

Briscon Warbands 2022



A 9th Age Singles Tournament

Information pack 1.0

WHO, WHAT, WHERE AND WHEN?

- Who:** Briscon Warbands is two-day gaming convention run by the Brisbane Gaming Society. Your tournament organisers are David Trickett and Glen Weston. Contact details can be found at the end of this pack.
- What:** 5 games of 3000 points 9th Age Singles Tournament for up to 30 players.
- Where:** Mt Gravatt Showgrounds
1644 Logan Road, Mount Gravatt, QLD, 4122
- When:** Saturday 23rd April to Sunday 24th April 2022.

TICKETS

- Entry:** The entry fee is \$60.00 AUD.

Payments must be made prior to Midnight Friday 1st April 2022 unless sold out earlier. 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 2022 tournament. All scoring and pairings will be done through this website.

THE SCHEDULE

Saturday 23rd April 2022

- 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 24th April 2022

- 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 23rd March 2022.
- Point size:** 3000 Points with restrictions detailed below
- Rounds:** 5 rounds at 2 hours 30 minutes for each round
- Grudges:** Yes.

LIST RESTRICTIONS AND SUBMISSION

All lists must abide by the following restrictions:

1. 3000 points maximum
2. The minimum army size is decreased to 3 units
3. No character or single unit entry may exceed 600 points in value, however one entry can be an exception to this rule
4. All 0-X restrictions are halved, rounding up. For example, Infernal Dwarves 0–60 R&F Models with Blunderbuss or Flintlock Axe or Pistol per Army becomes 0-30 R&F Models with Blunderbuss or Flintlock Axe or Pistol per Army
5. All other characters and units outside of core are restricted to 0-2 per army
6. Warband flux cards will be used for the magic phase. These can be downloaded here: [Warband Flux Card Page 7](#)

Your list must be in the format created by the New Recruit App. The App is available for free from <https://www.newrecruit.eu/>. Failure to provide your list in this format this will incur a 10 battle point penalty that will be applied to your overall total.

Lists must be submitted to davidtrickett@hotmail.com by Midnight Friday 8th April 2022.

Lists that are not received on time will receive a penalty of 5 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.

The lists for the weekend will be OPEN.

THE DRAW

The round one draw will be posted on [The Ninth Age Australian Community FaceBook page](#) on Saturday 16th April 2021. The first round draw will be random. First round grudges are allowed. 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 at the start of each round. No deployment type or secondary objective will be duplicated in subsequent rounds.

The following table will be used to calculate victory points in each game:

Victory Point Difference	Battle Points	
	Winner	Loser
0-150	10	10
151 – 300	11	9
301 – 600	12	8
601 – 900	13	7
901 – 1200	14	6
1201 – 1500	15	5
1501 – 2100	16	4
>2100	17	3
Winning Secondary Objective	+3	-3

WINNING THE EVENT

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

AWARDS

1st, 2nd and 3rd Place Overall
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 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 the TO. 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 neoprene terrain.

Dice

All dice that are not clearly on the battlefield (of the respective game) must be rerolled. This includes everything not on the table surface or lying flat on the two-dimensional terrain. ie. cocked dice, or dice that land on magic cards, arc markers, army lists etc.

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 I can take steps to ensure you don't get penalised.

CONTACT

If you have any questions the TO can be contacted at;

David Trickett
Glen Weston

davidtrickett@hotmail.com
Frozenbeard69@gmail.com