ETC 2015 Prague
Rulespack Draft
Version 2.0

More Information about the ETC?
For more information about the ETC tournament please refer to :
http://warhammer.org.uk/phpBB/viewforum.php?f=33

Document History:
We will be keeping tabs on changes from now on, so it is easier to follow the updates on the document.

Updates:
2015/01/25: Changes/Additions/Retractions marked in Green.
2015/04/06: Changes/Additions/Retractions marked in Magenta.
2015/04/25: Changes/Additions/Retractions marked in Red.
2015/05/14: Changes/Additions/Retractions marked in Brown.
2015/06/13: Changes/Additions/Retractions marked in Blue.

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TOURNAMENT OUTLINE

DATES

The 40K ETC 2015 will be held in Prague, Czech Republic on August 7th, 8th and 9th.

It will be preceded by a 40K singles event August 5th and 6th.

SCHEDULE

Tentative Schedule!!
Unless the organization decides otherwise, this is the scheduling for the 40K side at the ETC.

Friday 7 August 2015
Round 1 : 9.30 am - 2 pm
Round 2 : 3 pm - 7.30 pm

Saturday 8 August 2015
Round 3 : 9.30 am - 2 pm
Round 4 : 3 pm - 7.30 pm

Sunday 9 August 2015
Round 5 : 9.30 am - 2 pm
Round 6 : 3 pm - 7.30 pm

GENERAL TOURNAMENT OUTLINE

1. The ETC 40K is an 8 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 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 Tom and Pierre 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. We continue to play with the levels in ruins rules as were applied in 6th edition

SENDING IN A TEAM

TEAM FORMATION

If you are interested to bringing a new team to the ETC, you should make yourself known on the Warhammer Forum in the general section. One of the admins will then get in touch with the details. In general though, if you want to go to the ETC with an existing team, you need to follow whatever protocol an existing team has put in place to make the team. Get in touch with your captain regarding that. It shouldn't be too hard to come by that info. The way ETC Captaincy works is that only the current Captain can announce his successor. New teams will be given access to the dedicated sections so they can be part of the processes involved and can get directed help if so needed.

A 40K ETC Team consists of a minimum of 8 playing members. Of which at least 4 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 9th 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 ETC, 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 3 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!)
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 9 team members may perform a player replacement : play a game with any of the 8 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.

ARMY COMPOSITION

What follows are the rules for composing an Army at the European Team Championships (ETC) 2015. A reminder of some basics:

Faction: A faction is defined as any allowed codex book at the ETC including all its associated supplements, formations, and unit entries, whether they be released through supplemental books or campaign books, printed in White Dwarf, or released as datasheets. This means Codex Tau, Farsight Enclave Supplement, and the Tau Fireblade Cadre are all from the same faction, for example.

Detachments: There is still a lot of confusion regarding this one. So let's list it up. Formations are a special kind of detachment, so they belong in here, and are not to be treated as separate items. In essence, there are actually quite a few types of detachments.
Combined Arms Detachment
Allied Detachment
– Special Detachments: Inquisition detachment, LOTD detachment, Imperial Knights detachment (no longer the case since the new Black Library FAQ). We have updated the ETC Clarifications Document to no longer allow Inquisition and LOTD as a 'tertiary' type of detachment at the ETC following the update of the Imperial Knight FAQ from Black Library. So Special Detachments no longer apply at the ETC.
Unique Detachments: Any and all detachments appearing in codex books or via dataslates, e.g. Officio Assassinorum, Wolves Unleashed, Covenant Coterie, Realspace Raiders, Nemesis Strike Force, Great Waaagh, Ork Horde, Company Of the Great Wolf, ...
Formations: Any and all formations (three skull symbol) belonging to a regular faction

like Cypher's Fallen Champions, Grey Knights Brotherhood, Kabalite Raiding Party, Space Wolves Great Company, just to give a few examples.

Source: A Source in this instance refers to any book or release, being datasheet, codex, codex supplement, campaign book, … etc.

