



FANTASY BATTLES: THE 9TH AGE BIG BRAWL

THURSDAY - MARCH 31ST
9:30 AM - 10:00 PM

Do not lose this packet! It contains all necessary missions and results sheets required for you to participate in today's tournament. It is your responsibility to hold onto and not lose this packet during the tournament. If you lose this packet, be prepared to be docked points!

FANTASY BATTLES: THE 9TH AGE BIG BRAWL

Welcome to AdeptiCon 2016 Fantasy Battles: The 9th Age Big Brawl! Play three games and let us see who comes out on top as the Overall Champion!

BASIC RULES

- Each player must create a valid 3000 point army using the guidelines stated in the [Fantasy Battles: 9th Age rulesbook](#) (v0.11.9.3).
- The following army list versions are allowed: Beast Herds (v0.11.0), Daemon Legions (v0.11.1), Dread Elves (v0.11.0), Dwarven Holds (v0.11.0), Empire of Sonnsthahl (v0.11.1), Highborn Elves (v0.11.0), Infernal Dwarves (v0.12.0), Kingdom of Equitaine (v0.11.0), Ogre Khans (v0.11.0), Orcs and Goblins (v0.11.1), Saurian Ancients (v0.11.0), Sylvan Elves (v0.11.1), The Vermin Swarm (v0.11.0), Undying Dynasties (v0.11.1), Vampire Covenant (v0.11.0), Warriors of the Dark Gods (v0.11.1).
- This will be an Open List Event. Please provide a copy of your list to your opponents at the beginning of each match.
- We will be using v.0.11.2 paths of magic. If your army contains Wizards, the Path that each wizard chooses **MUST** be declared in their army list. The item, Essence of a Free Mind, is the exception to this rule.
- All points, stats, and items **MUST** be present on each army list and each unit entry.
- Sylvan Elves are allowed their free forests, however they must be of the appropriate size (no bigger than 6" in diameter), fully painted and complete with trees (no pieces of paper).
- The cut-off date for new Fantasy Battles: 9th Age updates is February 28th, 2016. All updates after said date **WILL NOT** be used for this event.
- You must provide five sets of (5) PRINTED (not handwritten) army lists, one for each of their opponents and one to be turned in at check-in to the judges.
- Players are required to have their rule books handy and to resolve rule disputes between themselves in a fair and friendly manner. However, in the case of ambiguous rules or firm disagreements, there will be Rule Judges circulating on the floor. While we strive for accuracy, it is our main goal to keep games moving along.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- The models used in your army must comply with the [AdeptiCon Model Policy](#) (all models **MUST** be WYSIWYG and painted to a 3-color minimum standard). If it is not apparent to someone walking by your table what the model represents in the 9th Age world, you are encouraged to label the movement tray. Difficult or confusing model use may result in a penalty to Composition and Sportsmanship.
- If illegal units or rules violations are found in a player's list, at a minimum, the models in violation will be removed from all subsequent play. Tournament points may be deducted and award eligibility may be forfeited. Please use the feedback form on the [AdeptiCon 2016 website](#) to ask any questions you or your club may have regarding rules issues or legal units in advance!
- AdeptiCon Tournament Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. AdeptiCon reserves the right to remove players from the event or AdeptiCon itself with no refunds allowed.

GAMES

- Three games will be played. Scenarios will be used.
- Be sure to set your army out for display after Game 2 for paint judging.
- After filling out each game's scoring sheet, please turn it into the scoring judge.
- Be aware of the Time Restrictions and keep an eye on the Countdown timers. We are striving to have you complete your games. No new turns may begin after the "15 minutes left" mark has been announced.



SCORING

The total number of points available is 125 points, divided up as follows:

Category	Possible Points	% of Total
Battle	75 points	60%
Appearance	25 points	20%
Sportsmanship	25 points	20%

++ BATTLE ++

During each game, there are up to 25 total points are up for grabs. 20 of those points are won by achieving victory in the game. Additionally, each player may earn up to 5 Bonus Objective Points per round.

Difference	Win	Loss
0-300	10	10
301-600	11	9
601-900	12	8
901-1200	13	7
1201-1500	14	6
1501-1800	15	5

Difference	Win	Loss
1801-2100	16	4
2101-2400	17	3
2401-2400	18	2
2701-3000	19	1
3001+	20	0

++ SPORTSMANSHIP ++

Maximum: 25 points. Each Player is expected and required to use the highest level of sportsmanship at all times. At the end of each game, your opponents will rate your Sportsmanship by using a Sportsmanship checklist. Each Yes is worth 1 point.

