

ETC 2015 Rules Pack



Welcome to the European Team Championships! The ETC is an annually run international team tournament for the game of Warmachine and Hordes. The ETC is an event for a group of players (five to be specific) enabling you to compete as a team rather than on your own. This event is suitable for every kind of Warmachine player: from groups of like-minded friends to battle hardened close-knit practice groups.

Previously the format for the ETC has been unique but due to popular demand we have decided that from this year onwards we will mirror the rules used by the Warmachine and Hordes World Team Championship (WTC). The WTC is a fantastic event in its own right but is restricted to specially selected national squads. We wish to open up the experience of the WTC to gaming clubs and local communities, as well as travelling international teams.

The ETC is a privately run event that is generously sponsored by Element Games, an independent gaming store that owns a physical shop within the ETC venue, the North West Gaming Centre. We are also proudly sponsored by Cerberus, the European wing of Privateer Press. Additionally we have been greatly assisted by Tie Break and the use of their website and tournament software and we would like to thank them for their invaluable support.



When and Where

Saturday & Sunday July 25th/26th, with the venue opening for early arrivals on Friday 24th July.

The North West Gaming Centre
Hallam Business Centre
Hallam Street
Stockport
SK2 6PT
England

Basic Tournament Rules

- The ETC is run under the official WARMACHINE and HORDES game system as published by Privateer Press
- The ETC is a team event with each team comprised of five players
- The most recent Steamroller rules & scenarios (SR2015) will be enforced at the ETC
- The tournament will require each player to bring 2 lists of 50 points each (no specialists), observe baseline character restrictions (per player, not across the team), however, during the event the player is free to use each list as many times as he likes, or not at all
- Across a team, no warcaster/warlock may be repeated
- Our policy on model conversions is that models must be easily identifiable on the tabletop i.e. your opponent should be able to easily recognise all the models in your army (if in doubt, submit images of your models to the Tournament Organiser Jamie Perkins for assessment)
- At least one player on each team must use fully painted models, these models must reach the current 'Hardcore' painting standard as per Steamroller 2015**
- Any team that fails to meet our minimum painting requirement will automatically lose Round 1 of the tournament
- All models must have any relevant line of sight arcs clearly marked

** (it is our wish that the ETC eventually become a fully painted event and in each successive year the number of 'fully painted' players that are required will increase by one per team)

Logistics

The ETC will be run over two days consisting of five or six rounds (we will stop once there is one undefeated team), three on the Saturday and two-three on the Sunday

- Homemade damage grids are not allowed
- The organisers take no responsibility for the War Room app or mobile phone failures/difficulties on site. As per Steamroller rules, if a player's War Room device fails during a game and the information cannot be recovered in a timely manner, the player concedes that game. As such, we recommend you bring all model cards and theme force information in hard copy
- While players are free to use any language or translated player aids, the official language of the ETC is English, and all players are required to have the English versions of their cards on hand. All rule disputes will use the English version of the rules as reference
- Chess Clocks will be provided by the ETC (thanks Cerberus!)
- Scenario zone templates, flags & objective markers will be provided by the ETC
- The venue will be open on the Friday night before the event for casual games and (if there is

- enough demand) we will run a small Warmachine tournament
- Make sure to keep an eye on the ETC Facebook page for details after this pack is published
- Lunch will be provided on both days (external catering)

Players must bring their own:

- Printed copies of their army lists
- Usual gaming tools – dice, tape measure, cards etc

Where Can I Buy A Team Ticket?

Team Tickets will go on sale through the Element Games website (elementgames.co.uk) on Tuesday the 3rd of March at 7pm UK time (19:00) and will cost £130 to enter a five player team. When you buy your ticket please remember to leave a team name and a contact email address so that we can remind teams when the army list deadline is approaching (see below). If you later decide that you wish to change your team name you can do so when you submit your army lists, but not afterwards. This is to allow us enough time to get your dog tags made! (Again, see below.)

Army List Submission & Ticket Refund Deadline - 28th June 2015 (28/06/15)

- Team captains are required to confirm their team line ups by this date (for your dog tags!)
- Army lists for all players in the team are also due by this date
- The entire team's lists should be prepared in a list builder similar to www.forwardkommander.com or War Room and sent as a single email to jamieperkins1988@hotmail.com
- After this date tickets cannot be refunded, logistics for the event need time to be finalised
- After being checked lists will be published via tiebreak.co.uk/etc2015
- The chosen scenarios (in a random order) will be published once all army lists have been checked

Round Pairings

The ETC will employ an interesting and challenging method for determining the pairings of players within opposing teams for each round.

