

Field of Glory National Team Tournament 2012 (Version 1.0)

January 14 – 15, 2012

Tournament Rules

(These rules may be amended at any time. Registered teams will be notified of any rule changes.)

Rules of Conduct

We expect all players to exhibit sportsman like conduct and refrain from the most egregious actions that color the view many gamers have of tournament players. If you cannot act in a civilized manner toward your opponents and the referees, then please do not even both coming to this event!

1. Players demonstrating poor sportsmanship including (among other things) abusive or passive-aggressive behavior toward other players or the referee can be (at the referee's discretion) issued a penalty of 5 points subtracted from their final tournament score. *A player who continues to exhibit unsportsmanlike conduct may be ejected from the tournament after an initial warning.*
2. Dice – No Dice that were custom made by an organization and / or contain an emblem or design will be allowed.
3. Movement Arguments. It is the responsibility of the Moving Player to mark an “indisputable” starting point of a BG. If such mark is not made and a disagreement of final position arises then the decision will default to the non-moving player.
4. Do not move another player's figures unless asked explicitly to do so.
5. Do not move, adjust, or “dress” your figures during the other player's movement.
6. Dice should be rolled in a clear open space on the table and not into one's hands or into other dice. Die rolls should be announced and only made when the opponent is looking and aware of the roll. Dice picked up before an opponent has seen them are assumed to be the worse possible roll for the circumstance.
7. Players are responsible for filling out the match card immediately after the completion of the match. Both players must agree on the number of BG's in each army and the number of BG's lost at game's end and each initial the match card.
8. The referee or designee will calculate actual 25-0 score from the cards.
9. Referee decisions are final and it is the responsibility of a player to demonstrate via the rule book or the official FAQ that a ruling is incorrect.
10. Players showing up late to a match may be penalized for that round of play at 1 point per 5 minutes after the published/announced start time.

Teams

Each team will consist of 4 players, one for each period. The periods of play are:

- 1st Period, Biblical Era: 3000 BC- 700 BC
- 2nd Period, Classical Era: 699 BC - 493 AD
- 3rd Period, Dark Ages: 494 AD - 1149 AD
- 4th Period, Middle Ages: 1150 AD - 1500 AD

Armies

Any painted armies based according to the 15mm standard for Field of Glory are welcome! Armies are limited to 800 points. Figures must reasonably represent the troop types as described in the rules and the army lists.

Rounds

Each round is 3 hours and 30 minutes plus 3 - 15 additional minutes in duration. (Yes, I have 5-sided dice!) When time is called, players complete the current phase and then calculate points.

Round by round pairings will be made matching the highest scoring teams against each other with teams “playing up” to prevent re-matches.

Tournament Scoring

The standard scoring system for winning or losing a game as described on the original scoring sheet, available at <http://www.greathallminis.com/events/FOGScoreCalcSheet.pdf>.

Winning and Losing

After all four rounds have been played the team with highest score of all games combined will be declared the winner. If there is a tie, the sum of the scores of the players' opponents will serve as tie-breaker, with the player having been opposed by the higher scoring players winning the tie. Prizes will be awarded to teams for:

- 1st Place: A Team Trophy to be engraved with the winning team's name and other cool stuff and a place at the World Team Tournament.
- 2nd Place: Cool stuff (but not as cool as for 1st place).
- Era Winners: The top player in each era will win some cool stuff, too.
- Team Spirit: Under consideration will be a consistent geographical representation of armies in the team (e.g., all armies from Asian Minor), coordinated team clothing, accessories, exemplary sportsmanship, and generally making the event a lot of fun.
- Best Army: Best painted and based army played by the player or team member who painted it. Armies will be judged by figure paint job, basing and camp. Judges will look not only for quality painting, but also consistency across the army in painting style and basing.
- Best Camp: Best camp deployed by the player or team member who painted it. Camps will be judged on the consistency with army theme, modeling, figure paint job and basing.
- Best Terrain: Best terrain used in a tournament battle. Terrain will be judged on appearance balanced with playability.

Field of Glory Rules

All the rules from Field of Glory are in play. The official errata for the rules are also in force and are located online at http://www.fieldofglory.com/file/FoG_Errata_V1_17.pdf.

Advanced Rulings

Any advanced rulings by the referees regarding controversial issues will be emailed to the team captains as soon as those rulings are decided.

Start Times

Check-in begins at 08:30 Saturday

Saturday

Round 1 - 09.00

Round 2 - 13.30

Round 3 - 19.00

Sunday

Round 4 - 09.00

Awards - 13.30

Unified Start Time

Players must wait until START has been called to roll the first dice for initiative. Early starts are not allowed so that all players have the same opportunity to play games of equal length.

Adjustments to Start Times

Due to unforeseen circumstances, start times may deviate from the published start times. The start time of each round will be announced at the end of the previous round. See Rules of Conduct, item 10 for importance of being present for the announced start times.

Army List Submission

Army lists must be submitted as follows:

- All lists are due before December 25
- Lists must be submitted to Nik Gaukroger at nikgaukroger@blueyonder.co.uk.
- Lists must be submitted using the Field of Glory Army List Generator, which you can download from <http://www.fieldofglory.com/resources>.
- In the Club field, please enter your Team's Name and the Period.

Runners and Riders

On Jan 8 the lists will be published to NorthAmericanFOG yahoo group. These will include only the player army and the year.

Late Submission or Changing Lists

Any lists submitted or altered after December 25 will be subject to the following penalty: In each game your opponent will choose who wins the PBI at the beginning of the game.

Consideration will be given to forgive any player stepping in for dropped out players or to fill in last minute teams. Anyone considered by the Captains board to be abusing the submission process (and you know who you are) may be assessed further penalties up to and including picking up the bar tab.

Army Restrictions

A team may not use the same army list for two periods, even if that list covers more than one period.