

Briscon

18th-19th

April

2020



A 9th Age Singles Tournament

Information pack 1.0

WHO, WHAT, WHERE AND WHEN?

- Who: Briscon is two-day gaming convention run by the Brisbane Gaming Society. Your tournament organiser (TO) is Glen Weston.
- What: 5 game 4500 points 9th Age Singles Tournament for up to 40 players.
- Where: Mt Gravatt Showgrounds
1644 Logan Road, Mount Gravatt, QLD, 4122
- When: Saturday 18th April to Sunday 19th April 2020.

TICKETS

Entry: The entry fee is \$60.00 AUD.

Payments must be made prior to Midnight Friday 3rd April 2020. Payment can be made via the Briscon Tournament webpage at <http://www.briscon.com.au/tournaments.html>

All players must register on TourneyKeeper.

Go to the TourneyKeeper website at <https://tourneykeeper.net/> and sign up for an account. It's free. You can then add yourself to the Briscon 9th Age 2020 tournament. All scoring and pairings will be done through this website.

THE SCHEDULE

Saturday 18th April 2020

08:30 – 09:00 – Registration
09:00 – 11:30 – Game 1
11:30 – 12:15 – Lunch
12:15 – 14:45 – Game 2
14:45 – 15:00 – Break
15:00 – 17:30 – Game 3

Sunday 19th April 2020

08:30 – 09:00 – Venue open
09:00 – 11:30 – Game 4
11:30 – 12:15 – Lunch
12:15 – 14:45 – Game 5
14:45 – 15:00 – Results and awards

TOURNAMENT FORMAT

- System: The latest version of The 9th Age Rules as of 18th March 2020.
- Point size: 4500 Points.
- Rounds: 5 rounds at 2 hours 30 minutes for each round
- Grudges: Yes.

LIST SUBMISSION

Your list must be submitted in the correct format using the Google Document Form Link below by no later than 23:59PM Friday 3rd April 2020 or you will be penalised.

ARMY ROSTERS MUST BE SUBMITTED USING THIS FORM:

<https://drive.google.com/open?id=1TWWvi409kar3BCA3keCkVBxeP09akmytwZZtLLiC91g>

ARMY ROSTERS MUST FOLLOW THIS FORMAT:

[Name] "[Nickname]" [Last Name] - [Army] - [specific Army Organisation]

[Points] - [Unit1], [General/BSB], [Marks, Virtues, etc.], [Mount], [Equipment], [Magic Equipment], [Apprentice/Adept/Master, Vampiric Bloodlines, Gifts of the Dark Gods, etc.], [Magic Path]

[Points] - [Amount] [Unit1], [Marks etc.], [Equipment], [M, S, C], [Magic Banner]

[total points]

Example:

Glen "Frozenbeard" Weston – Undying Dynasties

370 - Death Cult Hierarchy, General, Skeletal Horse, Wizard Master, Cosmology

240 – Death Cult Hierarchy, Hierophant, Skeletal Horse, Wizard Adept, Evocation

220 – 10 Skeletal Cavalry, M

305 – 3 Skeletal Chariots, Legion Charioteers

130 – 2 x 5 Skeletal Scouts

210 – 2 x 20 Skeletons, S, Banner of the Entombed

645 – 2 x 8 Shabti Archers, M, S, Rending Banner

465 – 3 x Battle Sphinx

Total 4500

Lists that are not received on time or are not in the correct format will receive a penalty of 5 bonus battle points that will be applied to your overall total. In addition, if your list is illegal (eg does not contain paths of magic, no nominated general, over points, illegal equipment selections and so forth), you will also receive a further 5 battle point penalty that will be applied to your overall total.

Any illegal list that needs to be resubmitted may only make the minimum amount of changes in order to make it legal. All changes will need to be approved by the TO's.

The lists for the weekend will be OPEN.

THE DRAW

The round one draw will be posted on [The Ninth Age Australia Sub-Forum](#) and [The Ninth Age Australian Community FaceBook page](#) on Saturday 11th April 2020. The first-round draw will be random. Subsequent rounds will be using the Swiss Chess system.

DEPLOYMENT AND SECONDARY OBJECTIVES

The deployment type and secondary objective will be rolled for by the TO's at the start of each round. No deployment type or secondary objective will be duplicated in subsequent rounds.

WINNING THE EVENT

At the end of round 5, the player with the most battle points (following the deduction of any penalties) will be the winner. If this results in a tie then the winning player will be determined by total victory points scored. If this still results in a tie, then the winner will be determined by a roll off.

AWARDS

1st, 2nd and 3rd Place Overall

Best Sports

Best Painted Army

PAINTING REQUIREMENTS

If your army is fully based and painted with a minimum of three colours then you will receive 10 bonus battle points. This is to encourage fully painted armies at the tournament.

BEST PAINTED ARMY AWARD

On Saturday the TO's will make a shortlist for the best painted army award. During Sunday lunchtime those Armies will then be displayed for people to view and subsequently vote on. The player with the highest number of votes will win the Best Painted Army award.

In order to be eligible for the Best Painted Army Award, the player must have painted all presented models themselves.

SPORTSMANSHIP AND CONDUCT

Sportsmanship

Good sportsmanship is always expected at our events. If you have any problems with your opponent please come and speak to one of the TO's. If you are spoken to multiple times about your behaviour then penalties may be applied, up to and including exclusion from the event.

Round Time Calling

In each round we will regularly announce the time remaining. As the end of each round approaches you will need to complete your game if possible, ensuring that equal turns have been played if you have not. At the end of the round we will call for "Dice down" and all playing will stop. Any incomplete turns will be rolled back to the previous completed turn for scoring purposes.

Terrain

All tables will have two dimensional terrain on the table. Where possible three dimensional terrain will be placed on top of this. The outline of the two dimensional terrain will define the extent of each piece of terrain. A map will be attached to each table outlining the positions and types of terrain.

Dice

All dice that are not clearly on the battlefield (of the respective game) must be rerolled

Slow Play

We expect every game at Briscon to finish by either both players having completed six turns each or the game ending due to a player conceding or no longer having any models left on the table. Players that fail to complete their game will run the risk of being penalised. If you feel that you are being slow played then please come to the TO during the game so we can take steps to ensure you don't get penalised. The TO will be keeping a record of how many turns were completed by each player in each game. If it is determined that you have been slow playing then you will be retrospectively penalised 1 BP for each turn in each game that you have not completed. This penalty will be applied to your total score after the conclusion of Round 5.

CONTACT US

If you have any questions, the TO can be contacted by any the following;

Glen Weston

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