

RULESPACK ETC FLAMES OF WAR – 2025

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 shall 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, and substitute the Captain in conflict resolution.

1.2. All qualified national teams must register for the ETC by the 1st of March 2025 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 MID WAR

2.2. Each team must field Forces from at least 6 different Nations. This refers to the nationality of the force diagram picked. Additionally, a maximum of 2 forces may contain formations or units from the same nation. Where only one force can have a country as allies. Either an unit or a formation.

The same nation can only appear in 2 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 Armoured Fist British diagram with 1 US Allied Formation/Unit counts only counts as 1 different nation for the first sentence of this rule.

The Pacific Australian Force is considered a separate nations regarding the rule of using six different nations for the ETC2025.

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.)

2.4 The formations and blackbox units should be from the same (compilation) book as your support and command cards are from. The allied unit or formation should be from the same theatre of war as the support and command cards are from.

3. INDIVIDUAL FORCE COMPOSITION

3.1 Each list can use a maximum of 100 points, including command cards. Note that this allows 4 minefields. This also means that the amount in reserve is at least 40 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 Mid 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.
- The mission pack that is valid on 1 January 2025 will be used at the ETC2025
- The book you use for support and command card must also be used to pick the formations and black box units from.
- Mid-War Monsters that saw combat in 1942 or 1943 ARE permitted. These are:
 - Dicker Max and Sturer Emil (only one Unit containing either of these per ETC team)
 - Bunkerflak
 - Pz IF
 - Semovente 90
 - Semovente (Long) SP
 - BA-64
- Mid-War Monsters that have been deemed to have not reached the threshold of “seen combat” in 1942 or 1943 are as follows and are NOT permitted.
 - T14 Assault Tank
 - TOG2 Heavy Tank
 - BOARHOUND Armoured Car
 - Churchill GC 3-inch
 - M27 Tank
 - M6 Heavy Tank
 - T55 Interceptor Tank Destroyer
 - P26/40 Heavy Tank
 - Tiger P Heavy Tank
 - TACAM T60 Tank Destroyer

- Turan 1 Medium Tank
- Turan 2 Medium Tank
- Zrinyi Assault Gun
- KV3 Heavy Tank
- KV5 Heavy Tank
- T43 Medium T
- IS85 Heavy Tank
- Similarly – the following Formations are NOT permitted –
 - KV3- Mixed Tank Battalion (MS600)
 - Heavy Tank Company (MI601)

If by 11/06/2025 new MWM are released the same method will be used as previously to check of these units can be used. This means checking if they actually saw combat during the MW period.

ONLY FOR THE ETC2025

- The command cards “ANZAC” and “Australian Divisional Cavalry” from the book “Armoured Fist” are considered to be part of the British nation
- The following are not allowed to be used from the Pacific book
 - Sentinel platoons and formations for Pacific Australia
 - Grant platoons and formations for Pacific Australia
 - Boarhound platoon for Pacific British
 - T-55 Interceptor platoon for Pacific USA
 - Tiger platoon for Japan
 - Ho-Ni platoon for Japan
 - Type 4 Chi-To platoon for Japan
- The Japanese Jungle Craft rule on page 19 of the Pacific book reads: “Japanese Infantry teams have a Terrain Dash move of 12”/30cm (instead of 8”/20cm). In contradiction to this, six Japanese infantry units have 8” terrain dash moves in the book and in Forces. The units are:
 - naval infantry company HQ
 - naval infantry platoon
 - naval 81mm mortar platoon
 - support naval scout platoon
 - support naval 81mm mortar platoon
 - support naval OP

For the ETC2025 we will use the terrain dash move these units have in the book, on the cards and on Forces. So that will be 8”/20cm terrain dash move.

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. A player may not field more than two Formations. Either both from their “Country” or 1 formation from their “country” and 1 allied formation. But no player is allowed to repeat a Formation. The chosen formation can be from a Command Card. (if you take an allied formation you are not allowed to take an allied unit as well)

3.5. An allied Formation or Unit of a Force must come from the same theatre of war.

3.6. The List must be produced on Forces to make list checking easier. Lists should indicate which Units or formations 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).

3.7. 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 25th of June and be sent to: etchfow@gmail.com

Lists MUST have the following points to be in order:

- In the name as the first thing in the list name: Team Name - Player Name – Country of main formation.
- It must be clear to what formation or platoon a command card belongs. (It is not needed to adjust the points on units or formations. Force cards are not needed to be clarified)

Any team that submit 6 lists without any errors will get a bonus of 6 SP at the end of the ETC

Any team that didn't correct their lists after the first round of checking and before 4th of July will be penalised 6 points at the end of the ETC

4.2. List checking will begin at 25th June after the link to the lists is mailed to the captains. The teams have till 2nd of July to check the lists and post their remarks on Discord. Then lists that need to be adjusted have to be sent in before the 5th of July. At 6th of July the deductions or bonuses will be posted on Discord. 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.

