

Rules Marshals

WAR Rules Marshals are required to score ninety percent or higher on the WAR Marshal Test. This test is a comprehensive compilation of questions that include rules from the core NERO rule book, and all applicable additional systems and play-tests. Once Certified, the Rules Marshal will be expected to help any player with rules questions both during game play and at any other time. Understand that, certification in rules does not mean that a player is a walking rule book, but that he or she understands the systems and can both rule and interpret situations based on this knowledge for the purposes of game play.

These players will be allowed to make rulings during the course of an event that will stand at the time of their call regardless of the circumstance with the understanding that, repercussions from miscalls made by these individuals can be adjudicated. Calls made by other players that are agreed upon by all involved cannot generally be adjudicated after the fact. For the most part the NERO game system is very self-marshaling, but if there is a dispute that simply cannot be solved, you may be required to locate and consult a Rules Marshal. If no Rules Marshals are available, a member of the event's Plot Team will be able to make calls as well. When multiple Rules Marshals are on the scene, the closest to the action who is not directly involved will make the call. A Rules Marshal cannot rule on any situation in which he is directly involved. Any player who makes false claim to being a Rules Marshal will be subject to disciplinary action by The WAR Rules Committee.

2009 WAR Rules Marshals:

Mike Ennis

Tim Saluga

Bill Tobin

Jennifer Janson

David Binder

Tim Holt

Rules Committee

The Rules Marshal and the WAR Rules Committee are separate entities, and only the WAR Rules Committee can hear adjudications and make long-standing policy with regards to the interpretation and/or implementation of new rules.

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