

The Saints Tournaments



Grand Tournament

the 9th Age

Nov 12&13, 2016
Rulespack PART2

Version 1,1

THE RULES

We expect that all participants are able to prepare well for the event, but to make sure everybody is on the same page, we ask that you follow these rules:



Requirements

Each team must have with them (AND THIS IS MANDATORY, as you will be checked for this during WYSIWYG points):

- TWO identical army lists: one to hand over during registration (this one is for legibility only!), and one for use during play (this one will be used also for determining Army Selection points) (more on army rosters: see below!)
- Your painted army
- Your gaming materials: dice (don't forget the Scatter and Artillery Dice), ruler, templates, counters, etc.
- Rule books, Army Book, AND appropriate Errata's (these may all be E-books or similar, if presented on your own device)
- A pen or pencil
- This rulespack
- 2 counters/ objective markers for use in certain scenario's or missions

All participants need to have certain basic items with them when entering play as seen above. But first and foremost is an army list of the army they are playing with. Each participant can only create one army for the Grand Tournament and it must be used in all rounds. This army list must:

- include your name and entry number
- makes mention of who painted the army
- adhere to the rules and criteria listed below
- Must be unarguably readable – preferably typed!
- must be legal
- Must also contain the following information:
 - Each unit's name and choice of army section (Lord, Rare, etc.)
 - All upgrades (added weapons, banners, magic items, gear, Champion upgrades etc.) for that unit, including its costs.
 - A total cost per unit, and a total cost per army
 - All Special Rules for each unit

During the course of the event we will check the roster you handed in during Check in. If any error is found, the appropriate penalty for using an illegal army will be applied. Please be aware that we apply this penalty even if the mistake was an honest one – *so double-check your roster before the Grand Tournament.*

All army lists must be clearly readable, so we prefer that all lists are typed. Army rosters that are not unquestionably clear and readable when checked will be considered an illegal army, as we cannot make a proper check. The appropriate penalty will be applied (every round!), but no round results will be altered (unless the army is in fact illegal).

During the Warm-Up both players may agree to swap rosters before play. You are required to do so if your opponent requests it.

This is also the ideal moment to point out any elements of your army that are not WYSIWYG to your opponent. **If your army is not completely WYSIWYG you must inform your opponent of this before the game!**

Army Composition



Rules

- All rules for the 9th Age are in use for this tournament.
<http://www.the-ninth-age.com/index.php?simple-page/>
- The rules for Open Lists will be used.
- No more than 2400 points can be spend within an Army.
- Units have a maximum starting size of 40 models (excluding any joining characters and such),
- All buildings are Impassable Terrain unless noted otherwise.
- Terrain will be set up by the umpires and may not be changed / moved. Scenery can be (re)moved as a result of some special rules. Players should place the scenery back at the end of the game
- All tournament material is published in English. In a dispute, the UK standard will always be upheld!
- Likewise, all announcements at the Grand Tournament will be done in English.
- Referees set up the scenery for the battle and it may not be moved or changed. If the scenery needs changing, call one of the referees to assist.
- Although we strife to have this Rules Pack finalized by the time we open pre-registration, we do hold the right to publish amendments to this Rules Pack prior to the event. If so, they are official additions to this Rules Pack and supersede rules in here.

Permitted Armies

Armybooks:

Beast Herds
Daemon Legions
Dread Elves
Dwarven Holds
Empire of Sonnstahl
Highborn Elves
Infernal Dwarves
Kingdom of Equitaine
Ogre Khans

Orcs and Goblins
Saurian Ancients
Sylvan Elves
The Vermin Swarm
Undying Dynasties
Vampire Covenant
Warriors of the Dark Gods



Scenario's

The following special rules apply to all scenarios (except where excluded):

The standard Victory Point Calculation from the rulebook will be used.

Ignore the "Who is the winner" part instead use the chart below to calculate your Command Points

Secondary Objectives
Instead of choosing or rolling for secondary objectives, these are already determined for each scenario.

COMMAND POINTS		
Diff.V.P.	Win	Loss
0 – 220	10	10
221 – 440	11	9
441 – 660	12	8
661 – 880	13	7
881 – 1100	14	6
1101 – 1320	15	5
1321 – 1540	16	4
1541 – 1760	17	3
1761 – 1980	18	2
1981 – 2200	19	1
2200+	20	0

Round 1

Deployment: Classic

Scenario Special Rules: -

Scenario Objectives:

Dead or Fled

Scared

Decimated

Their King is Dead

Their Flag is down

Seized Standards

Table Quarters (secondary objective, see below)

Table Quarters

At the end of the game, divide the table in four equal quarters. You score 100 Victory Points by having the most units inside a Table Quarter. When counting the numbers of units inside a table quarter, scoring units count double.

A unit partially on two or more table quarters can only be claim one table quarter.

The controlling player decides which quarter.



Round 2

Deployment: Diagonal

Scenario Special Rules: -

Scenario Objectives:

Dead or Fled

Scared

Decimated

Their King is Dead

Their Flag is down

Seized Standards

Hold the Ground (secondary objective) - 441 Victory Points

Round 3

Deployment: Classic

Scenario Special Rules: -

Scenario Objectives:

Dead or Fled

Scared

Decimated

Their King is Dead

Their Flag is down

Seized Standards

Breakthrough (secondary objective) - 441 Victory Points

~~*Hold the Ground (secondary objective)*~~

Round 4

Deployment: Diagonal

Scenario Special Rules: -

Scenario Objectives:

Dead or Fled

Scared

Decimated

Their King is Dead

Their Flag is down

Seized Standards

Secure Target (secondary objective) - 441 Victory Points



Round 5

Deployment: Classic

Scenario Special Rules: -

Scenario Objectives:

Dead or Fled

Scared

Decimated

Their King is Dead

Their Flag is down

Seized Standards

Breakthrough (secondary objective)

Capture the Flags - 221 Victory Points

Hold the Ground (secondary objective) - 441 Victory Points