

RULESPACK ETC FLAMES OF WAR – 2024

Version 1.1

1. TEAM REGISTRATION AND MEMBERS

1.1. Each Team shall have six players and may have 1 coach. Per point 4 of the ETC Charter at least half of the team should be made up of players qualified to represent that country. A coach is optional and is not entitled to provide opinions or advice on the games, but can help in the pair ups process, inform players and captain of status of the Team's games, indicate time, play as a replacement of a sick player, substitute the Captain in conflict resolution.

1.2. All qualified national teams must register for the ETC by the 1st of March 2024 at the latest. There can only ever be 1 team per nation.

1.3. An exception to the aforementioned qualified players at para 1.1 can be granted by the Captains of the national teams after the 1st of January, provided that A) there are still leftover spaces for teams and B) there are reasonable ground as to why that team could not meet the normal threshold. The deadline for application is the 1st of March.

1.4. If after the 1st of March there would still be an uneven number of teams, a UN/Mercenary team shall be formed.

2. TEAM FORCE COMPOSITIONS

2.2. Each team must field Forces from at least 4 different Nations. This refers to the nationality of the force diagram picked. Additionally, a maximum of 2 forces may contain formations from the same nation and a maximum of 3 forces may contain units from the same nation.

The same nation can thus only appear in 3 forces. Allied formations do count as a use of a nation formation but will NOT count for the use of a different nation diagram. Example: A UK Force using D-Day British diagram with 1 US Allied Formation/Unit counts only counts as 1 different nation for the first sentence of this rule.

SS and German are both German and thus a D-Day Waffen SS Diagram or an SS formation still counts as a use of a German diagram or formation.

2.3. No Formation may be repeated. A formation with identical name and Nation, even from a different book, counts as the same formation and may not be repeated. A formation with a different name (e.g. a "Sherman Tank Company" compared to a "Sherman (late) Tank Company") is not the same formation and both may be used.

Command Cards that do not create a new, separate formation (such as title cards) never create a different formation for the purposes of this rule. For example 12th Volksgrenadiers is a Volksgrenadiers formation.

Command Cards may not be repeated throughout the team. An individual player may repeat Command Cards if allowed by the card (i.e. if the card is not Limited), but no other player on the team may use a Command Card with the same name and nation. (A team may therefore, for example, use both a German and a Hungarian Pure Luck card but not two German Pure Luck cards.)

3. INDIVIDUAL FORCE COMPOSITION

3.1 Each list can use a maximum of 105 points, including command cards. Note that this allows 5 minefields. This also means that the amount in reserve is at least 42 points.

3.2. The rules on building Forces and Command Cards in Lessons From The Front apply, with the following clarifications and modifications:

- Any Version 4 Late War Formation or Unit that has been incorporated into forces.flamesofwar.com by 11th June will be allowed. Unofficial Formation/Unit/Cards made by players and incorporated into Forces may not be used.
- References to “book” in Lessons From The Front (e.g. “same book”, “other book”) should be understood to refer to the original books, not the compilations. (E.g. any book similar in set-up to the Mid War North Africa and Eastern Front books).
- In case of discrepancies between the compilations and the original books, the compilations shall be definitive.
- When you use a German Berlin formation and/or unit it is not allowed to use an allied Finns or Romanian formation and/or unit

3.3. Command Cards can only be used on Units or Formations from the book the Cards belong to, as per Lessons From The Front. In the case of compilations, this means the same chapter (each corresponding to a former book) of the compilation.

3.4. Any force may have no more than five units that contain armoured tank teams with the scout rule Transport teams do count towards this limit.

3.5 A player may field up to two Formations of their Force’s nationality but no player is allowed to repeat a Formation. Up to one Allied Formation is allowed in addition. No more than one Formation in a force may be built from a Command Card (a formation from a book can still be modified by a Command Card (e.g. 16th Panzer Division Greyhound, 3rd Armored Division Spearhead). Only one Formation created by a Command Card (e.g. Inns of Court, 1st and 2nd Marine-Grenadier Division...) is allowed.

3.6. One Allied Unit is permitted but must be from the same nation if also taking Allied formation. All Allies (Formations and/or Units) of a Force must come from the same nationality.

3.7. In case a Late War Monsters/Leviathans option would be released prior to the cutoff date for books (1 May 24), the rulespack committee will determine which of these saw historical use and are thus permitted for use according to the same rules as Mid-War monsters in 2023. However none are expected.