GENERAL COMPOSITION

1. Each ETC army will consist out of a single-source "**ETC Primary Detachment**" and an optional single-source "**ETC Secondary Detachment**"

2. The ETC Primary Detachment can be any Detachment that your warlord can legally come from (so not an Allied Detachment), and must consist of a single faction. The ETC Primary Detachment can be a regular rulebook CAD, any Unique Detachment or Formation as long as it meets all the requirements. 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.

3. The optional single-source ETC Secondary Detachment can be any type of detachment other than a CAD, and must be another faction than the ETC Primary Detachment unless one of them is a formation or unless explicit permission for this is given (like for SM and FE).

4. 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.

5. 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).

6. 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 are an exception. They count as part of both their Formation and the Detachment, and have all associated Command Benefits and special rules. 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. Formations part of those Detachments do count towards the limit of 1 formation per team even though a Decurion Detachment or Craftworld Warhost can consist out of more than one such formations. As an example; a Decurion Detachment could consist out of 3 Canoptek Harvest Formations but no Canoptek Harvest Formation can then be taken on a given team other than those present in the Decurion.

7. Come the apocalypse allies are allowed in list construction, so are Lords Of War, but none of the superheavy/gargantuan kind. You can leave your C'tans and Stompas at home

Only Fortifications that are allowed are SLP, Bastion and ADL. Only Fortification upgrades that have an official GW model can be used at the ETC. This essentially means only the following fortification upgrades are available (note that via a Captains vote, the escape hatch is an exception to this and cannot be legally fielded at the ETC as a result):

Allowed Fortification Upgrades (Stronghold Assault):
- Comms Relay,
- Icarus Lascannon,
- Quadgun,
- Ammo Store,
- Tank Traps,
- Barricades,
- Magos Machine Spirit (Special Rule)
- Ready for Take Off" (Special Rule)

Each player only has access to 1 fortification in his army. If players are using one or more Detachments with no dedicated slot for a Fortification in their army, they are not entitled to include one. Remember that barricades and tank traps can be maximally 6 inches in length while 1,5 high and tall.

1. Each LOW can only be present once in Team Composition. This means that only one Kaldor Draigo may be present in any of the teams combined army lists for example, but also that each type of Imperial Knight can only be present once in team composition. Only one Warden, Galant,... per team.
2. Total amount of sources in any players armylist may not exceed two.
3. Mirror combos are not allowed at the faction level between players. It is OK to play SM|SM (using up all SM slots within the Team for one armylist) but not to play SM|Tau and Tau|SM within a given Team.
4. Each Faction can only be used once in an ETC Primary and ETC Secondary Detachment. Which means if you build a Tau primary CAD with the Tau Firecadre Formation as an ETC Secondary Detachment for the Team, the Team just ran out of slots to use the Tau Faction for other armylists.
5. Each Formation or Detachment other than a CAD or Allied Detachment can only be used once in Team Composition
6. The Fighter Ace Upgrade from Shield Of Baal is not in play

LIST OF AVAILABLE MODELS, FORMATIONS AND DETACHMENTS

ARMY ENTRY DATASHEETS

1. **Cypher, the Fallen Angel** (Cypher Dataslate)
2. **Be'lakor** (Be'lakor Dataslate)
3. **Gerantius, the Forgotten Knight** (White Dwarf)
4. **Grukk Facerippa** (Sanctus Reach: the Red Waaagh!)
5. **Looted Wagon** (White Dwarf)
6. **Tyrannic War Veterans** (Tyrannic War Veterans Dataslate)
7. **Krom Dragongaze** (Sanctus Reach: the Red Waaagh!)
8. **Tyrannocyte, Sporocyst, Mucolid Spore** (WD/Shield of Baal:Deathstorm)
9. **Toxicrene, Maleceptor** (WD/Black library site/Shield of Baal:Deathstorm)
10. **Spawn of Cryptus , Children of Cryptus** (Shield of Baal: Deathstorm)
11. **Blood Angels: Captain Karlaen** (Shield Of Baal: Deathstorm)
12. **Chaos Daemons: Bloodthirster of Unfettered Fury** (WD60), **Bloodthirster of Insensate Rage** (WD60), **Wrath Of Khorne Bloodthirster** (WD60),

