Fantasy Battles
The 9ᵗʰ Age

Tournament Rules Pack

Welcome to the 9th Age Briscon Tournament. Below you will find all the information you need to take part in this Tournament.

Location:	Windsor Table Tennis Centre – Brisbane 26 Green Terrace Windsor QLD 4030
Cost:	$30 per person
Date:	Sunday 30 April 2017
Parking:	Parking is available at the complex, as well as on street parking
Food:	Food and drinks will be available for purchase at the event, there are also shops located within a five minute walking distance

<u>Confirmation of attendance, payment and list is required by 8 April 2017.</u>

Confirmation of attendance and list must be emailed to theninthage@gmail.com

Payments can be made via the Briscon webpage www.briscon.com.au/tournaments

Please advise when payment has been made by emailing theninthage@gmail.com

Timetable:

7:45am – 8:00am	Registration and run down of the day
8:00am – 10:15am	First Round
10:30am – 12:45pm	Second Round
12:45pm – 1:15pm	Lunch
1:15pm – 3:30pm	Third Round
3:30pm – 3:45pm	Pack up and presentations

Important Points:

- Point size is 3000 points
- First Round will be random pairing
- The following two rounds will be pairing on scores
- First round deployment type is front line clash with second objective being breakthrough
- Second round deployment type is refuse flanks with second objective being secure target
- Third round deployment type is counter thrust with second objective being hold the ground
- More information and pictures of deployment type can be found at the bottom of the main rule book.
- Placing is First, Second, Third, Best Army and Best Sportsmanship – winners will receive certificates.

Any questions or comments, please contact theninthage@gmail.com

If you have an interest in the 9th Age community and are not already part of our Facebook group, please go to – www.facebook.com/groups/227526727604862

Introduction

What is Fantasy Battles: The 9th Age

Welcome to The 9th Age Tournament Rules Pack. Here you will find all of the rules for attending an 9th Age Championship as a player. Since we hold Tournament Organizers to the highest standards when running an official 9th Age Tournament we expect the attending players to adhere to a similar standard.

How to use the Rules Pack

Below is our suggested list of rules and guidelines. All "The 9th Age" Championships must make use of The 9th Age Tournament Rules Pack. Rules and guidelines have been included for single and team tournaments.

Rules

Guidelines

Sometimes, a smaller version of these icons has been added to mark an exception to rules and guidelines in topics that have been marked as either a rule or a guideline

Accessories

Different people have different ideas about what is needed to play a game of Fantasy Battles: The 9th Age. But in order to have the games run smoothly, you should come prepared.

What you need to bring

Below is a list of things that you need to bring:
1. Fantasy Battles The 9th Age Rulebook, your Armybook as well as the appropriate Paths of Magic;
2. Dice, tokens and tape measurer/ruler;
3. At least one printed copy of your Army List per game played at the tournament unless the TO provides printed rosters for the event;
4. Your painted and assembled army, including movement trays;
5. A printed or digital copy of this 9th Age Tournament Rules Pack;

1. Rulebook, Armybook and Magic Paths
Make sure that you bring a printed version or a version on an electronic device (phone or tablet) with enough battery power and/or a charger to last the day with copies of the Fantasy Battles The 9th Age Rulebook, your Armybook and the Path(s) of Magic you are using.

2. Dice, tokens and tape measurer/ruler
Make sure you bring all the tokens needed for the following purposes:
1. objective markers for the mission Secure Targets, and Hold the Ground (maximum size 50mm square / round base). Note that only the center of the marker count to determine the winner who wins the Secondary Objective;
2. marking / counting Wounds suffered;
3. marking which Units are under the effect of which spell.

Some dice use custom symbols to represent results of '1' or '6'. You can use such dice on the condition that you don't mix the two types of dice: custom symbols must all represent the same result.

3. Your Army Roster
Army rosters must follow one of these formats (as requested by the TO. Providing both can be requested by TO´s as well):

