



## FANTASY BATTLES: THE 9<sup>TH</sup> AGE WARBANDS TOURNAMENT

SUNDAY - APRIL 3<sup>RD</sup>  
9:00 AM - 4:30 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 9<sup>TH</sup> AGE WARBANDS TOURNAMENT RECAP

- Each player must create a valid 1000 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 Sonnstahl (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.
- Wood 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 four sets of (4) 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 115 points, divided up as follows:

Category	Possible Points	% of Total
Battle	75 points	65%
Appearance	25 points	22%
Sportsmanship	15 points	13%

### ++ 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.

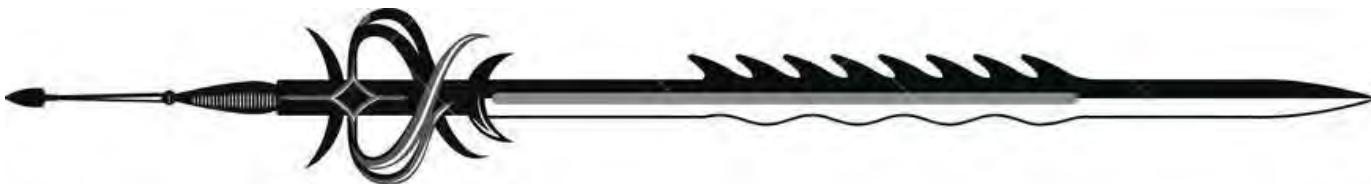
Difference	Win	Loss	Difference	Win	Loss
0-100	10	10	476-550	16	4
101-175	11	9	551-625	17	3
176-250	12	8	626-700	18	2
251-325	13	7	701-775	19	1
326-400	14	6	776+	20	0
401-475	15	5			

### ++ SPORTSMANSHIP ++

Maximum: 15 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 opponents again? We repeat, the opponents not the list! YES/NO
2. Did your opponents resolve rule disputes in an amicable manner? YES/NO
3. Did your opponent measure accurately and play at a timely pace? 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 two (2) Best Sportsmanship points. Each Runner-up Sportsman vote a player receives is worth one (1) Best Sportsmanship point. A player can earn up to 6 points from Best Sportsmanship votes.



## SCHEDULE

SUNDAY, APRIL 3 <sup>rd</sup> , 2016	
9:00AM - 9:30AM	Check-in and Registration
9:30AM - 11:00AM	Game #1
11:00AM – 11:30AM	Break
11:30AM – 1:00PM	Game #2
1:00PM – 2:30PM	Break and Appearance Judging
2:30PM – 4:00PM	Game #3
4:00PM – 4:30PM	Awards

# ADEPTICON 2016

## FANTASY BATTLES: THE 9<sup>TH</sup> AGE WARBANDS

### SCENARIO I: ENEMY SIGHTED!

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

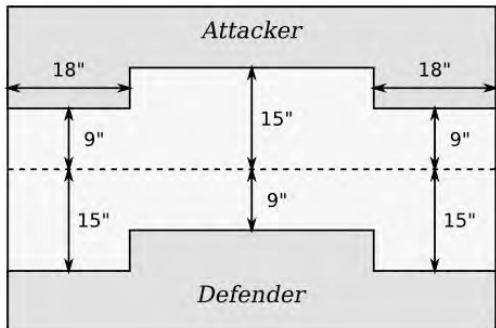
#### OVERVIEW

*The enemy is spotted. After days of marching, the battle is about to start.*

#### BATTLEFIELD

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

**Flank Attack:** See page 14 of the Fantasy Battles: The 9<sup>th</sup> Age rulebook for detailed deployment instructions.



#### DEPLOYMENT

- Roll off to determine deployment zones.
- The winner decides who the Attacker is.
- The Attacker picks a board edge.
- Roll for spells.
- The Attacker deploys first.
- No player may receive more than +2 when determining who goes first.

#### 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.

**Scoring Units:** Scoring Units are used for capturing objectives. All units with a Standard Bearer (not a BSB) are Scoring Units, unless:

- The unit is fleeing.
- One or more models in the unit are light troops (fast cavalry or skirmishers for example).
- The unit ambushed and entered the battle on turn 4 or later.
- The unit performed a post combat reform on this turn.