CAMPAIGN FORMATIONS

1. **Astra Militarum:** The Steel Host (Sanctus Reach or WD023), Rampart Detachment (Sanctus Reach Red Waagh)
2. ~~**Imperial Knights**: Adamantine Lance (Sanctus Reach Red Whaagh, not available due to team comp restrictions, otherwise allowed)~~
3. **Orks**: Gorkanaut Krushin' Krew, Mogrok's Bossboyz (Sanctus Reach: Red Waaagh), Grukk's Rippin' Krew (Sanctus Reach: Stormclaw), Skyboss Wingnutz Air Armada, Grukk's Goff Killermob, Kaptin Badrukk's Flash Gitz (Sanctus Reach: Hour of the Wolf)
4. **Space Wolves**: The Fierce-Eye's Finest (Sanctus Reach: Stormclaw) Wolfguard Strike Force, Grimnar's Kingsguard, Ragnar's Claws (Sanctus Reach: Hour of the Wolf)
5. **Tyranids**: Skytyrant Swarm, Skyblight Swarm, Hypertoxic Node, Neural Node, Skytide, Sporefield (Shield of Baal:Leviathan), Phodian Annihilation Swarm (Shield of Baal: Deathstorm)
6. **Blood Angels**: Strike Force Deathstorm (Shield of Baal:Deathstorm), Archangels Strike Force (Shield of Baal: Exterminatus), ; Flesh Tearers Strike Vanguard Force (Shield of Baal: Exterminatus & White Dwarf 47) Archangels Sanguine Wing, Archangels orbital Intervention Force, Archangels Demi-company, The Archangels Blooded Demi-Company, Strike Force Mortalis, Dante`s Avenging Force, Lysios Relief Force, The defenders of Cathedium, StrikeForce Razorwind, Flesh Tearers Strike Force (Shield of Baal: Exterminatus)

7. **Necrons:** Conclave of the Burning One, Zarathusa`s Royal Decurion, Anrakyr Strategic Decurion, The Guardians of Perdita, Mephrit Dynasty Cohort (Shield of Baal: Exterminatus)

DATASLATE FORMATIONS

1. **Chaos Space Marines**: Fallen Champions (Cypher Dataslate), Hellcult, Helflist Murderpack, Mayhem Pack (HellBrutes Dataslate); Dataslate: Kranon's Hellguard
2. **Assassinorum Execution Force** (Dataslate)
3. **Eldar Ghost Warriors** (Ghost Warriors Dataslate)
4. **Adeptus Astartes**: Adeptus Astartes Storm Wing (Dataslate: Adeptus Astartes Storm Wing), Saint Tylus Battle Force (Dataslate: Tyranic War Veterans), Reclusiam Command Squad (Dataslate: Reclusiam Command Squad), 1st Company Skyspear Assault Wing, 1st Company Hammerfall Assault Force, Strike Force Ultra (Dataslate: Space Marines Strike Force Ultra)
5. **Tau**: Tau Firebase Support Cadre (Dataslate: Tau Firebase Support Cadre)
6. **Tyranids**: Lictor Forest Brood, Manufactorum Genestealers, Deathleaper Assassin Brood, Broodlord Hunting Pack, Gargoyle Bio-Bombs (Dataslate: Tyranid Onslaught - Rising Leviathan I), Incubator Node, Synaptic Swarm, Living Artillery Node, Endless Swarm (Dataslate: Tyranid Onslaught - Rising Leviathan II), Bioblast Node, Wrecker Node, Tyrant Node, Subterranean Swarm, Living Tide (Dataslate: Tyranid Onslaught - Rising Leviathan III)
7. **Dark Angels**: The Unrelenting Hunt (Dataslate:The Unrelenting Hunt), Dark Angels Librarius Conclave (Dataslate)
8. **Blood Angels:** Angels`s Wrath Intervertion Force, Angell`s Fury Spearhead Force, Flesh Tearers Blood Rain Strike Force, (White Dwarf 47)
9. **Necrons:** Mephrit Dynasty Resurgence Decurion (White Dwarf 47)