3.8. The List must be produced on Forces to make list checking it easier. Lists should indicate which Units are benefitting from Command Cards. (This must be done manually as Forces does not permit it: build the list on Forces, print it, state manually and clearly what Card is affected to which Unit).

3.9. The Player must bring at least 1 photocopy of the list being played and show it to their opponent on request. Unit cards (or their profile in the book) and Command Cards must be brought along with the list, to make it faster and easier to play (a photocopy may be used).

4. LIST SUBMISSION

4.1. Lists must be submitted by 1st of July and be sent to: etchfow@gmail.com

Lists **MUST** have the following in the name as the first thing in the list name: Country - Player Last Name, Player First name. After the deadline, all the rosters will be distributed to each captain after they have submitted their team's lists. The lists will be checked by the FoW Captain's Council, and any necessary changes made ASAP with minimal changes to the list.

4.2. List checking deadline will be July 23rd. After list submission no lists may be altered, except to correct errors. Such a correction is the minimal correction needed to make the list legal. A list that is below the allotted amount of points is still legal and such cannot be corrected.

4.3. If a player drops out, a replacement player may either:

- use the list of the player who dropped out
- Or use any one other of that team's submitted lists, with the owner of the chosen list taking up the list of the player who dropped out.

4.5. The following penalties shall apply in case of incorrect lists. Deductions will be applied to a team's final score (i.e. after the end of the sixth game so as not to distort the draw).

- Late submission of a list – deduct 1 SP
- Omission of the player's name from a list - deduct 1 SP
- Omission of the list name from a list - deduct 1 SP
- Failure to show how Command Cards are allocated within a list - deduct 1 SP
- Errors in the list requiring changes to one or two units – deduct 1 SP
- Errors in the list requiring changes to three or more units – deduct **1 BP**
- List not in Forces format – deduct 1 SP
- List over 105pts – deduct 1 BP

5. SCHEDULE

TBD

6. TEAM AND PLAYER MATCHUP

6.1. Teams will be paired up using the Swiss Round system (1st vs 2nd, 3rd vs 4th, and so on), with the following exceptions. For Round 1, Teams will be randomly paired up. For Round 2 and onward, no Teams may be paired up twice together. Adjustments will be made to avoid rematches.

6.2. Each team will receive 6 player force cards, showing the player name and what formations each player's force contains.

6.3 Each team will receive 6 card sleeves with a battleplan fixed to each (2 x attack, 2 x Manoeuvre, 2 x Defend). The text will be on the inner side of the card Sleeve, making it hidden when a card is in the Sleeve. Before each round's matchup the player force cards are put into sleeves showing the force cards, but concealing the battleplan thus the battleplan of the individual player force is hidden.

6.4 The matchup is now done as follows:

1. Team A puts up one of its 6 armies, Team B does the same.
2. Team A puts up two armies against the one put up by Team B, Team B does the same.
3. Team A chooses one of the two armies put up by Team B to be played against their army first put up by team A. This is the first matchup. Team B does the same.
4. The armies that were not chosen are returned to the respective team pool.
5. Team A puts up one of its 4 remaining armies, Team B does the same.
- 6.. Team A puts up two armies against the one put up by Team B, Team B does the same.
7. Team A chooses one of the two armies put up by Team B to be played against the army first put up by team A at step 6 and determines one pair, Team B does the same.
8. The army of Team A that did not get chosen by team B plays against the last army remaining in Team B's pool. The army from Team B that did not get chosen by team A plays against the last army remaining in Team A's pool.
9. The Battleplans are now revealed and tables randomly assigned. players should discuss the terrain either as a team before the Round begins or immediately after being assigned a table and before determining the mission.

6.5. Any players not paired after 15 minutes shall be randomly paired

7. MISSIONS

7.1. After the fifteen minute time allotted for pairing, a judge will draw a numbered token (1-6) to determine the mission. This token will not be replaced. This number dictates which mission on the matrix is played.

7.2. The extended battle plans matrix in the Missions Pack pdf will be used to determine which mission will be played per match-up. The latest extended battle plans Mission Pack released before 1st of May 2024 will be in used.

7.3. Missions with the strategic withdrawal rule, will be avoided unless it is game 2. If a new mission matrix is released with more than 1 mission number that contains the strategic withdrawal rule then these missions will be played at any point.