#### SCENARIO RULES

**Vanguard:** The Attacker may Vanguard 1 Core Unit with no characters.

**Entrench:** The Defender may Entrench 1 unit with no characters. This unit counts as being in hard cover as long as it does not move.

#### VICTORY CONDITIONS

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

##### BONUS VICTORY POINTS

Enemy Banner Captured	+50 VP
Enemy Battle Standard Bearer Killed	+100 VP
Enemy General Killed	+100 VP

Difference	Win	Loss
0-100	10	10
101-175	11	9
176-250	12	8
251-325	13	7
326-400	14	6
401-475	15	5
476-550	16	4
551-625	17	3
626-700	18	2
701-775	19	1
776+	20	0

**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

**Hold the Center (+3 points):** The player with the most Scoring Units within 6 inches of the center of the board gains these Victory Points.

**Kill the Wizards (+2 points):** Either player can score this objective by killing all opposing models that can have the Channel rule. If any player does not have any models that can channel, they are automatically awarded this bonus.



# ADEPTICON 2016

FANTASY BATTLES: THE 9<sup>TH</sup> AGE WARBANDS

## SCENARIO 2: LET THE BATTLE COMMENCE!

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

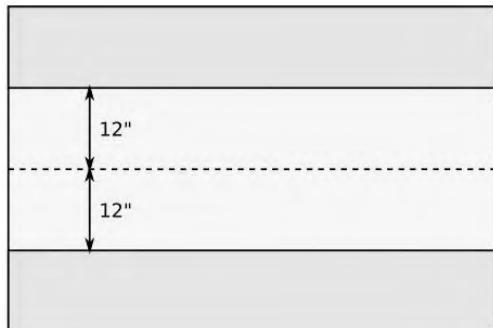
### OVERVIEW

The main battle starts. Prepare your armies for the full force of the enemy.

#### BATTLEFIELD

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

**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

- Roll off to determine deployment zones.
- The winner picks sides.
- Roll for spells.
- Roll to determine who deploys first.
- No player may receive more than +2 when determining who goes first.

**Scoring Units:** Scoring Units are used for capturing objectives. All units with a Standard Bearer (not a SSB) are Scoring Units, unless:

- The unit is fleeing.
- One or more models in the unit are light troops (fast cavalry or skirmishers for example).
- The unit ambushed and entered the battle on turn 4 or later.
- The unit performed a post combat reform on this 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.

#### SCENARIO RULES

**Well Rested:** All Core Units have +1 initiative due to being well rested.

#### VICTORY CONDITIONS

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

#### BONUS VICTORY POINTS

Enemy Banner Captured	+50 VP
Enemy Battle Standard Bearer Killed	+100 VP
Enemy General Killed	+100 VP

Difference	Win	Loss
0-100	10	10
101-175	11	9
176-250	12	8
251-325	13	7
326-400	14	6
401-475	15	5
476-550	16	4
551-625	17	3
626-700	18	2
701-775	19	1
776+	20	0

**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

**Breakthrough (+3 points):** The player with the most Scoring Units in the opponent's deployment zone at the end of the game wins this objective.

**Protect the Prince/Princess (+2 points):** Nominate one character in your opponent's army to be the "Prince/Princess". If that model is alive at the end of the game, they achieve this objective.



# ADEPTICON 2016

FANTASY BATTLES: THE 9<sup>TH</sup> AGE WARBANDS

## SCENARIO 3: FINISH THEM!

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

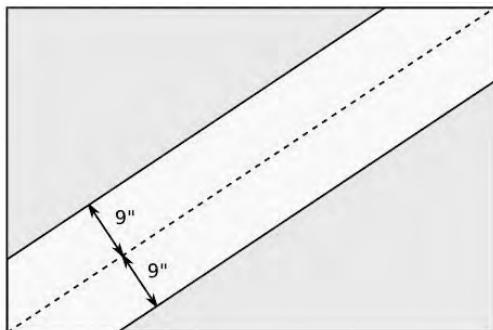
### OVERVIEW

Finish off the enemy. Make this a war for the ages and to ensure the enemy never threatens you again.

#### BATTLEFIELD

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

**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

- Roll off to determine deployment zones.
- The winner picks sides.
- Roll for spells.
- Roll to determine who deploys first.
- No player may receive more than +2 when determining who goes first.

