

Fishcon 2021 Judge Pack



Legal Models for events

Models allowed at events will be those that are available on War Room at the time of the event; CID models or models that have been announced but not yet available in War Room are not eligible to be used at any organised events. If you are playing someone in a “friendly” game, not for a specific event, you may use models from CIDs, etc, provided you have permission from your opponent.

List Submissions

Events will be planned to have lists submitted via Conflict Chamber, however, the Fishcord team will also be planning to enable lists to also be submitted via a bot in the server. These will need to be submitted in War Room format (as this method will be used if Conflict Chamber does not represent the latest state of the game), however, will also provide functionality to convert the lists to a Conflict Chamber like format for War Table to accept.

Judge Policies

For any organised events the team will be using the following guidance for rules for events, unless an event states specifically otherwise (for example, a non-75 point event may use shorter clocks). This guidance is designed to give all players a fair and enjoyable experience.

1. Model names must not be edited in War Table.
2. Use the correct tokens where ever possible. Clear names should be used when a token does not exist in War Table. For example, not B for Beacon.
3. Use the correct dice rolls where possible (shortcut keys really help here, and will hopefully be customisable by the time of the event). Use Tough for Tough Rolls, Column Rolls for Column, Damage Rolls for Damage (Shift + {Number}).
4. Use D3s when appropriate.
5. Use the difficult terrain feature of War Table when applicable.
6. Unless advised otherwise, clocks will be 75 minutes per player. Deployment is off clock.
7. Clocks can only be paused in the event of a Judge (@Judge) being called, and can only be paused after they have been called. Clocks cannot be paused for any other reason, apart from by Judges.
8. Once a Judge has been called, no changes to the game state must be made.

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Judge Policies Continued

9. While a Judge call has been made, you must ensure you are available in the Voice Channel until the call has been completed.
10. Judge Calls will be based on the information available in the game log and board state. For example, if the type of the dice roll is unclear and players cannot recall which it is without certainty, the Judge will infer what they believe were the correct roll types based on the game's state.
11. All Judge calls are final (even if proved incorrect later).
12. If you are not happy with a Judge call, you can raise it to the Head Judge (Thom A).
13. Use War Table's Auto Deviation feature.
14. Any models that do not start in play, but are part of your list (such as Ambushing units), must be in the game area (but not the table area) during play. Models that are Removed from Play (RFP'd) must be deleted. Models that are destroyed but could be returned to play must be removed from the table area, but remain in the game area. Models that are destroyed but cannot be returned to play must be deleted.
15. If you copy a model to use as a proxy, you must edit the model afterwards to change its base colour to something not currently used on the table.
16. In the event a judge is called in regards to terrain interaction, the terrain will always be treated as the type it is identified as in War Table.
17. Judges reserve the right to add to these policies at any point.

Gameplay Guidelines

We will also be enforcing a limitation on the number of measuring/proxy models allowed on the table. This will not be the same as Steamroller's limitation of 2, due to the nature of online play via War Table. We will allow 3 Proxy bases to be used at one time, if your opponent is using more and you aren't happy with this. Please call for the attention of a judge.

Please note that whilst Wartable has the ability to end movements simultaneously, there are abilities in the game that interact with the end of individual model movements (such as countercharge). Where the abilities are present, please move and confirm model movement individually.

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Judge Resolution

In the event of a Judge call, the Judges will use the following steps as guidance to resolve them. These are guidelines and the Head Judge, or in their absence the Judge team, may choose to follow a different set of steps if they feel they are more appropriate (for example, step 2 may be skipped straight to step 3):

1. A member of the Judge team will respond to the call to resolve the dispute.
2. The Judge defers to a different Judge, whom they know is more familiar with the dispute/question being asked.
3. The Head Judge will be called if the Judge is unable to make a call, or a player disputes the call at the time. The Judge and Head Judge may take time to discuss the matter in a different voice channel before or after discussing with the players.
4. The Head Judge may then discuss the matter with any members of the Judge team to gain their opinions.
5. Should the Head Judge wish, they may ask the available Judges to take a vote on the matter. It is the Head Judge's decision whether to then accept the majority vote or not; in the event of a draw the Head Judges vote is assumed to create the majority.
6. If the Head Judge is not available, for example the time of the event would be in the early hours for the Head Judge, the available judges will vote on the matter; in the event of draw the Judge whom initiated the vote will hold the majority.

Result Submission

Please ensure that all results are submitted in the appropriate format to ensure it is entered correctly.

Table Number Player 1 name (Win/Loss) (CP's) (AP) (Win Condition)

Table Number Player 2 name (Win/Loss) (CP's) (AP) (Win Condition)

Please note that all of these rules are guidelines for what we expect when we approach a table. You are not required to follow them word for word. If you and your opponent can agree on how you want to do something that you find easier that is acceptable however please let the judge know what has been done, however if it cannot be resolved properly by the judge due to the way the plays have been carried out then they will use the above guidelines to resolve.