SUPPLEMENT FORMATIONS

1. **Dark Eldar**: Grotesquerie, Scarlet Epicureans, Scalpel Squadron, Corpsethief Claw, Dark Artisan Claw, Covenite Fleshcorps, Carnival of Pain (Supplement: Haemonculus Covens),
2. **Orks**: Council of Waaagh!, Ghazghkull's Bullyboyz, Da Vulcha Skwad, Blitz Brigade, Dread Mob, Boss Snikrot's Red Skull Kommandos, Green Tide (Supplement: Waaagh! Ghazghkull)
3. **Space Wolves**: Kingsguard Stormforce, Brethren of the Fell-Handed, Wolf Guard Void Claws, Grimnar's Wolf Council, Arjac's Shieldbrothers, Wolf Guard Thunderstrike, The Champions of Fenris (Supplement: Champions of Fenris)

CODEX FORMATIONS

1. **Militarum Tempestus: Airborne Assault Formation, Ground Assault Formation (Codex)**
2. **Grey Knights**: Grey Knights Brotherhood (Codex)
3. **Dark Eldar**: Kabalite Raiding Party (Codex)
4. **Orks**: Ork Warband (Codex)

5. **Space Wolves**: Great Company (Codex)
6. **Blood Angels:** Blood Angels Battle Company (Codex), Baal Strike Force (Codex)
7. **Harlequins:** Cegorach's Revenge (Codex), The Serpent's Brood (Codex), Cast Of Players (Codex), Cegorach's Jest (Codex), The Heroes' Path (Codex), Faolchu's Blade (Codex)
8. **Khorne Daemonkin:** Slaughtercult (Codex), Brazen Onslaught (Codex), Khorne's Bloodstorm (Codex), Gorepack (Codex), Charnel Cohort (Codex)
9. **Necrons:** Reclamation Legion (Codex), Judicator Batallion (Codex), Destroyer Cult (Codex), Deathbringer Flight (Codex), ~~Living Tomb (Codex)~~, Annihilation Nexus (Codex), Canoptek Harvest (Codex), Royal Court (Codex)
10. **Eldar:** Guardian Battlehost (Codex), Windrider Host (Codex), Guardian Stormhost (Codex), Seer Council (Codex), Living Legends (Codex), Heroes of The Craftworlds (Codex), Outcasts (Codex), Aspect Host (Codex), Dire Avenger Shrine (Codex), ~~Wraithhost (Codex, not allowed seen as Wraithknight is not a legal unit)~~, Crimson Death (Codex), Engines Of Vaul (Codex), Wraith Constructs (Codex, No Wraithknight can be chosen for this formation seen as it's not a legal ETC unit)
11. **Imperial Knights**: Gallant Lance (Codex), Baronial Court (Codex), Tripartite Lance (Codex), Exalted Court (Codex), Skyreaper Lance (Codex)

UNIQUE DETACHMENTS

1. ~~**Imperial Knights Detachment** (IK Codex)~~
2. **Officio Assassinorum Detachment** (Dataslate)
3. **Covenant Coterie** (DE Supplement: Haemonculus Covens)
4. **Realspace Raiders** (DE Codex)
5. **Nemesis Strike Force** (GK Codex)
6. **Great Waaagh** (Orks Supplement: Waaagh! Ghazghkull)
7. **Ork Horde** (Orks Codex)
8. **Inquisition Detachment** (Inquisition Codex)
9. **Company Of the Great Wolf** (Space Wolves Supplement: Champions of Fenris),
10. **Wolves Unleashed** (Space Wolves Codex)
11. **Legion of the Damned Detachment** (LOTD Codex)
12. **Tyranids**: Hive Fleet Detachment (SOB: Leviathan)
13. **Necrons:** Decurion Detachment (Codex Necrons)
14. **Blood Host Detachment** (Codex Khorne Daemonkin)
15. **Eldar Craftworld Warhost** (Codex Eldar Craftworlds)
16. **Imperial Knights Household Detachment** (IK Codex)
17. **Imperial Knights Oathsworn Detachment** (IK Codex)

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 two Tactical Objective Cards per turn.** If any objective is unattainable, such as destroy a building and your opponent did not bring any, 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.

