

Who:

Briscon Warbands is two-day gaming convention run by the Brisbane Gaming Society. Your tournament organiser is Sam 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 4th May to Sunday 5th May 2024.

Entry: The entry fee is \$60.00 AUD.

Payments must be made prior to Midnight Friday 12th April 2024 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 New Recruit.

Go to the New Recruit website at <https://www.newrecruit.eu/> and sign up for an account. It's free. You can then add yourself to the Briscon 9th Age 2024 tournament at:

<https://www.newrecruit.eu/app/tournydetails?id=63902114dd8d1b00b49337af>.

All scoring and pairings will be done through this website.

THE SCHEDULE

Saturday 4th May 2024

08:30 – 09:00 – Registration

09:00 – 11:15 – Game 1

11:15 – 12:00 – Lunch

12:00 – 14:15 – Game 2

14:15 – 14:30 – Break

14:30 – 16:45 – Game 3

Sunday 5th May 2024

08:30 – 09:00 – Venue open

09:00 – 11:15 – Game 4

11:15 – 12:00 – Lunch

12:00 – 14:15 – Game 5

14:30 – 14:45 – Results and awards

TOURNAMENT FORMAT

System: The latest version of The 9th Age Rules as of 22nd April 2024.

Point size: 3000 Points with restrictions detailed below

Rounds: 5 rounds at 2 hours 15 minutes for each round

Grudges: Yes.

LIST RESTRICTIONS AND SUBMISSION

All lists must abide by the following restrictions:

1. 3000 points maximum
2. 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
3. Warband flux cards will be used for the magic phase. These can be downloaded here:<https://www.the-ninth-age.com/community/filebase/index.php?file/884-t9a-fb-flux-cards-supplement-beta0-1-en-pdf/>

Your list must be created by the New Recruit App. The App is available for free from <https://www.newrecruit.eu/>. Your list can then be uploaded directly to the tournament on New Recruit via the following link: <https://www.newrecruit.eu/app/tournydetails?id=63902114dd8d1b00b49337af>

Lists must be uploaded to the tournament on New Recruit by Midnight Friday 15th April 2023.

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, 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 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.

Game 1: Frontal Assault, Hold the Centre

Frontal Assault

Deployment zones:

Deployment zones are more than 12" away from the Centre Line and 12" away from both short Board Edge.

Can drop for 1st turn?

As per Core Rulebook

Game 2: Refused Flank, Despoilers

Despoilers

How can a player score?

During step 7 of the Deployment Phase Sequence (after moving Vanguarding units and before rolling for first turn), both players take turns in openly choosing three units with a Standard Bearer (excluding the Battle Standard Bearer) from their opponent's Army List, starting with the player that finished deploying first. If there are less than three units with a Standard Bearer in an Army List, the opponent automatically chooses all units with a Standard Bearer instead. If there are none in the army, the opponent chooses a single Scoring Unit instead. Units currently not on the board (such as Ambushing units) may still be chosen

When does scoring happens? (e.g. each turn, Turn 6)

At the end of the game, the player that has the highest number of their chosen units still alive wins this Secondary Objective

What can be considered as scoring units? (e.g. Scoring units as per list, Characters, Single models, etc)

3 Units with a Standard Bearer (excluding the Battle Standard Bearer) per side. If there are less than three units with a Standard Bearer in an Army List, the opponent automatically chooses all units with a Standard Bearer instead. If there are none in the army, the opponent chooses a single Scoring Unit instead. Units currently not on the board (such as Ambushing units) may still be chosen

Game 3: Marching Columns, The Long March Home

The Long March Home

How can a player score?

*Once a player has deployed all of their units (excluding units that use Special Deployment such as Ambush or Scout) and declared his intent to go first or second, that player must place a marker with its centre within their opponent's Deployment Zone. The other player then deploys their remaining units and places a marker with its centre within their opponent's Deployment Zone. Continue with step 5 of the Deployment Phase Sequence (deployment of Scouting units) as usual.
When calculating Victory Points, Core Units are worth half of their normal Point Cost (also when Fleeing and/or Shattered).*

When does scoring happens? (e.g. each turn, Turn 6)

The player with the most Scoring Units within 6" of the marker they placed at the end of the game wins this Secondary Objective.

What can be considered as scoring units? (e.g. Scoring units as per list, Characters, Single models, etc)

Scoring units as per army book

Game 4: Counter Thrust, Lost Ruins

Lost Ruins

How can a player score?

During step 6 of the Pre-Game Sequence, immediately after it has been determined which player will be choosing their Deployment Zone but before the choice has been made, the player not choosing their Deployment Zone must choose a single Terrain Feature on the Battlefield. This Terrain Feature is known as the Lost Vault. When declaring Special Deployment, during step 8 of the Pre-Game Sequence, both players alternately choose two of their units each to gain Vanguard, starting with the player that chose their Deployment Zone. Lone Characters cannot be chosen

When does scoring happens? (e.g. each turn, Turn 6)

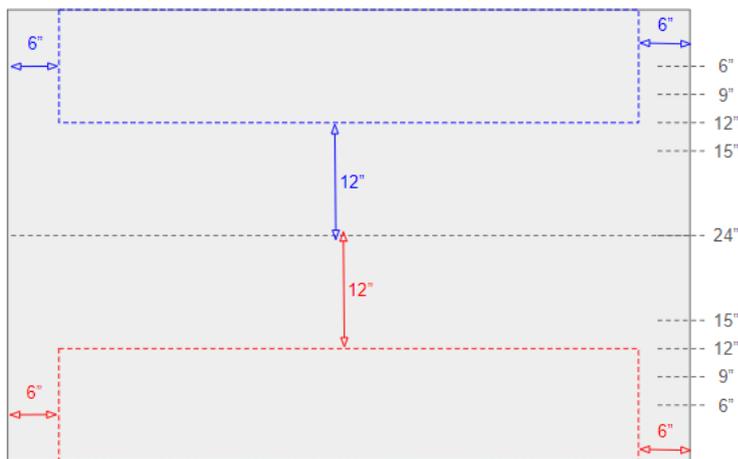
At the end of the game, the player with the most Scoring Units within 6" of the Lost Ruins wins this Secondary Objective.