7.4. In March 2023, Battlefront published six experimental missions. Each of these is paired with an existing mission and shares a slot in the extended battle plans with it. To provide clarity over missions, a captains vote in April 2023 decided to use the following:

- Bypass (not Spearpoint)
- Counterstrike (not Counterattack)
- Covering Force (not Fighting Withdrawal)
- Hold the Pocket (not Encirclement)
- Killing Ground (not It's a Trap)
- Outmanoeuvred (not Outflanked)

8. TIME ALLOTTED FOR GAMES

8.1. Each round will last for 3.5 hours. This includes the time for pairings and the setup process.. In missions where deployment **isn't alternated** each player may only spend 15 minutes deploying their army. This time starts at the point of the mission text when the attacker/defender are told to deploy models (ie not obj or ranged in marker placement). Players at the table are responsible for timing deployment and any models not deployed after 15 minutes may not take part in the battle. This rule isn't enforceable for missions that use alternating deployment, but players are reminded that it should take no longer than 30 mins.

8.2. When the Fighting Withdrawal/Covering Force mission is selected in the battle plans matrix the mission must be completed.

8.3. Players shall both have the same number of turns with a minimum of 7 turns played for each game, (does not apply to games with strategic withdrawal which will always finish the game). 15 minutes before the scheduled end of the round, the judges will call the time for Sudden Death. Then, one of the two following options takes effect depending on the situation:

-Either the players are in the process of playing turn 7 (ie the final turn), in which case when this turn is complete (ie when both player have had 7 turns), the game ends (excludes missions with strategic withdrawal)

-Or neither player has reached turn 7, in which case the current turn is finished (for both players) as normal. Players will then play all further turns up to and including turn 7 both players following the Sudden Death method detailed below. After both players finish their turn 7 (or finish the mission if playing a mission with strategic withdrawal) the game ends.

Captains will ensure that their players respect this and judges will check that this is being done. If the judges find that the Sudden Death rule was not applied as above, they shall record the game as a mutual loss (1:1).

8.4. Sudden Death Method operates as follows:

- player A (player who had the first turn) does all Motivation and Morale Tests (if their Force is broken, the game ends with player B victory)

- player A moves with maximum TWO units, not counting removing units due to the strategic withdrawal rule.

- player A shoots with maximum TWO units

- player A assaults with maximum TWO units (player B does Defensive Fire and Counterattack as normal)

- player A checks Victory Conditions

If Victory Conditions are not met, player B proceeds to their turn, using the same method but replacing any instance of player A with player B, and vice-versa.

Repeat this until both players have played 7 turn or until the mission ends with a Winner and a Loser (missions with strategic reserves continue until the victory conditions are met).

During sudden death any unit arriving from reserve must be placed along the appropriate table edge. If the unit makes no further move then it counts as moving for purposes of GtG but is not included as a unit in regard to the sudden death 2 x unit move rule, but it may elect to move and or shoot and it does counts towards the limit of 2 units able to do so (it may utilise defensive fire and counter attack as normal) later in the turn .

9. SCORING SYSTEM

9.1. Standard version 4 Flames of War scoring is used for individual games, the winner gets 8 points, the loser gets 1 point, and this is then adjusted according to how many platoons the loser manages to kill, and any other applicable rules from command cards or other sources (e.g. Red Banner Colour Party Card). If neither players wins, then both players score as if they lost.

9.2. The points scored in each game are added to the team's score and are recorded as Small Points (SP). If a player wins a game then a Big Point (BP) is added to the team's score as well.

9.3. The leader board will be ranked primarily by BPs, and then by SPs, according to the same system as a goal difference in a football league. If teams are tied on BP and SP, rank them according to their head-to-head result, if any. If they are still tied, compare the rankings of the teams that they played against (i.e. sum the rankings of each team's opponents and the lowest number wins).

10. CONDUCT AND RULES: ISSUES, RESOLUTION AND PENALTIES

10.1. Players at the ETC attend one of the, if not the, largest events in the Flames of War gaming community and are supposed to represent their country at its best. It is thus expected to maintain a fair and sporting attitude and conduct during games. Captains are liable for their players' behaviour and should enforce this good spirit at all time, as well as resolve conflicts and make sure procedures (including Sudden Death) are effectively followed and applied.

10.2. If a rules issue comes up, players should first consult the rule book and unit cards, and the LFTF. Go over the rules/issue step-by-step together to see if a solution can be found in the relevant documents.

If this doesn't work, call over both team captains and have each player (if necessary) explain the situation and show the relevant section in the rules. Allow the two captains to discuss the rules/issue to see if they can reach consensus on how the rule should operate.

Alternatively, call a referee to resolve the rules/issue. This can be either one of the official referees or one of the player/captain referees. The only requirement is that the referee cannot be from one of the countries involved in the rules/issue discussion.