Kill Points Differential (up to 8 Victory Points)

D36 #	Tactical Objective #	Description
11	31	Secure Objective 1
12	32	Secure Objective 2
13	33	Secure Objective 3
14	34	Secure Objective 4
15	35	Secure Objective 5
16	36	Secure Objective 6
21	42	**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	44	**ASCENDENCY**—Score 2 Victory Points if you control any three objective markers at the end of your turn. **(Changed from D3 Victory Points)**
23	45	**SUPREMACY**—Score 2 Victory Points if you control at least two Objective Markers and at least twice as many Objective Markers as your opponent controls at the end of your turn. **(Changed from D3 Victory Points)**
24	51	**OVERWHELMING FIREPOWER**— Score 2 Victory Points if you completely destroyed 3 units or more in the shooting phase
25	52	**BLOOD AND GUTS**— Score 2 Victory Points if you completely destroyed 2 units or more in the Assault Phase
26	53	**NO PRISONERS**—Score 2 Victory Points if you completely destroyed 3 or more enemy units during your turn.
31	54	**HUNGRY FOR GLORY**—Issue a Challenge in the Assault Phase or Win an ongoing challenge
32	62	**WITCH HUNTER**—Score 1 Victory Point at the end of your turn if at least one enemy unit with the Psyker, Psychic Pilot or Brotherhood of Psykers/Sorcerers special rule was completely destroyed during your turn.
33	63	**SCOUR THE SKIES**—Score 1 Victory Point at the end of your turn if at least one enemy Flyer or Flying Monstrous Creature was removed as a casualty during your turn.
34	64	**ASSASINATE**—Score 1 Victory Point at the end of your turn if at least one enemy character was removed as a casualty during your turn.
35	65	**DEMOLITIONS**—Score 1 Victory Point at the end of your turn if at least one gun emplacement or enemy building was destroyed during your turn.
36	66	**BIG GAME HUNTER**—Score 1 Victory Point at the end of your turn if at least one enemy Vehicle or Monstrous Creature was destroyed during your turn.

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 8**.

Game Points: Example Scoring

For our example, we will use:

MISSION 1

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:

Player 1:	Player 2:
4 Objectives from Objective #1 [12VP]	1 Objective from Objective #1 [3VP]
Killed 2 Heavy Support Units [2VP]	Killed 1 Heavy Support Unit [1VP]
Achieved 9VP from Tactical Objective Cards, Objective #2 [9VP]	Achieved 6VP from Tactical Objective Cards, Objective #2 [6VP]
Achieved First Blood, and Linebreaker [2VP]	Achieved Slay the Warlord [1VP]
Obtained 4 Kill Points to Opponents 8 [0VP]	Obtained 8 Kill Points to Opponents 4 [4VP]
Total: 25VP	Total: 15VP
Difference: 10 VP	Game Points: 15-5

TEAM LEVEL: ROUND POINTS

A Round between teams consists of 8 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
86-160 = Win, 2 Round points
75-85 = Draw, 1 Round point
0-74 = 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.

ETC PAIRING SYSTEM

PAIRING BASICS

Captains will have 30 minutes before each game to discuss with their team what the best strategy is for the round and to determine with the other captain/team what the individual matchups will look like. During this process, Captains can can consult with and use the help of the rest the of the team freely. Players during match will be matched by Captains in the following way :
"Secret challenge" - At the start of the pairing captains chose secretly one player – a champion. Champion can be different from round to round. Both names of champions are written down at the start of the pairing on a separate piece of paper and revealed and the end of it. Champions play on the last available table.
After that:

1. Both captains roll a dice.
2. Captain A who rolled lowest puts forward player A.
3. Captain B puts a player to fight player A.
4. Captain A choses a table for that game.
5. Captain B who rolled highest puts forward player B.
6. Captain A puts a player to fight player B.
7. Captain B choses a table for that game.
8. Captain A .....
9.

LIST SUBMISSION OUTLINES

PLANNING

Captains make sure their teams army lists are submitted on the Warhammer forums by 23:59 on the **26th of June** 2015.

After list submission deadline, each country will be assigned 3 other countries to check for errors. Teams have about one week to do this and another week to make necessary corrections (if any). Teams that meet those deadlines and submit correct army lists will receive 2 Team points (as for one team win) at the end of the tournament. The Head Referees will be in charge of overseeing this process. 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.