What can be considered as scoring units? (e.g. Scoring units as per list, Characters, Single models, etc)

Scoring units as per army book

Game 5: Surging Tide, Spoils of War

Surging Tide



Deployment zones:

Development zones are 12" from the centre line and 6" from the short table edges.

Special deployments rules:

On each player's first deployment turn, the player must choose to either:

- A. Their whole army, following the normal Deployment Rules, or
- B. Deploy only a single unit. If both players used this option, then in all remaining deployment turns players must deploy units one at a time. In this case, the player that finished deploying first gains (only) a +1 modifier on the roll for first turn.

Can drop for 1st turn?

Players can drop their whole army for first turn, but only in their very first deployment turn. After this players must alternate one unit at a time.

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

Victory Point Difference	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/Losing 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. If this is also a tie, then the winner will be decided with a dice roll off.

AWARDS

1st, 2nd and 3rd Place Overall

Best Painted Army

PAINTING REQUIREMENTS

If your army is not fully based and painted with a minimum of three colours then you will receive a penalty of 10 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. At the end of the round, we will call for "Dice down" and all playing will stop. Scores must be submitted within 10 minutes of the "Dice Down" call or penalty of -1 BP per minute late will be applied.

Terrain

All tables will have two-dimensional neoprene terrain or vinyl playmats.

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 the T9A Australian Masters 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. During the event the TO will deal with stalling and slow play in the following way:

Report potential stalling

Remember that it is important to report potential stalling to the TO as early as possible. If you think your opponent plays too slow and letting them know this doesn't help, notify the TO.

Decisions

At the end of a game in which there have been accusations of stalling, the TO will look at different pieces of information to make a call on if there has been any stalling, and if so, by whom.

The TO will use information such as:

- Observations made by the TO during the game.
- The difference in the time spent by the players (chess clocks or similar, see below).
- Knowledge from prior games with either player (earlier accusations of stalling, unfinished games, etc)

Based on information available (time difference, prior games, observations) the TO will make a call if one of the players, without any doubt, played slower than what is acceptable. If so, this player will get a formal warning and the game score will be adjusted, +x/-x BP, where x is decided by the severity of the slow playing. See penalties section below for details. Note that unless the TO was informed about potential stalling during the early/mid game, they will put very little weight on

chess clocks and the reported time spent by each player. Coming to the TO after the game with a chess clock and then accusing your opponent of stalling is very unlikely to lead anywhere.

Observing Games

The TO will try to stop by games where one player is accused of stalling as often as they can, sometimes without notifying the players.

Chess Clocks and Stalling

When the TO is notified that a player is potentially stalling, he will note down which game it is, and its current state (time, turn etc). The players, or even a spectator may then measure how much time each player spends on their player turns. This can be done either through a chess clock or by simply writing down the time at which each player turn starts (both players should make sure that the time written down is accurate). Players are also free to measure time like this from the start of a game. Note that the TO is primarily interested in the time each player spends on his own player turns. If you suspect a player is trying to abuse this fact by playing fast in their own turn and slow in their opponent's turns, please notify the TO.

Penalties

During the event the TO will (if needed) hand out the following types of penalties. Several penalties can be dealt simultaneously (for example, most warnings will be both yellow card + points reduction).

- -X battle points to the final player score.
- This will be added after all games are played, and thus have no effect on pairings.
- This is used primarily for:
 - Unacceptable models: -1
 - Confusing models: -5
 - Failing to submit the round score (per minute late) -1
 - Yellow card (per instance) -3

Shifting game results by +X / -X battle points.

This will be added instantly and affect pairings. This can be as much as +20 / -20, but will never result in a final game score above 20-0. This is primarily used for:

- Stalling (in addition to yellow or red card)
- Cheating (in addition to yellow or red card)
- Unsporting conduct (in addition to yellow or red card)

Green Card

- Green cards are the first stage of an official warning, and an indication that a player's action of conduct is not acceptable. Whilst this will not carry any form of point's penalty, this should be taken seriously.

- A player may receive a maximum of ONE Green card. Any further awards will automatically be converted into a Yellow Card.

Yellow card

- Yellow cards are again official warnings. They will be handed out whenever a player does something unacceptable, or when a player has received a second Green card
- A player may receive a maximum of TWO Yellow cards. Any further awards will automatically be converted into a Red Card.
- A player will receive -3 BP to their final score for each yellow card.
- Yellow cards are primarily used for:
 - Stalling
 - Cheating
 - Unsporting conduct
 - Abusing the decisions of the TO

Red card

- A player with a red card is not allowed to play the rest of the tournament.

Red cards are either handed to a player with 3 yellow cards or a player that breaks the rules in a particularly severe way.

At any stage, the TO may choose to bypass any of the steps on the Penalties List if they feel it appropriate to do so.

CONTACT

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

Sam Weston - samjamwest@gmail.com