1. Full Roster for list-checking and publishing

*[**Name**] "[**Nickname**]" [**Last Name**] - [**Army**] - [specific Army Organisation]*
*[**Characters**] [Army-specific-Percentage]: [total Points in Characters] -> [total % (XX,X% - round fractions down)]*
*[**Core**] [Army-specific-Percentage]: [total Points in Core Units] -> [total % (XX,X% - round fractions down)]*
*[**Special**]: [total Points in Special Units] -> [total % (XX,X% - round fractions down)]*
*[**Category 1**] [Army-specific-Percentage]: [total Points in Category 1 Units] -> [total % (XX,X% - round fractions down)]*
*[Points] - [**Unit1**] - [Characters] - [Category 2/Mount Category] - [General/BSB], [Marks, Virtues, etc.], [X (amount) Spells], [Mount], [Equipment], [Magic Equipment], [Wizard Master, Vampiric Bloodlines, Gifts of the Dark Gods, etc.], [Magic Path]*
*[Points] - [Amount] [**Unit1**] - [Core] - [Category 2] - [Marks etc.], [Equipment], [M, S, C], [Magic Banner]*
*[Points] - [Amount] [**Unit1**] - [Special] - [Category 2] - [Marks etc.], [Equipment], [M, S, C], [Magic Banner]*
*[Points] - [Amount] [**Unit1**] - [Category 1] - [Category 2] - [Marks etc.], [Equipment], [M, S, C], [Magic Banner]*
*[**total points**]*

John "9th-Addict" Smith – Infernal Dwarves – Lugar Cult

Characters 35%: 1210 -> 26,8%

Core 25%: 1130 -> 25,1%

Special: 220 -> 4,8%

Ranged Support 10%: 330 -> 7,3%

Barrage 10%: 90 -> 2%

Fiendish Mob 35%: 1520 -> 33,7%

*930 - **Overlord** - Characters - Fiendish Mob - General, Great Bull of Shamut, Infernal Weapon, Ring of Desiccation*

*916 - **Prophet** - Characters - Barrage/Fiendish Mob - 3 Spells, Temple Lamassu + one extra Spell, Flintlock Axe, Hardened Shield, Steel Skin, Besheluks Mechanism, Engineer, Occultism*

*284 - **Vizier** - Characters - n/a - BSB, Shield, Banner of the Brazen Bull*

*330 - 10x **Citadel Guard** - Core - Ranged Support - Flintlock Axe, M, C*

*800 - 35x **Infernal Warriors** - Core - n/a - Great Weapon, M, C, S, Banner of Nezibkesh*

*110 - 2x5 **Hobgoblin Wolf Riders** - Special - n/a*

*90 - 1x **Hobgoblin Bolt Thrower** - Barrage - n/a*

*600 - 1x **Kadim Titan -** Fiendish Mob - n/a*

4500

2. Short Roster for use at the table

*[**Name**] "[**Nickname**]" [**Last Name**] - [**Army**] - [specific Army Organisation]*

*[**Points**] - [**Unit1**], [General/BSB], [Marks, Virtues, etc.], [X (amount) Spells], [Mount], [Equipment], [Magic Equipment], [Wizard Master, Vampiric Bloodlines, Gifts of the Dark Gods, etc.], [Magic Path]*

*[**Points**] - [**Amount**] [**Unit1**], [Marks etc.], [Equipment], [M, S, C], [Magic Banner]*

*[**total points**]*

Example:

John "9th-Addict" Smith – Infernal Dwarves – Lugar Cult

*930 - **Overlord**, General, Great Bull of Shamut, Infernal Weapon, Ring of Desiccation*

*916 - **Prophet**, 3 Spells, Temple Lamassu + one extra Spell, Flintlock Axe, Hardened Shield, Steel Skin, Besheluks Mechanism, Engineer, Occultism*

*284 - **Vizier**, BSB, Shield, Banner of the Brazen Bull*

*330 - 10x **Citadel Guard**, Flintlock Axe, M, C*

*800 - 35x **Infernal Warriors**, Great Weapon, M, C, S, Banner of Nezibkesh*

*110 - 2x5 **Hobgoblin Wolf Riders***

*90 - 1x **Hobgoblin Bolt Thrower***

*600 - 1x **Kadim Titan***

4500

If you are able to keep the exact format than the Full Roster can easily be used to be checked in Excel. Of course the Brackets "[ ]" should not be part of the final roster as they are only placeholders for individual content. Army Builder, Battlescribe or similar printouts are not acceptable due to possible errors in data files.

4. Your painted and assembled army, including movement trays;
Make sure you bring your painted and fully assembled army. A painted army means that at least 3 colours have been applied to the models in a manner that makes sense (see pictures for an example what is considered to be a painted model):

Unassembled models are not allowed and cannot be fielded. For all units consisting of more than 3 models movement trays are required. This is especially important for skirmishing units.

5. A printed or digital copy of this 9th Age Tournament Rules Pack
Make sure you have a printed copy of this 9th Age Tournament Rules Pack with you, so that you and your opponent can resolve issues quickly.