To summarize
Submission of Lists: June 26th (lists in on Friday 23:59 forum time at the latest)
Checking of Lists: June 27th to July 6th (Monday) (checking done at Sunday 23:59 forum time at the latest)
Final Revisions: July 6th to July 13th
Round 1 Draw: July 14th (by Pierre and Tom as per usual, might have neutral supervisors if anyone wants to follow the process) and release of army lists on the public forums together with the Draw.

LIST SUBMISION TEMPLATE

1. Each Army list MUST mention which model will be the 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
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.

4, Team Rosters need to indicate if a coach/assistant spot is filled by the Team.

5. Example of a correctly formatted team list

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TEAM : Uzbekistan

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PLAYER 1: John – Serpentspam – Smith

ETC Primary Detachment: Codex Eldar, Faction Eldar

HQ1 - Warlord: Autarch (70), Fusion Gun (10) [80]

Elite1: 5 Fire Dragons [110] in Transport 1

Elite2: 5 Fire Dragons [110] in Transport 2

Troop1: 5 Dire Avengers [65] in Transport 3

Troop2: 5 Dire Avengers [65] in Transport 4

Troop3: 5 Dire Avengers [65] in Transport 5

HS1: Wraithknight [240]

HS2: Wraithknight [240]

HS3: Wraithknight [240]

Transport1: Wave Serpent (115), Twin-linked Scatter Laser (5) [120]

Transport2: Wave Serpent (115), Twin-linked Scatter Laser (5) [120]

Transport3: Wave Serpent (115), Twin-linked Scatter Laser (5) [120]

Transport4: Wave Serpent (115), Twin-linked Scatter Laser (5) [120]

Transport5: Wave Serpent (115), Twin-linked Scatter Laser (5) [120]

ETC Secondary Detachment: Codex Inquisition, Faction Inquisition

HQ1: Inquisitor (25), 3 Servo Skulls (9) [34]

Fortification:

NA

TOTAL ARMY POINTS: 1849pts

Type Of Alliance: Allies of Convenience

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PLAYER 2: (…)

++

PLAYER 3: (…)

++

PLAYER 4: (…)

++

PLAYER 5: (…)

++

PLAYER 6: (…)

++

PLAYER 7: (…)

++

PLAYER 8: (...)
+++
Coach | Assistant : (...)

DISCIPLINE AT THE ETC

REFEREES

The Tournament will be officiated by 3 Head Referees. One from the host nation and two chosen by the ETC Chairmen from available candidates. 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. A red/yellow card system will be implemented to handle any disputes/issues (see penalty section below).

PENALTY SYSTEM

Needs to be worked out in detail by the captains council. If not, the head referees on site will determine what penalties are applied.

PRE GAME ACTIONS

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

ETC MISSIONS

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. 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

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

Objective #2:   Maelstrom of War: Tactical Escalation

Deployment: Hammer and Anvil

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MISSION 2

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

Objective #2:   Maelstrom of War: Cleanse and Control

Deployment: Vanguard Strike

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MISSION 3

Objective #1:   Eternal War: The Emperor's Will (4 Victory Points for each EMPEROR'S WILL objective)

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

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MISSION 4

Eternal War: The Relic (6 Victory Points; the relic is a separate objective from all others)

Objective #2:   Maelstrom of War: Spoils of War

Deployment: Dawn of War

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MISSION 5

Objective #1:   Eternal War: The Scouring - Each player places three markers at least 6 "from the edge, 12" from each other worth 1, 2 and 3 points (point values noted in secret by the player deploying them). Before rolling to seize the initiative, you reveal the value of each marker.

Objective #2:   Maelstrom of War: Deadlock

Deployment: Vanguard Strike

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MISSION 6

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

Objective #2:   Maelstrom of War: Contact Lost

Deployment: Hammer and Anvil

ESC – EUROPEAN SINGLES CHAMPIONSHIPS

ESC - GENERAL INFORMATION

TBA

ESC - ARMY COMPOSITION RULES

TBA

ESC – TOURNAMENT RULES

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