

# MORTEM ET GLORIAM

## (BrisCon, 23-24 April 2022)

### PLAYER INFO

This is an introductory tournament, probably with a high proportion of beginners. The main purpose of the event is for players to have fun while learning the game!

#### Entry

- ❑ You need to register at <http://www.briscon.com.au/tournaments.html>
- ❑ If we don't get sufficient numbers (4), we'll look at converting to demo/participation.

#### Rules

- ❑ Mortem et Gloriam, as amended by the Official 2020 changes: [https://lurkio.co.uk/meg/meg/wp-content/uploads/MEG2020/Rule\\_Materials/20%20Changes%20on%20a%20page.pdf](https://lurkio.co.uk/meg/meg/wp-content/uploads/MEG2020/Rule_Materials/20%20Changes%20on%20a%20page.pdf)
- ❑ Using the 2020 version of the QRS: ([https://lurkio.co.uk/meg/meg/wp-content/uploads/MEG2020/Rule\\_Materials/20%20QRS%20201119.pdf](https://lurkio.co.uk/meg/meg/wp-content/uploads/MEG2020/Rule_Materials/20%20QRS%20201119.pdf)) Make sure you have the 2020 version! (says "2020" at the bottom of each page)
- ❑ With reference to the integrated 2022 clarifications: <https://lurkio.co.uk/meg/meg/wp-content/uploads/MEG2022/Compendium%20Clarries%20v10%20190222.pdf>
- ❑ The latest 2020 Characteristics list ([https://lurkio.co.uk/meg/meg/wp-content/uploads/MEG2020/Rule\\_Materials/20%20Characteristics%20201119.pdf](https://lurkio.co.uk/meg/meg/wp-content/uploads/MEG2020/Rule_Materials/20%20Characteristics%20201119.pdf)) is to be used.
- ❑ The 2020 Pre-Battle System ([https://lurkio.co.uk/meg/meg/wp-content/uploads/MEG2020/Rule\\_Materials/20%20PBS%20&%20Terrain%20QRS%2020111](https://lurkio.co.uk/meg/meg/wp-content/uploads/MEG2020/Rule_Materials/20%20PBS%20&%20Terrain%20QRS%2020111)

[9.pdf](#)) is to be used, not the charts included with the original rules.

- ❑ The Weather and 'Fog of War' optional rules will not be used. All troop bases are be defined fully at deployment, and at other times if your opponent requests.

#### Scale / Figures / Terrain

- ❑ Figure scale is 15mm. 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 – please no bare metal or undercoat (figures or armies may be available for loan, if needed).
- ❑ Some terrain may be available to borrow, 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 same army in each game.
- ❑ Armies may be taken from any published MeG list as at 31 March 2021. The lists are available here: <https://mortem-et-gloriam.co.uk/meg/army-lists/>
- ❑ Armies **must not exceed 10,000** points.
- ❑ Army lists need to be prepared using the current version of the Army builder spreadsheet: <https://lurkio.co.uk/meg/meg/wp-content/uploads/MEG2022/2022%20Army%20>

## List Checking

- Lists need to be submitted for checking prior to the event by no later than 16 April: send to [megantipodes@gmail.com](mailto:megantipodes@gmail.com).
- To be approved, you need to include your name, army name, an exact year for your army, and clearly name all UGs as they are in the army list. If downgrading any UGs, please indicate this in the UG name by adding "Downgraded" or "D/G".
- If an unchecked list is found to contain errors, all points scored up to that moment will be lost.
- Otherwise, if your list is found to contain errors, there will be no points penalty, and the player will make only the minimum changes to make a legal list.

## Tournament Format

- There will be three games, 2 on Saturday, 1 on Sunday. Most games are expected to finish before the end of the allotted time. Otherwise, "time" will be called, after which players will finish the current **sub-phase**, but not start a new one (i.e. not go to a new line on the QRS turn sequence).
- Provisional game times (each day):

Sat AM:	09:00 - 12:45
Sat PM:	13:15- 17:00
Sun AM:	09:00 – 13:00
- Game duration can be extended by starting early, if both players agree.
- Scoring will be standard, as per the rules.
- Go with the umpire's decision, even if you think it's wrong! It's just a game.
- It really, really helps if you (re-)read the rules and clarifications/errata again from cover to cover before the tournament.
- Everyone is here to have fun. By all means play competitively, but the point is that both players have fun.

## 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 (dice if dates are the same).
- If a bye is required, it will be given to the player with the lowest score. In the first round, a player will be chosen randomly for the bye. In the 2nd round, that player will be placed in the draw as if they scored 8 points in round 1 (byes in later rounds count as 0 points). A bye player will get a prize voucher as compensation.
- No player will have more than one bye.

## Placings and Prizes

- Final 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) countback, i.e. compare the players' scores after the previous round(s).
- Trophies and prizes will be provided, and not just for the top finishers – all players can expect to walk away something!

## Contact

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