



RULES QUESTIONS & CLARIFICATIONS



Q: How do the “End Time “rules work? Can players “adjust” if both sides agree?

A: As a rule of thumb, please remember, these important parts to the End Time Rule/Guide in this order.

1. All Judges Decisions are final.
2. This rule or guide so to speak was create for you, the players to help you figure how how to end a game without setting round limits, since there are none, and to hopefully make this game time decision easier for all.
3. After the additional **15 minutes of stoppage** time has been official announced by the judges, the game ends at the point at which it is, regardless if it is in the middle of the round. Then Victory Points are calculated and winner determined.
4. It will be required that if at any point of the game, there is a disagreement on when the game should end between players, you must make a decision that is agreeable to all players without taking up precious game time and then reporting that decision, in writing, to one of the GM/Judges.

Q: Stalling or Slow Play? What is it, how do we stop it?

A: Stalling is considered any play that takes more time than usual to: **purchase units, combat movement, roll dice and finish non-combat moves.** In all cases, one must remember this is a tournament!

Don't take forever trying to figure out what to do when it is your turn. The tournament materials should indicate about how many rounds you should be able to finish. Try to stay on track. Plan your turn ahead of time. Yes, things change but you should have at least your purchases laid out **BEEORE** your turn comes and combat moves planned ahead.

Also, discuss strategies and argue with your partner on your Opponents turn not during your turn.

If you feel your opponent is playing too slow, please notify the judges and a warning may be given to the team to speed up play! If a second warning is issued, the judges will step in and monitor the game. And depending on the judge's findings, may order the team that is playing slow, to speed up play by cutting out **ANY** or **ALL** unnecessary moves.