10.3. Finally as a last resort, for issues that cannot be resolved by any of the above escalations, call a panel of three referees (not from either country involved in the discussion). Explain the rules/issue, the three referees deliberate and the majority referee decision is implemented.

10.4 Cheating, slow play and coaching are strictly prohibited. All conversation at the table must be conducted in English. The event referees (dedicated and player refs) are responsible for policing games and dealing with conflicts that can be resolved by the player and/or captains. Players need to remember that a referee cannot deal with a situation they are not aware of. Referees will walk the event and monitor games. They may interject in a game if they see any issue (eg slow player, coaching 'flexible tape measures' and rules mistakes) without invite from the players.

The referees primary task is to ensure fair play and resolve rules issues. If a referees observe a pattern of poor behaviour from a player (eg repeated slow play) then the sanction of -1SP may be applied. If this behaviour continues, then a further sanction of -1BP may be awarded.

Referees may also award sanctions of -1SP or -1BP based on a single witnessed event. Referee's judgement must be applied, and this rule pack cannot layout all individual instances. A player should not be penalized for honest mistakes (however that mistake should not be repeated later in the event). Referees are encouraged to regularly review instances of behaviour to assess patterns.

In the event of egregious cheating beyond the shadow of doubt (eg weighted dice or playing with extra units not in your list) that player can immediately be told to leave the event whereby all their points will be removed from their team and a captains vote will be conducted to decide how long they are banned from returning to the ETC.

11. RULES MODIFICATIONS AT THE ETC

11.1. Tall terrain blocks line of sight completely, refer to page 43 of the rules for definition of tall terrain. This overrides the entry that was added to page 3 of LFTF in November 2021 on how to determine if there is line of sight from, for example, a hill over a building. It says, "the only way to know what you can see from that hill is to get down to the level of the model and see if there is a Line of Sight over the building or other intervening obstacle to the opposing team". This is subjective and can lead to discussions that take up playing time. It will therefore not apply for ETC 2023. As such, it is best to imagine all tall terrain extending infinitely upwards blocking line of sight.

11.2. Up to the cut-off date applied for new rules and books, the rulespack committee may add additional modifications when the Captains vote that such is necessary.

11.3 In case highly unlikely events or situations come up during game play and is not clearly covered in the rules or the rulespack, the appointed judges and if needed supported by the chairmen, will make a fair and logical ruling

12. AWARDS

12.1 There will be team prizes (one per player) for the 1st, 2nd, 3rd, best sport, best painted, best table and wooden spoon teams. These are awarded by team to promote team effort and solidarity.

13. MODELS

13.1 All models on tables need to be painted and WYSIWYG (What You See Is What You Get). This principle may suffer exceptions if need be and if there is no confusion for the opponent. For instance: a Ferdinand can be an Elephant (as the difference is really minimal), but a 45mm Gun can't represent a 76mm Gun. Official sizes of the models and bases must be respected. Captains are invited to speak before the tournament in case of doubt of eligibility of a model. Before deployment, in case of conflict on models with your opponent, refer to **chapter 10**.

13.2. Armies need to be painted to a reasonably historically inspired standard and scheme. This DOES NOT mean that it will be checked if your army matches the exact RAL number for its camouflage. This DOES mean that an army painted like 40k Ultramarines, Hello Kitty or Pink Panther, or similar is not allowed.

Note that historically inspired allows you to paint historically alternate scenarios, for example Panthers or late war gear in desert colours. This principle may suffer exceptions for certain artistic choices or other reasons, following the procedure below.

13.3. If a player would be unsure that their models fulfil the above criteria they can submit pictures of the models in question to their captain who can then request an exception for those models from the Captains. If granted, such permission overrides any discussion during games and lasts for the duration of the tournament.

13.4 If a player brings an army/models that are not appropriate at a historic WW2 event and this is made known to a Referee then those models will not be allowed to participate in the event. If this affects the whole army then match ups will still occur as normal as if the army was involved, however it will be auto win to the opposing player. If it only affects some models then the battle will be conducted with only the allowed models.

13.5 Each player must transport their armies to the table on a tray. This ensures that the models are visible to the other player (allowing explanation of unit markings etc) and ensures faster deployment.

14. IMAGE RIGHTS

14.1. During the event, pictures of games, armies, and players, can be taken by the Organization and published on internet (Social Networks, Battle Front website, etc.). This is not intended to blow your cover with your loved one (whom you tell you were abroad working...) but simply to participate in the living life of the Flames of War Community.

14.2. If you don't want your game, army, or face (or whatever) to be photographed, please say so. No pictures will be taken, no issue with that.