5. SCHEDULE

TBA by the TO

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 pairing will be done on a pairing mat provided by the organisers

6.5.Teams should discuss the terrain before the pairing starts

6.4 The matchup is now done as follows:

6.4.a. The team with the lowest ranking (for round 1 the standing of ETC2024 will be used) (Team A) chooses the table they want to play their army on and put their first army on the according spot. The highest ranked team (Team B) does the same and chooses out of one of the 5 remaining spots.

6.4.b. For the first round the ranking of the 2024 ETC will be used. Countries that didn't participate 2024 are treated as being ranked lower than their opponent.

6.4.c. Team A puts up two armies against the one put up by Team B, Team B does the same.

6.4.d. 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.

6.4.e. The armies that were not chosen are returned to the respective team pool.

6.4.f. The lowest ranked team (A) chooses a table out of the 4 remaining spots where they want to play one of their remaining armies on. The highest ranked team (B) does the same out of the 3 remaining spot.

6.4.g. Team A puts up two armies against the one put up by Team B, Team B does the same.

6.4.h.The lowest ranked team puts their last card on one of the remaining tables. Highest ranked team puts their remaining card on the last table

6.4.i. 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.

6.4.j. 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.

6.4.k. The Battleplans are now revealed.

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 TO 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. The number for the mission with the fighting withdrawal mission, will be drawn for round 2.

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 January 2025 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 (i.e. not objectives or ranged in marker placement). Players at the table are responsible for timing deployment and any models not deployed after 15 minutes are punt in reserve. 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 The captains should check if all games will start in time and are being playing with enough speed to make sure the game can reach turn 7 in 3 hours.

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

8.4. 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-Either the players are in the process of playing turn 7 (ie the final turn), in which case when this turn is

complete (i.e. 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).

8.5. 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 has ten minutes to move, shoot, and assault with 2 units per phase. These may be different units per phase. At 10 minutes, he can resolve any assaults that are ongoing, but may not do anything else. Opponent saves and movement to counterattack/break off are included in this time. Players are reminded that at this point time is of the essence and taking too long to roll these to delay and limit their opponent will be regarded as unsportsmanlike and can be punished with SP penalties.

- 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 .

In round 1,3,4,5 and 6 the Sudden Death will be ended 30 minutes after the round should have ended. So no round should last longer than 4 hours. In round 2 the Sudden Death will be ended 60 minutes after the round should have ended. So round 2 should not last longer than 4,5 hours.

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 player wins, then both players score as if they lost. Per win a team gets 1 BP. All the SP's from the team are add up to be used as the first tiebreaker if needed.

9.2. The leader board will be ranked by BPs. If two or more countries tie, then the first tiebreaker will be the SP. The second tiebreaker is the head to head result, if one country beat ALL of the other countries they are tied in BP points with, then they will be ranked higher. The third tiebreaker is the strength of schedule. The last tiebreaker will be destroyed platoons,

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 (e.g. slow player, coaching 'flexible tape measures' and rules mistakes) without invite from the players.

The referee's primary task is to ensure fair play and resolve rules issues. If a referees observe a pattern of poor behaviour from a player (e.g. 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 small points or platoon-destroyed based on a single witnessed event. Referee's judgement must be applied, and this rule pack cannot predict 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 (e.g. 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 the ETC 2023 onwards. 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 chairmen 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, the appointed judges and if needed supported by the chairmen, will make a fair and logical ruling.

11.4 For the command card “Blocking Detachment” from the book “Enemy at the gates” you add the word “friendly” to the first sentence. Which means you can only shoot at units from your own force and not of the opponent’s force.

11.5 Formation Support clarification for the text in LFTF. For the ETC we will use the following description for formation support: “Any unit that is using the same equipment and only differ in their ratings cannot be repeated as a block box support in a formation”. The same equipment is the part of the unitcard where the equipment is shown. If that is the exactly the same then both units cannot be used as black box support.

12. AWARDS

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

There will be solo rewards for best painted, best table, best Axis general and best Allied general.

13. MODELS

13.1 All models on tables need to be painted and WYSIWYG (What You See Is What You Get). This principle may permit 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**.

Models should be painted in style fitting of WW2 avoiding any fantasy and/or sci fi colorscheme and element(s).

13.2. 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.

13.3 Each player must have his army ready to deploy at the table and out of any transportbags at the start of the pairing. 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.