1. Would you voluntarily play your opponent again? We repeat, the opponent not the list! YES/NO
2. Did your opponent resolve rule disputes in an amicable manner? YES/NO
3. Did your opponent play at a timely pace? YES/NO
4. Did your opponent measure accurately? YES/NO
5. Was your opponent on time and prepared to play with all needed items? YES/NO

Best Sportsmanship Voting: After the 3rd game, players will choose their two favorite opponents from the tournament and rank them Best Sportsman and Runner-up Sportsman. This vote is mandatory and will be part of your final results sheet. Each Best Sportsman vote a player receives is worth three (3) Best Sportsmanship points. Each Runner-up Sportsman vote a player receives is worth one (1) Best Sportsmanship point. A player can earn up to 8 points from Best Sportsmanship votes.

Army Lists: Each player may earn 1 additional bonus Sportsmanship point for bringing the required five (5) PRINTED copies of their army list.

AWARDS

- **Best Overall:** This is awarded to the contestant that has the highest combine total of the three categories combine (Battle+Sports+Paint).
- **Best General:** Awarded to the contestant that had the Highest Battle Points.
- **Best Sports:** Awarded to the contestant that had the Highest Sports Score.
- **Best Painted:** All armies that scored a perfect 25pts on their paint checklist will be considered for this award by our paint judges.

SCHEDULE

THURSDAY, MARCH 31 st , 2016	
9:00AM - 9:30AM	Check-in and Registration
9:30AM - 12:30pM	Game #1
12:30PM - 1:30PM	Break and Appearance Judging
1:30PM - 4:30PM	Game #2
4:30PM - 5:30PM	Break
5:30PM - 8:30PM	Game #3
8:30PM - 9:00PM	Awards



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FANTASY BATTLES: THE 9TH AGE BIG BRAWL

SCENARIO I: HEADHUNTER

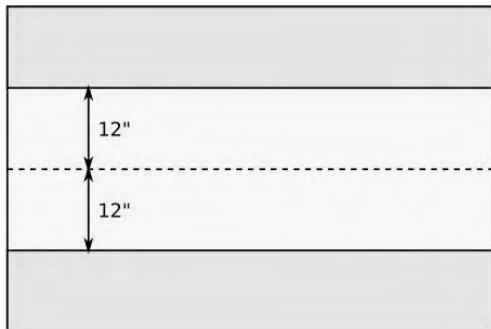
*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

BATTLEFIELD

Before deployment, please check and verify that terrain pieces are in their correct spots using the map on the table card.

Winds of Fortune: Prior to deployment, roll on the Winds of Fortune table and apply the Special Rule to a Core unit.

Classic: The Table is divided into two halves by the straight line through the centre of the board, parallel to the table's long edges. Deployment Zones are areas more than 12" away from this line.



DEPLOYMENT

Follow the deployment phase sequence on pg.16 in the 9th Age Rules Book.

WHO GOES FIRST

Both players must now roll a D6. The player that finished deploying first adds the "Undeployed Units Number" score to their dice roll.

- If the player who finished deploying first gets a higher result, they play first or second as was previously announced.
- If the score is a tie or the player who finished deploying second wins, they can now choose which player has the first turn.

GAME LENGTH

The game will last 6 turns or until time is called. Do not start a new round if both players' turns cannot be completed before time expires.

WINDS OF FORTUNE

D6 Benefit

1	Unit gains the Swiftstride special rule.
2	Unit gains +2 to movement.
3	Unit gains the Scout special rule.
4	Unit gains the Vanguard special rule.
5	Unit gains the Regeneration (+5) special rule.
6	Unit gains the Bodyguard special rule.

VICTORY CONDITIONS

Please use the chart to determine the number of Battle Points awarded based on the Victory Point difference.

Difference	Win	Loss
0-300	10	10
301-600	11	9
601-900	12	8
901-1200	13	7
1201-1500	14	6
1501-1800	15	5
1801-2100	16	4
2101-2400	17	3
2401-2700	18	2
2701-2999	19	1
3000+	20	0

Example: Player 1 earns 2387 VP, Player 2 earns 1125 VP. The difference is 1262, so player 1 will earn 14 Battle Points while player 2 earns 6 Battle Points.

Conceding: If you concede the game, your opponent will receive the maximum allowed and all of the Objective Points. You will receive a zero for the game and you will not be awarded any Objective Points.