WYSIWYG

What You See Is What You Get

The 9th Age encourages the use of models provided by all miniature manufacturers, as well as handmade and scratch built models, as long as a serious effort has been made. This might cause difficulties regarding WYSIWYG. In case of doubt about any aspect of WYSIWYG (for example you have a fully themed army with wild conversions), ask the Tournament Organiser or post a picture of the unit / army on the forum.

To accommodate the players and tournament organizers we have written up some guidelines regarding WYSIWYG:
1. Models (including summoned models) must be mounted on the appropriate base sizes, as stated in the appropriate Armybook;
2. Models (including summoned models) should represent the appropriate army, or at least not be easily mistaken for another army;
3. Models (including summoned models) should represent the appropriate Troop Type, or at least not be easily mistaken for another Troop Type;
4. Models (including summoned models) should represent the appropriate weapon option according to the Army List (e.g. at any time during the game at least 51% of the models in the unit should represent the appropriate weapon (and shield) option according to the Army List, these models should be placed as far to the front of the unit as possible);

5. Command groups should be represented by the appropriate models (see picture for an example of a unit of Barbarians, with full command and at least 51% of the models equipped with the correct weapons (Flails)).

6. Unit fillers are allowed, adhering to 4 general guidelines:
   - Unit fillers should not cause confusion, to prevent this they should not be included in the front rank (e.g. it must be clear how many models and what Troop Type are / is represented by the unit filler);
   - Unit fillers should not interfere with normal gameplay (e.g. it must be possible to remove casualties from the unit with the unit representing the appropriate unit size, without the unit filler prohibiting this);
   - Unit fillers should not be more than approx. 33% of the unit's size;
   - Unit fillers do not count towards the 51% minimum as stated in point 4.

General Rules

You and your opponent can always decide to resolve situations differently from this 9th Age Tournament Rules Pack. But, if an argument arises on the battlefield, call a judge to resolve the issue before touching any models or moving anything. Step away from the table and wait for the judge to help resolving the issue.

When a judge asks you to do something it means "it is not a problem for now, but please…". The judges are acting in good faith. If the situation occurs that the judge forces you to do something, you are ignoring what you were asked to do or your behaviour is off limits. Some penalty points may be attributed to address your behaviour. We would like to give you some tips that will help you during the game. Most of them are obvious but still it would be nice if you read them, they will help you avoid problems.

Gaming Etiquette

Please remember you are playing the game **with** your opponent and many others at the venue, so be polite to your opponent, and to the other players. The whole purpose of a tournament is that everyone attending plays fun and polite games.

Commenting on tables other players are playing on is forbidden unless agreed upon by both players. So if you need help with a rules question, line of sight, or determining distances, you may ask a player on another table, Just make sure you and your opponent agree before doing so.

Communication

Clear communication is **the way** to prevent disputes in between you and your opponent:
1. Every action needs a visual or vocal confirmation from the opponent.
2. You should agree with your opponent on distances between units before it gets crucial (i.e. before declaring a charge, it is a good idea to measure what the distance is between the two units).
3. You should agree on the position and facing of your units (i.e. if I place my unit like this it is out of line of sight of your unit / I place my model facing your unit, but due to its massive axe it needs to be standing differently);
4. You should make sure your opponent understands the action you are performing.

Communication is key!

Time

Please be on time and make sure to have your army unpacked as soon as possible. Being late or taking game time to unpack and set up your army is considered to be bad behaviour.

Stalling

Stalling is a series of actions aimed towards not playing the full game in the given time. Whenever a player thinks his opponent is prolonging the game the player should report this. Note that the player is reporting a potential problem, not a fact. If the player suspects the opponent is stalling, the player should ask his opponent politely to play a bit faster, if the opponent refuses the player should inform a judge, **during the game**. A judge will be assigned to the table, and if the game is not finished in time, one (or both) of the players may be penalized.

Cheating

When both players have the same level of knowledge of the rules, the situation might occur where a player is caught cheating. There might be situations where both players are applying the rules incorrectly, because both players play the rules in the same incorrect way. In this case both players are gaining the same benefit, so nobody will be considered to be cheating. However, if a player purposefully applies the rules incorrectly to gain a game advantage and the opponent points this out to the player, but the player does not correct his actions, this might be considered cheating.

A player is fully responsible to apply all rules/effects for his army, both advantageous and disadvantageous. (e.g: Frenzy, overrun, loss of Frenzy). If a player forgets to apply a rule/effect that would grant the army an advantage, there is no obligation to backtrack the situation (e.g. forgetting to apply a +1 to hit modifier). If a player forgets to apply a rule/effect that would grant the army a disadvantage, the situation should be backtracked if possible (e.g. forgetting to take a stupidity test).