#### 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.

**Scoring Units:** Scoring Units are used for capturing objectives. All units with a Standard Bearer (not a BSB) are Scoring Units, unless:

- The unit is fleeing.
- One or more models in the unit are light troops (fast cavalry or skirmishers for example).
- The unit ambushed and entered the battle on turn 4 or later.
- The unit performed a post combat reform on this turn.

### SCENARIO RULES

**Into the Fray:** This will get bloody. All charging units gain +1 attack, the turn they charge. All units gain fight in extra ranks on the turn they are charged. Mounts may not be affected by these extra attacks.

### VICTORY CONDITIONS

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

#### BONUS VICTORY POINTS

Enemy Banner Captured	+50 VP
Enemy Battle Standard Bearer Killed	+100 VP
Enemy General Killed	+100 VP

Difference	Win	Loss
0-100	10	10
101-175	11	9
176-250	12	8
251-325	13	7
326-400	14	6
401-475	15	5
476-550	16	4
551-625	17	3
626-700	18	2
701-775	19	1
776+	20	0

**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

**Secure Target (+3 points):** Each piece of terrain can be controlled by Scoring Units. The player with the most Scoring Units within 3 inches of a terrain piece controls it. Each Scoring Unit can only help control 1 piece of terrain. The player who controls the most terrain wins this objective.

**Secure the Camp (+2 points):** Any player may score this objective if no enemy Scoring Units are in their deployment zone.



# ADEPTICON 2016

FANTASY BATTLES: THE 9<sup>TH</sup> AGE WARBANDS

## RESULTS FOR SCENARIO 3: FINISH THEM!

YOUR NAME	YOUR ARMY	TABLE #

CIRCLE YOUR RESULT ON THE TABLE BELOW  
(DON'T FORGET BONUS VICTORY POINTS FOR CAPTURING/KILLING ENEMY UNITS!)

DIFFERENCE	WIN	LOSS
0-149	10	10
150-299	11	9
300-449	12	8
450-599	13	7
600-749	14	6

DIFFERENCE	WIN	LOSS
750-899	15	5
900-1049	16	4
1050-1199	17	3
1200-1349	18	2
1350-1499	19	1
1500+	20	0

Bonus Battle Points: (circle one)

0	2	3	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 measure accurately and play at a timely pace?

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

**BEST SPORTSMANSHIP**

Player's Name:

**RUNNER-UP**

Player's Name:

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



# ADEPTICON 2016

FANTASY BATTLES: THE 9<sup>TH</sup> AGE WARBANDS

## RESULTS FOR SCENARIO 2: LET THE BATTLE COMMENCE

YOUR NAME	YOUR ARMY	TABLE #

CIRCLE YOUR RESULT ON THE TABLE BELOW  
(DON'T FORGET BONUS VICTORY POINTS FOR CAPTURING/KILLING ENEMY UNITS!)

DIFFERENCE	WIN	LOSS
0-100	10	10
101-175	11	9
176-250	12	8
251-325	13	7
326-400	14	6

DIFFERENCE	WIN	LOSS
401-475	15	5
476-550	16	4
551-625	17	3
626-700	18	2
701-775	19	1
776+	20	0

Bonus Battle Points: (circle one)

0	2	3	5
---	---	---	---

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 \*\*\*

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SPORTSMANSHIP		
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Yes	No	Did your opponent resolve rule disputes in an amicable manner?
Yes	No	Did your opponent measure accurately and play at a timely pace?

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.



# ADEPTICON 2016

FANTASY BATTLES: THE 9<sup>TH</sup> AGE WARBANDS

## RESULTS FOR SCENARIO I: ENEMY SIGHTED!

YOUR NAME	YOUR ARMY	TABLE #

CIRCLE YOUR RESULT ON THE TABLE BELOW  
(DON'T FORGET BONUS VICTORY POINTS FOR CAPTURING/KILLING ENEMY UNITS!)

DIFFERENCE	WIN	LOSS	DIFFERENCE	WIN	LOSS
0-100	10	10	401-475	15	5
101-175	11	9	476-550	16	4
176-250	12	8	551-625	17	3
251-325	13	7	626-700	18	2
326-400	14	6	701-775	19	1
			776+	20	0

Bonus Battle Points: (circle one)

0	2	3	5
---	---	---	---

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 measure accurately and play at a timely pace?

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.