

GAMING SAVOIR VIVRE

95% of all problems that occur are caused by improper communication. Try to communicate clearly, make sure that your opponent understands what you are doing. Remember to:

- **Agree on the set of dice.**
Players may agree to use one set of dice or both. If your opponent feels discomfort about your dice (too big / too custom made or unreadable) then you should agree on one set of dice. If this is an issue, ask a referee.
- **Let the dice remain on the table long enough after being rolled.**
Don't remove your dice too quickly from the table to avoid confusion.
- **Shake and roll dice properly.**
Arranging your dice so they have 11 / 66 on top and "rolling" them by having them move only slightly upwards in the air and then letting them land on the table without rolling is not accepted. Give your dice a nice, quick shake and roll them with enough force.
- **Remember that this is an international event.**
While playing, players are expected to use English, even when speaking with passerby or Coach. That is, unless they agree to do otherwise!
- **Express your intentions clearly. Expect agreement from your opponent.**
"these are out of LoS" or "here is more than 17" or "this charge needs a roll of 7" are just examples. Make sure that your opponent has heard and has approved of the move.
- **Be precise.**
If your unit is meant to be slightly over 17" from enemy, make it as close to 17" as possible. Putting your unit at 15" then claiming it is 17" is unacceptable.
- **Signal your concerns to your opponent without delay.**
If your opponent puts his units too close to each other or if you think that he has moved them too much, you should signal this to him immediately. Having said that, don't be intrusive.
- **Be sure to mark everything important.**
It is common that in the heat of battle players forget how many wounds a dragon had left or whether the dispel scroll was used. Marking those with a special dice or writing it down on a piece of paper should remove any doubts.

LIST OF NON-OFFENCES

- **Not allowing your opponent to make a non-mandatory action.**
We expect ETC players to know the rules and to play in the correct way. If you forget to make an action after performing at least one action from the next phase, your opponent may deny you the right to do it without any consequences. Consequently, we don't encourage such behaviour. Playing in a friendly atmosphere is important, try not to sow any seeds of discord.
- **Forgotten mandatory rolls**
...like Comet of Casandora, have to be made until the forgetfulness has reached a point of no return. If in doubt about whether or not this applies, ask a referee.
- **Realignments.**
Realignments are allowed, as long as they have not been affected in any meaningful way by later dice rolls (e.g. could be failed march/reform checks), and the original position can be determined in a satisfactory manner. If in doubt (disagreement) about whether or not this applies, ask a Referee. Please note that you cannot realign your units during deployment.

OFFENCES CARRYING A PENALTY OF WARNING:

- **inappropriate behaviour (0)**
This includes, but is not limited to: excessive swearing, shouting, speaking to your fellow-countrymen in a language other than English while playing.
- **Excessive use of judges (0)**
Referees are for you, the players, to make your games run smoothly and to ensure that any rule problems you encounter are dealt with quickly so a game can progress. However, bear in mind that calling a referee every 2 minutes to confirm something (especially basic rule questions) is not an acceptable practice, because of the need to provide rulings for all players.

LIST OF YELLOW CARD OFFENCES:

- **unclear gameplay**
ie. taking your dice too fast after a roll, problems with your own roster (ie. which one of Saurus CO Hero has Sword of Might, which has the Burning Blade)
- **inappropriate behaviour (1)**
This includes, but is not limited to: excessive swearing, shouting, verbal abuse
- **stalling (1)**
Detailed description is provided later in this document.
- **lateness for battle**
Unless both teams agree, you are expected to show and start your battle on time.
- **excessive use of judges (1)**

LIST OF RED CARD OFFENCES:

- **inappropriate behaviour (2)**
This includes, but is not limited to: excessive swearing, shouting, verbal abuse, insults directed at an opponent or referee, intentional destruction of a miniature, physical assault
- **stalling (2)**
- **denying your opponent the right to roll a particular dice of yours.**
- **cheating.**

STALLING

- **The difference between stalling and not playing a full 6-turn battle**
Stalling is an action in which a player (or team) deliberately stalls the game, usually with the intention of using the delay to their advantage.

If both players agree, they can play a battle in any way they see fit. This may include numerous cigarette breaks, breaks for drinking, for going for a walk. If they can't finish a battle in such manner, then this is by no means a punishable offence.

- **How to report?**
If you have such issues with your opponent, you should report them to your coach / captain during the game. He should then approach a Head Referee, or a Referee (if Head Referee is not available at a given moment) and make a report. If your team doesn't have a coach or captain is busy, a player can approach a Referee directly.

- **When to report?**

All stalling issues have to be done ASAP, during the game. Referees will not accept any complaints after the game is over.

- **What will happen if I report such a game?**

Games reported in this way will have an increased Referee's attention. In rare cases, a Referee may be delegated to watch the game personally. If he finds any flaws in player's playstyle, some action will be taken, usually a warning or a Yellow Card will be given. In cases of extreme stalling a Referee can make any decision he thinks is appropriate. This includes, but is not limited to: ending a phase, ending a turn, ending a battle with (or without) a change of result.

- **Repeated offences**

Players that have been proved to be stalling will receive penalties if other players should have any further complaints.

POSSIBLE PENALTIES FOR OFFENCES:

Numbers in brackets specify the degree of guilt.

Warning / Yellow Card / Red Card can be given to a player, team or both. Therefore, consequences may affect a player, team or both.

You can be sure that any penalty given will greatly outweigh any potential gain.

- Warning: all further actions against a player / a team will be stricter.
- Yellow Card: point penalties applied to player result or team result (Match Points affected)
- Red Card: 0-20 for a player or 0-100 for a team, disqualification of a player, disqualification of a team.

Bear in mind that this list of possible outcomes is not comprehensive.

Also, note that offences accumulate. A player receiving his second warning will receive a Yellow Card penalty. Player receiving his second Yellow Card will receive a Red Card penalty.

APPLYING PENALTIES

Team captain will be informed should any penalties be imposed on his team or player. All penalties will be imposed by the Chief Referee, who may consult with other Head Referees, Referees and, if he thinks it necessary, Team Captains / Coaches and Players.

HOW TO APPEAL AGAINST A REFEREE DECISION

- **Issues concerning measurements**

A player should inform a Referee that he wants to appeal against. Referee then reports to a Head Referee, and then he makes a decision. If such a decision is upheld by a Head Referee, then a player may be given a Warning or a Yellow Card. If the initial decision is made by a Head Referee, then it is non-appealable.

- **Issues regarding rule questions**

Team Captain / Coach should approach Referee and point to him a source in Rulebook / Games Workshop FAQ / ETC FAQ that suggests another ruling. Referee then reports to a Head Referee, and then the latter makes a decision.

CROWD AT THE TABLE

If one player feels discomfort with amount of spectators present at his table, he may request them to step aside. When this happens, all that are not Captains / Coaches, Referees are about step away from the table. Stubborn players who fail to comply will receive a Warning or Yellow Card.

REPORTING BATTLE RESULTS

Players will be given enough time to play a full game of 8th Edition Warhammer Fantasy Battle. In order to ensure that the tournament runs smoothly, penalties will be given to teams that report battle results after the scheduled time is over. This penalty will always affect both teams and will always affect Match Points.