- Teams will be paired off against each other randomly in the first round and use the “Swiss Chess” system from the 2nd round onwards
- A team will never be matched against the same team twice

The captains from each team will work together to determine the individual pairings of the players within their teams using the following method:

- Dice off until there is a winner. The winner gets to choose whether they are Team A, or Team B in the process
- Team B captain nominates his/her first player and presents both the player's lists to the opposing captain
- Team A captain then nominates two (2) of his players that are potential opponents for the player. He provides all 4 lists for the 2 players
- Team B captain chooses which player from the 2 that will play against the player he first nominated. The one he does not choose remains on the table
- Once the first match up is determined, Team B captain will nominate 2 of his remaining

players, Team A captain will then choose one of those to face off against the player left on the table from the 1st round pairings

- This process continues until all 5 pairings have been done
- Team B captain will choose on which table each match will be played. He chooses the table the moment a pairing choice has been finalised

All players across the entire tournament will play the same SR2015 scenario for a given round. No scenario will be repeated.

- Table terrain will be set up in a neutral fashion and follow the recommendations listed in Steamroller 2015.

Round Timing

- Each round will go for 2.5 hours from the time the pairings are announced
- Round pairings should take a maximum of 15 minutes per team, for a total of 30 minutes. Round timings will use the Death Clock system
- Players will use a chess clock to track time spent during their turns
- Each player will have 60 minutes available to them to use during the game. Deployment does come out of this time
- If the round expires with players having more than 5 minutes left on their clock (between them) it will result in a double loss
- Players are allowed to stop the clock for rules queries, toilet breaks and other legitimate reasons

There are no tie breakers to determine the winner. A game can be won by any one of the three methods:

- Caster Kill
- Completion of scenario objectives
- An opponent “timing out”, which is treated as a Caster Kill

Tournament Scoring

The team that gains 3 or more victories from the 5 games in a round is declared the winner and receives one 1 tournament point. The losing team receives 0 points.

- Each player that wins their game in a round is awarded a “Player Tournament Point”
- Each team’s strength of schedule will be calculated and will be used as the 1st tie-breaker
- The total “Player Tournament Points” a team has accumulated will be used as the 2nd tie-breaker
- The number of control points each team earns across all 5 games for a round is also recorded and is used as the 3rd tie-breaker
- The number of army points each team destroys across all 5 games for a round is also recorded and is used as the 4th tie-breaker

Awards

- 1st, 2nd and 3rd Best Painted Army
- 1st, 2nd and 3rd Best Painted Single Model
- 1st, 2nd and 3rd place team
- Team Wooden Spoon

- 'Worst Player in Europe'
- 'Team Jank-Tank' – Team with the craziest army lists, voted for by the referees
- Most Sporting Player – may or may not be given out, at the referee's discretion

Prizes

Find out on the weekend! As much will be given out as possible!

Schedule

Friday 24th July 2015

- 16:00 – late Open play tables (and if there is enough demand, a Warmachine side event)

Saturday 25th July 2015:

- 9:00 – 9:30 Welcome and Introductions
- 9:30 – 12:00 ETC Round 1
- 12:15 – 13:15 Lunch
- 13:30 – 16:00 ETC Round 2
- 16:15 – 18:45 ETC Round 3
- 18:00 – 20:00 Ice cream van!
- 20:00 – late Open play tables (and if there is enough demand, a Warmachine side event)

Sunday 26th July 2015:

- 9:30 – 12:00 ETC Round 4
- 12:00 – 13:00 Lunch
- 13:00 – 15:30 ETC Round 5
- 15:30 – 18:00 ETC Round 6 (or award ceremony if no Round 6 is played)
- 18:00 – 19:00 Award ceremony

Captain's Pack

As occurred in 2014 the captain of each team will receive a 'captain's pack' on arrival which will contain the following:

- A 'Cheat Sheet' or summary sheet for event rules such as the player match-up system
- A team score sheet
- An ETC widget, set of flags & 1 objective marker for each player
- Dog Tags with your team and player names on (don't miss the deadline!)
- A token for a free ice-cream for each player on the Saturday night
- Possibly something else... so you'd better check!

Terrain Lexicon

Due to issues regarding terrain in previous years we will be employing coloured felt to represent certain terrain types. There will also be more regular terrain features on most tables but we are introducing this measure to ensure that playability is the first priority:

- Black felt – trench template
- Yellow felt – rough ground (no cover or concealment benefit)
- Brown felt – 1 inch hill

- Green felt – forest
- Blue felt – shallow water

Volunteer Judges, Referees & Runners

We would like to ask for any willing volunteers to step forwards for any of the above roles. We need a minimum of 1 Judge, 6 Referees & 2 Runners to assist with data entry but any additional help will be accepted. For any volunteers we can offer:

- Free accommodation for Saturday night (particularly long distance travellers may also be able to get Friday night accommodation) as well as lunch on Saturday & Sunday
- ETC widget, dog tags & ice-cream token from the Captain's Pack
- 'Large Event' Press Ganger Points for those already within the Press Gang

Friday & Saturday Night Events

Keep your eyes on the Element Games website (elementgames.co.uk) for details of extra mini Warmachine events such as a return of the cult favourite format 'Fun, Quick & Dirty'

Final Word

The ETC organisers look forward to another fantastic year for the ETC. Our goal has been to grow it alongside the growth of the Warmachine & Hordes community in the UK and we hope you will be pleased by the changes we've introduced in 2015. Thank you for supporting us all along and we look forward to seeing you again this summer.

