (4 Victory Points for each objective)

Objective #2: Maelstrom of War: Tactical Escalation

Deployment: Dawn Of War

MISSION 5

Objective #1: Eternal War: Crusade 4 objectives (3 Victory Points each)

Objective #2: Maelstrom of War: Spoils of War

Deployment: Hammer and Anvil

ETC – MISSION SCORING SHEET

tbd

ETC – RULES CLARIFICATIONS

<https://drive.google.com/file/d/0BywUeEYmMmY9jWmFSY180alQtaVk/view>

GW faq

<https://drive.google.com/file/d/0Bzus0DMobfGYeEh1UjJkOWIldkk/view>

ETC – PAIRING & RESULTS SHEET

<https://drive.google.com/file/d/0Bzus0DMobfGYYVJUSU9RRFNFdGs/view>

ETC – TIME LOG SHEET

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