

Time schedule

We will play 5 games at 4500 points.
Awards for 1st, 2nd and 3rd place and best painted.

Friday:

19.00 Friendly gaming

Saturday:

09.00 The doors open, registration and preparation for play.

09.50 General information.

10.00-12.30 First round.

12.30-13.30 Lunch. Voting for best painted model(s) and unit.

13.30-16.00 Second round.

16.00-16.45 Break.

16.45-19.15 Third round.

19.15 Social time.

20.00 We head out to town to eat and drink

Sunday:

09.45-12.15 Fourth round

12.15-13.00 Break. Voting for best painted armies

13.00-15.30 Fifth round

15.31 Victory ceremony and cleaning up

1. Round - Hold Ground + Frontline Clash
2. Round - Breakthrough + refused Flank
3. Round - Secure Target + Encircle
4. Round - Capture the flags + Counterthrust
5. Round - Hold the ground + Refused Flank

In the interest of saving time, each table will have fixed terrain and players will rotate to a different table each match. There will be no leader table, but the scores of the top 5 players will be displayed before the next match.

Maps used: General map 1 – 10

Maps can be found here: <http://www.the-ninth-age.com/filebase/index.php?download/1023/>

We will be using version 1.3, with the exception if a new version is released before August 28th.

Submitting lists. The deadline for submitting is Monday September 8th. Submit lists to tgor@hotmail.com (Mark with your name).

We will be using tournament pack <http://www.the-ninth-age.com/filebase/index.php?download/1023/>

Slow play/fair play: The time limit for each match is 2.5 hours, which includes deployment, going through your army list etc. Turn 1 should start no more than 20 minutes after the round has started.

Be on time and ready to play when the match is scheduled to start. Continued tardiness will be subject to penalties such as deducting tournament points.

If a player is not able to finish game turn 6 in more than 2 matches, the TO (Thomas Gordeladze) can impose penalties such as deducting tournament points (10 points).

Invasion wants players to be able to play and enjoy themselves and not experience that a player deliberately plays at a slow pace to gain an advantage.

Any grievances can be made to the TO (Thomas Gordeladze) regarding unsportsmanlike conduct.

What you need to bring:

- Fantasy Battles 9th Age Rulebook, your Armybook as well as the appropriate Paths of Magic.
 - Dice, tokens and tape measurer/ruler
 - Two printed copies of your Army List
 - Objective markers for the missions Secure targets and Hold the Ground (max size 50 mm)
- Make sure you bring your painted and fully assembled army. A painted army usually means that at least 3 colours have been applied to the models in a manner that makes sense
- Movement trays must be used for all units with 2 or more models.

Game 1		Victorypts.	Scenariopts.	Final score
You				
Opponent				

Game 2		Victorypts.	Scenariopts.	Final score
You				
Opponent				

Game 3		Victorypts.	Scenariopts	Final score
You				
Opponent				

Game 4		Victorypts.	Scenariopts.	Final score
You				
Opponent				

Game 5		Victorypts	Scenariopts	Final score
You				
Opponent				