BONUS OBJECTIVE POINTS

Complete the objectives below to earn Bonus Points:

- Destroy your opponent's most expensive character
- Kill a character in a challenge
- Destroy your opponent's most expensive special unit (if no special then core).

# of Objectives Completed	Bonus Points
1	1
2	3
3	5



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SCENARIO 2: LINEBREAKER

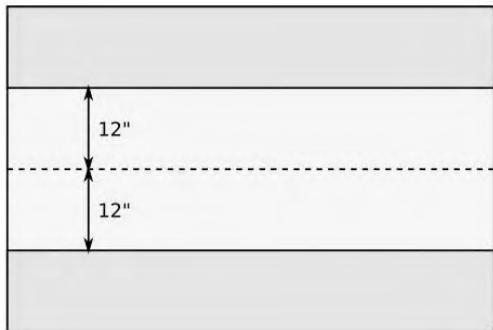
*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

BATTLEFIELD

Before deployment, please check and verify that terrain pieces are in their correct spots using the map on the table card.

Winds of Fortune: Prior to deployment, roll on the Winds of Fortune table and apply the Special Rule to a Core unit.

Classic: The Table is divided into two halves by the straight line through the centre of the board, parallel to the table's long edges. Deployment Zones are areas more than 12" away from this line.



DEPLOYMENT

Follow the deployment phase sequence on pg.16 in the 9th Age Rules Book.

WHO GOES FIRST

Both players must now roll a D6. The player that finished deploying first adds the "Undeployed Units Number" score to their dice roll.

- If the player who finished deploying first gets a higher result, they play first or second as was previously announced.
- If the score is a tie or the player who finished deploying second wins, they can now choose which player has the first turn.

GAME LENGTH

The game will last 6 turns or until time is called. Do not start a new round if both players' turns cannot be completed before time expires.

WINDS OF FORTUNE

D6	Benefit
1	Unit gains the Swiftstride special rule.
2	Unit gains +2 to movement.
3	Unit gains the Scout special rule.
4	Unit gains the Vanguard special rule.
5	Unit gains the Regeneration (+5) special rule.
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VICTORY CONDITIONS

Please use the chart to determine the number of Battle Points awarded based on the Victory Point difference.

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Example: Player 1 earns 2387 VP, Player 2 earns 1125 VP. The difference is 1262, so player 1 will earn 14 Battle Points while player 2 earns 6 Battle Points.

Conceding: If you concede the game, your opponent will receive the maximum allowed and all of the Objective Points. You will receive a zero for the game and you will not be awarded any Objective Points.

BONUS OBJECTIVE POINTS

Complete the objectives below to earn Bonus Points:

- Have one of your units in your opponent's deployment zone at the end of the game.
- Your most expensive unit is not destroyed or fleeing at the end of the game.
- You destroyed the enemy's General.

# of Objectives Completed	Bonus Points
1	1
2	3
3	5



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SCENARIO 3: ALL IS LOST!

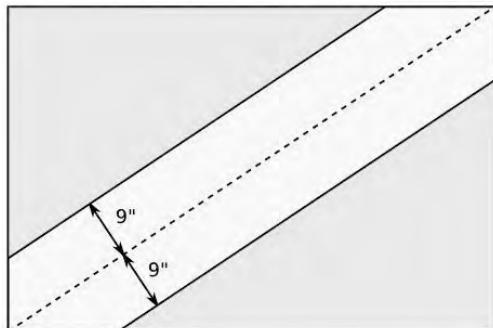
*** READ THE ENTIRE SCENARIO BEFORE SETTING UP ***

BATTLEFIELD

Before deployment, please check and verify that terrain pieces are in their correct spots using the map on the table card.

Winds of Fortune: Prior to deployment, roll on the Winds of Fortune table and apply the Special Rule to a Core unit.

Diagonal: The Table is divided into two halves by a diagonal line across the table. Whoever gets to choose the Deployment Zone decides which diagonal to use. Deployment Zones are areas more than 9" away from this line.



DEPLOYMENT

Follow the deployment phase sequence on pg.16 in the 9th Age Rules Book.

WHO GOES FIRST

Both players must now roll a D6. The player that finished deploying first adds the "Undeployed Units Number" score to their dice roll.

- If the player who finished deploying first gets a higher result, they play first or second as was previously announced.
- If the score is a tie or the player who finished deploying second wins, they can now choose which player has the first turn.

