

Invasion 2020

9th Age Team Tournament rules

Date: 12. – 13. September

Location: Scandic Hotell Sørlandsparken , Kristiansand

Format: Three person teams. This is not a grand battle, but a team of three people playing on three different tables. It is preferable that only one ETC player joins each team, however this is not a requirement.

Game system: The Ninth Age

Version: Rules V2.0.

For armybooks we will use the most recent version. This version will be used in 25.08.2020.

Army size: 4500pt per army.

Duplication: No armies may be duplicated in the same team.

Registration: 2d6.no – there is a banner named Invasion under tournaments.

Payment: The entry fee is NOK550 per person. Tickets for the event can be bought through Vipps. Just search for Invasion and you will find our Vipps store. If you don't have Vipps, 550 NOK can be sent to the following account 2801 45 16664, just remember to mark the payment with your name.

Grudges: Grudges are allowed, but must be done before list submission and tournament organizer must be informed.

Matching: First round is randomized or determined by grudges. After that, the teams will meet the next team closest in points. No team will meet the same team twice.

Pairing: This will be done by swiss pairing.

Step 1 - Both Team Captains select one army from their team to put forward to play on table 1 and place the card for this army face down;

1.2. Once both Teams have selected an army, turn the cards face up to reveal which armies are chosen.

1.3. Both Team Captains now select the two remaining armies to face the opposing army.

The armies put forward by each Team are kept secret and revealed at the same time;

1.4. Each Team Captain selects one of the two opposing armies revealed in Step 1.3 to play against the friendly army that they have revealed in Step 1.2. The other army card is taken back into its own Team Captain's hand, and this army will face the card taken back by the opposing Team Captain. The choice of army is kept secret until both Team Captains have made their choice. This determines the matchups for the round.

Points: Points will be calculated as stated in the main rulebook. Then they will be summarized to a team result. The first three games cap at 40-20 and the last round is played without a cap.

Penalties: There will be a 2 Battle point penalty for each list not submitted in time.

There will be a 5 Battle point penalty for any team who changes list content after list submission. This does not apply for fixing errors or adding obvious information.

Penalties are deducted after the last game is played.

Objective: randomized for each game

Deployment: randomized for each game

Terrain: TBA at the event but will be maps from the official terrain pack v2.1.1

Mercenaries: If you want to attend but do not have a team, or do not have a full team please give us notice and we will find a team for you, or an extra player for your team.

List submission: All lists shall be submitted to j.k.haugland88@gmail.com before 01.09.2019 23.59. The team shall send their lists together to simplify the job of organizing. Lists will be posted online at www.2d6.no as soon as all lists are submitted.

What to bring to the event:

a 4500pt army

Dice

Measuring tape

Two copies of your roster

Objective markers

Timetable for the 9th Age event

Friday 19:00 – Friendly gaming
Saturday 08:30 Doors open for registration
Saturday 09:00 Generell Info
Saturday 10:15 First round start
Saturday 13:45 Lunch
Saturday 14:30 Second round starts
Saturday 18:00 Break
Saturday 18:30 Pairing and start of round 3
Saturday 19:30 Day 1 ends
Saturday 20:45 Boufee at the hotell followed by Quiz and Boardgames at in the Bar Area
Sunday 09:00 Round 3 continiues
Sunday 12:00 Best painted armies (break)
Sunday 12:30 Fourth round starts
Sunday 16:00 Tournament ends
Sunday 16:01 Award ceremony as soon as results are in