Penalties

Bad behaviour may cause a player to be penalized. If the behaviour affects the game you can expect a score change. Possible penalties for a player are (not limited to):
1. Warning for a player
2. Penalty points for a player
3. Game score change
4. Disqualification of a player
5. Combination of above

Getting Started

Before the game:
1. Make sure the table is clean, and there is no garbage underneath the table. Tidy up if needed.
2. Make sure the terrain is positioned according to the map on the table.
3. Determine whether you will be using one set of dice and agree upon which set of dice will be used. In case of disagreement, call a judge.
4. Introduce your army to your opponent, explain what all the units represent and how these are equipped.
5. Make sure to write down or use spell cards to mark which spells each of your casters (wizards or non-wizards) know.
6. Make sure to have your Army List and Armybook prepared for the game.

Playing the Game

To make sure that the game keeps flowing smoothly, do not demand the possibility of correcting your mistakes when it is too late (e.g.: a decision by the opposing player has been taken or a dice or some other random action has happened) If you forgot to Stomp, to use an item, etc. do not demand to go back to that situation, if it would change an already made decision or some random action. So, for example: changing the position of your Wizard in a unit after you rolled for Magic Flux is not allowed but changing his position after you said "now let's begin the Magic Phase" is ok (because no decision has been taken and no dice have been rolled)

Dice & Tokens

The use of dice for marking lost/remaining Wounds on models must be avoided. If you are using dice, you may not use the same dice that you are rolling. Wounds must be marked with unique tokens or different sized and/or colored dice.

All dice that are not clearly on the battlefield (of the respective game) must be rerolled. This includes "everything not on green":

1. crooked dice;
2. dice that land in pieces of terrain;
3. dice on magic cards, army lists etc.

Once a player picks up the dice, he has agreed upon the result. Example: if you reroll a Leadership Test you automatically agreed that you have failed the first attempt.

Spells that are in effect (especially remains in play spells) must be marked by either using a token or (better) a card. The responsibility lies with the player casting the spell to remove the card or token once the spell leaves play.

Movement

Before you move or touch units make sure both players agree on distances, unit facings and Lines of Sight the new placement will cause. Situations might occur where a converted model will be placed facing a different direction due to how the model is built, make sure your opponent is aware of the intended facing.

Prior to moving units their starting positions should be marked so it is easily retraceable how far (especially single models) they are moved.

Prior to Swift Reforms, the center of the unit should be marked.

Repositioning of a unit is allowed, as long as it has not been affected in any meaningful way by later dice rolls (e.g. could march/reform checks), and the original position can be determined. If the position of a unit is changed, because someone bumps into the table or a player's hand trembles, a player is allowed to correct the position of the unit, as long as this does not grant the player additional benefits.

All measurements are made from the base of the model, not the movement tray.

Magic

Remaining Magic Dice are often unclear. Both players put their Magic Dice pool clearly visible in the middle of the table, next to each other pool and aside from the rest of the dice. Those dice may only be touched for casting and dispelling.

Combat

Calculating Combat Score is a tedious business, because players do it in many different ways. Players have to agree on a way to remove losses and keep track of the losses suffered in a combat. Otherwise both players place the dead one-Wound models on a free spot on the table. For multiple Wound models use appropriate tokens.

Playing at the Tournament

When arriving at the tournament you will be randomly paired with an opponent in the first round of the tournament. After this first round and after results have been processed you will be matched with an opponent of equal skill or equal luck. The pairing is based on the Swiss-system.

Finishing the game

The TO will make sure to have a clear visual - or an isochronous vocal/acoustical - countdown of the allowed time per game. You should not start a new game turn unless you are sure that both players will be able to finish their entire turn, to ensure that both players get an equal number of turns.

After you have played the full six turns, or the time limit has almost been reached (whichever comes first) it is time to determine the winner. Determine who has achieved the scenario before removing any units. Calculate Victory Points in accordance with the rules for Victory Conditions as described in the Fantasy Battles: The 9th Age Rulebook.

After calculating the scores hand them to the TO's and have a deserved break!

Winning the Tournament

When the tournament has come to its end and results have been processed a winner will have been determined. The winner will be calculated based on the total amount of battle points combined with his total score for hobby points. In the case of a tie the battle points will be used to determine the winner, if there is still a tie the Victory Points will be used to determine the winner, if there is still a tie the winner will be determined by a coin flip.