GAME LENGTH

The game will last 6 turns or until time is called. Do not start a new round if both players' turns cannot be completed before time expires.

WINDS OF FORTUNE

D6	Benefit
1	Unit gains the Swiftstride special rule.
2	Unit gains +2 to movement.
3	Unit gains the Scout special rule.
4	Unit gains the Vanguard special rule.
5	Unit gains the Regeneration (+5) special rule.
6	Unit gains the Bodyguard special rule.

VICTORY CONDITIONS

Please use the chart to determine the number of Battle Points awarded based on the Victory Point difference.

Difference	Win	Loss
0-300	10	10
301-600	11	9
601-900	12	8
901-1200	13	7
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3000+	20	0

Example: Player 1 earns 2387 VP, Player 2 earns 1125 VP. The difference is 1262, so player 1 will earn 14 Battle Points while player 2 earns 6 Battle Points.

Conceding: If you concede the game, your opponent will receive the maximum allowed and all of the Objective Points. You will receive a zero for the game and you will not be awarded any Objective Points.

BONUS OBJECTIVE POINTS

Complete the objectives below to earn Bonus Points:

- All of your characters are still alive at the end of game turn 4.
- All of your opponent's characters are destroyed by the end of the game.
- Your most expensive unit is not destroyed or fleeing at the end of the game.

# of Objectives Completed	Bonus Points
1	1
2	3
3	5



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RESULTS FOR SCENARIO 3: ALL IS LOST!

YOUR NAME	YOUR ARMY	TABLE #

CIRCLE YOUR RESULT ON THE TABLE BELOW

DIFFERENCE	WIN	LOSS	DIFFERENCE	WIN	LOSS
0-300	10	10	1501-1800	15	5
301-600	11	9	1801-2100	16	4
601-900	12	8	2101-2400	17	3
901-1200	13	7	2401-2700	18	2
1201-1500	14	6	2701-2999	19	1
			3000+	20	0

Bonus Battle Points: (circle one)

0	1	2	3	4	5
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TOTAL BATTLE POINTS:

Have your opponent double check your results above.

Have them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: _____ Army: _____

*** STOP ***

Now, in private, rate your Opponent's Sportsmanship. Do **NOT** share these results with your opponent.

SPORTSMANSHIP		
Yes	No	Would you voluntarily play your opponent again? We repeat, the opponent not the list!
Yes	No	Did your opponent resolve rule disputes in an amicable manner?
Yes	No	Did your opponent play at a timely pace?
Yes	No	Did your opponent measure accurately?
Yes	No	Was your opponent on time and prepared to play with all needed items?

If you responded **No** to any of the questions above, please state the reasoning for your answer:

BEST SPORTSMANSHIP

RUNNER-UP

Player's Name:

Player's Name:



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RESULTS FOR SCENARIO 2: LINEBREAKER

YOUR NAME	YOUR ARMY	TABLE #

CIRCLE YOUR RESULT ON THE TABLE BELOW

DIFFERENCE	WIN	LOSS
0-300	10	10
301-600	11	9
601-900	12	8
901-1200	13	7
1201-1500	14	6

Bonus Battle Points: (circle one)

0	1	2	3	4	5
---	---	---	---	---	---

TOTAL BATTLE POINTS:

DIFFERENCE	WIN	LOSS
1501-1800	15	5
1801-2100	16	4
2101-2400	17	3
2401-2700	18	2
2701-2999	19	1
3000+	20	0

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Yes	No	Did your opponent measure accurately?
Yes	No	Was your opponent on time and prepared to play with all needed items?

If you responded No to any of the questions above, please state the reasoning for your answer:

Please turn in this sheet, with your opponent, at the judge's booth after the game.



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FANTASY BATTLES: THE 9TH AGE BIG BRAWL

RESULTS FOR SCENARIO I: HEADHUNTER

YOUR NAME	YOUR ARMY	TABLE #

CIRCLE YOUR RESULT ON THE TABLE BELOW

DIFFERENCE	WIN	LOSS
0-300	10	10
301-600	11	9
601-900	12	8
901-1200	13	7
1201-1500	14	6

Bonus Battle Points: (circle one)

0	1	2	3	4	5
---	---	---	---	---	---

TOTAL BATTLE POINTS:

DIFFERENCE	WIN	LOSS
1501-1800	15	5
1801-2100	16	4
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2401-2700	18	2
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3000+	20	0

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