

# MORTEM ET GLORIAM

## Reinforcements!

### (BrisCon, 27-28 April 2019)

## PLAYER INFO

### General

- ❑ This is an introductory tournament, and we will probably have a high proportion of beginners. Accordingly, a lower points total and generous game length has been chosen. The main purpose of the event is for players to have fun and enjoy the game.

### Entry

- ❑ You need to register online with BGS, [www.briscon.com.au/tournaments.html](http://www.briscon.com.au/tournaments.html)
- ❑ The entry fee is \$50 (includes \$10 prize pool).

### Sponsors

- ❑ Lurkio Miniatures
- ❑ Olympian Games
- ❑ Others TBA

### Rules & resources

- ❑ Mortem et Gloriam rules, as amended by the Official 2018/19 changes: <https://the-wargames-zone.co.uk/wp/wp-content/uploads/2018/12/MeG-2019.1-Rule-Improvements-in-MeG-2.pdf>
- ❑ Using the 2019 version of the QRS: (<https://the-wargames-zone.co.uk/wp/wp-content/uploads/2018/12/MeG-2019.1-QRS.pdf>)
- ❑ With reference to the 2018 clarifications: <https://the-wargames-zone.co.uk/wp/wp-content/uploads/2018/12/MeG-2019.1-Temp-Clarries.pdf>
- ❑ The 2019 Characteristics list (<https://the-wargames-zone.co.uk/wp/wp-content/uploads/2018/12/MeG-2019.1-Characteristics.pdf>).

<https://the-wargames-zone.co.uk/wp/wp-content/uploads/2018/12/MeG-2019.1-Characteristics.pdf>).

- ❑ The 2019 Pre-Battle System (<https://the-wargames-zone.co.uk/wp/wp-content/uploads/2018/12/MeG-2019.1-PBS-Map.pdf> and <https://the-wargames-zone.co.uk/wp/wp-content/uploads/2019/01/MeG-2019.2-PBS-Terrain.pdf>) is to be used.
- ❑ The Weather optional rules will not be used.
- ❑ The 'Fog of War' optional rules (Chapter 10), will not be used in this tournament. It is required that all troop bases be defined fully at deployment, and at other times if your opponent requests.

### Scale / Figures / Terrain

- ❑ Figure scale is 15mm (10mm – 20mm figures will be acceptable for this tournament). All figures should be a reasonable depiction of the troops they represent.
- ❑ Standard base width is 4cm, standard 6' x 4' tables.
- ❑ All figures should be painted at least to a basic level – no bare metal or undercoat, please (figures or armies may be available for loan, if needed).
- ❑ Some limited terrain will be available, but you are advised to bring your own terrain.
- ❑ Let's keep our games neat and attractive – check out the author's "tidy tables": <https://the-wargames-zone.co.uk/wp/wp-content/uploads/2018/12/TIDYTABLES.pdf>

## Army Lists

- ❑ Players will use armies from the same army list and date in each game. The lists are available here: <https://the-wargames-zone.co.uk/wp/2019/01/02/army-list-test/>
- ❑ Rounds 1 and 2 will be played with armies **not exceeding 8,000** points
- ❑ Round 3 (Sunday) will be played with the same armies as the previous rounds, plus up to **2000 points of reinforcements**. The new army (not exceeding 10,000 points) must still be legal according to the original army list.

## List Checking

- ❑ Army lists need to be prepared using the current version of the Army builder spreadsheet <https://the-wargames-zone.co.uk/wp/wp-content/uploads/2018/12/MeG-2019.1-Army-Builder-.xlsx>
- ❑ And submitted for checking prior to the event: send to [TBA], by no later than 21 April.
- ❑ To be approved, you need to include your name, army name, an exact year for your army, and name all UGs in a way that allows the checker to see what line of the army lists the UG corresponds to. If downgrading any UGs, please indicate this in the UG name by adding "Downgraded" or "D/G".
- ❑ If your list is not submitted for checking and found to contain errors on the day, penalties will be applied, so it's important your army is legal!

## Tournament Format

- ❑ There will be three games. If games still going when "Time" is called, play will stop immediately, no more movement, no more dice.
- ❑ Provisional game times (each day):

SAT: 09:00 -12:30, 13:30-17:00  
SUN: 09:00-13:00

- ❑ Scoring will be standard, as per the rules.
- ❑ The decisions of the nominated umpire is final – even if it turns out they are wrong!
- ❑ Everyone is here to have fun. By all means play competitively, but don't be a dick.

## Draw

- ❑ Players will not play the same opponent more than once
- ❑ Starting with the player on the highest score, each player will be drawn against the player with the next highest score.
- ❑ If scores are equal, the army with the latest army date will be drawn against the army with the next latest date
- ❑ If army dates are the same, dice for it.
- ❑ If a bye is required, it will be given to the player with the lowest score. For the second round only, the draw will be done as if the bye player scored 8 points in round 1.
- ❑ No player will have more than one bye.

## Placings and Prizes

- ❑ Placings will be determined by cumulative victory points won. Byes will be scored as the average of the player's scores in their other non-bye games.
- ❑ For players on equal points, final ranking will be determined by (1) head-to-head result, (2) most completed games, (3) sum of opponents' scores.
- ❑ Trophies and prizes will be given for 1st, 2<sup>nd</sup>, last place and for other minor events and deeds.

## Contact

Further info, comments or suggestions, [mortemetgloriam@olympiangames.com.au](mailto:mortemetgloriam@olympiangames.com.au) or Dean Bedlington (0418 123 185)