

# Briscon Warbands 2023



A 9<sup>th</sup> 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 organiser is Glen Weston. Contact details can be found at the end of this pack.
- What:** 5 games of 3000 points 9<sup>th</sup> Age Singles Tournament for up to 30 players.
- Where:** Mt Gravatt Showgrounds  
1644 Logan Road, Mount Gravatt, QLD, 4122
- When:** Saturday 29<sup>th</sup> April to Sunday 30<sup>th</sup> April 2023.

## TICKETS

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

Payments must be made prior to Midnight Friday 8<sup>th</sup> April 2023 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 9<sup>th</sup> Age 2023 tournament at :

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

All scoring and pairings will be done through this website.

## THE SCHEDULE

### Saturday 29<sup>th</sup> April 2023

- 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 30<sup>th</sup> April 2023

- 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 1<sup>st</sup> April 2023.
- 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. The minimum army size is decreased to 3 units. Characters do not count towards this minimum.
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, unless previously restricted to 0-1 per army due to the halving of 0-X restrictions
6. 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 15<sup>th</sup> 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.

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
<b>Winning Secondary Objective</b>	+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

1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> 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.

### 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:

Glen Weston

[Frozenbeard69@gmail.com](mailto:Frozenbeard69@gmail.com)