

INVASION 12-13 SEPTEMBER 2020

TEAM: _____

9th Age Team Tournament rules

Date: 12. – 13. September 2020

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 army books we will use the most recent version. This version will be locked 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 as follows: 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.

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 31.08.2020 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. Each team will be asked to check one other teams lists for errors after 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)

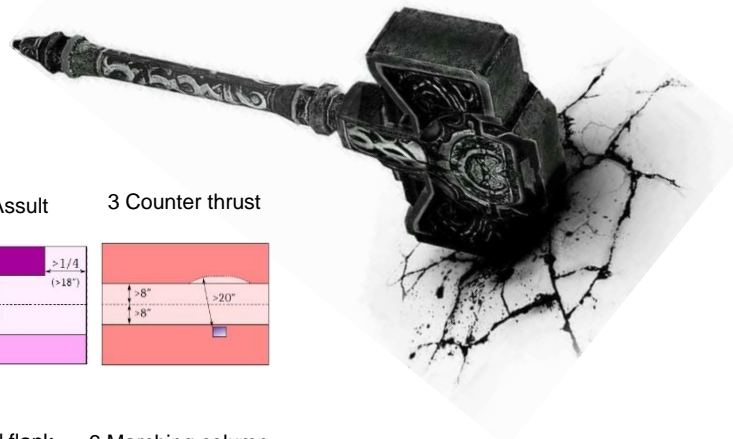
Sunday 12:30 Fourth round starts

Sunday 16:00 Tournament ends

Sunday 16:01 Award ceremony as soon as results are in

Scoring sheet

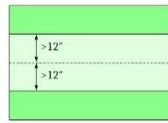
Game 1	Team	opponent	Opp. VP*	My VP*	Opp. BP*	My BP*
Table 1						
Table 2						
Table 3						
Sum						
		* VP 0-4500 (5100), BP 0-20, Score Chart on last page Capp is 40-20				
Game 2	Team	opponent	Opp. VP*	My VP*	Opp. BP*	My BP*
Table 1						
Table 2						
Table 3						
Sum						
		* VP 0-4500 (5100), BP 0-20, Score Chart on last page Capp is 40-20				
Game 3	Team	opponent	Opp. VP*	My VP*	Opp. BP*	My BP*
Table 1						
Table 2						
Table 3						
Sum						
SUM		* VP 0-4500 (5100), BP 0-20, Score Chart on last page Capp is 40-20				
Game 4	Team	opponent	Opp. VP*	My VP*	Opp. BP*	My BP*
Table 1						
Table 2						
Table 3						
Sum						
		* VP 0-4500 (5100), BP 0-20, Score Chart on last page No cap.				



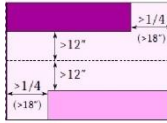
Pre-Game Sequence

- 1 Decide on the size of the game.
- 2 Share your Army List with your opponent.
- 3 Build the Battlefield.
- 4 Determine the Deployment Type.
- 5 Determine the Secondary Objectives.
- 6 Determine the Deployment Zones.
- 7 Select Spells.
- 8 Declare Special Deployment.
- 9 Deployment Phase.

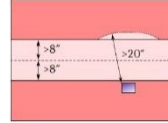
1 Frontline Clash



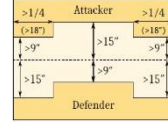
Dawn Assault



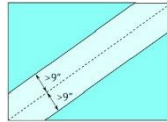
3 Counter thrust



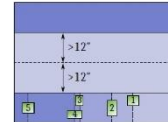
4 Encircle



5 Refused flank



6 Marching column



Victory Points Table

0-225	10:10
226-450	11:9
451-900	12:8
901-1350	13:7
1351-1800	14:6
1801-2250	15:5
2251-3150	16:4
3151 ≥	17:3
Winning Secondary Objective	+3/-3

Secondary Objectives:

1: Hold the Ground Secure and hold the Battlefield centre. Mark the centre of the board. At the end of each Game Turn after the first, the player with the most Scoring Units within 6" of the centre of the board gains a counter. At the end of the game, the player with the most such counters wins this Secondary Objective.

2: Breakthrough *Invalidate the enemy territory.* The player with the most Scoring Units inside their opponent's Deployment Zone at the end of the game, up to a maximum of 3, wins this Secondary Objective.

3: Spoils of War *Gather precious loot.* Place 3 markers along the line dividing the board into halves (the dashed line in the figures describing deployment Types). One marker is placed on a point on this line that is as close as possible to the centre of the board while still being more than 1" away from Impassable Terrain. The other two markers are placed on points on this line that are on either side of the central marker, as close to the centre as possible but at least a third of the long table edge length (24" on a standard board) away from it, and more than 1" away from Impassable Terrain. At the start of each of your Player Turns, each of your Scoring units that is not carrying a marker may pick up a single marker they are in contact with. Remove the marker from the Battlefield: the unit is now carrying the marker. Units carrying a marker with less than 3 Full Ranks have their March Rate set to their Advance Rate. If a unit carrying a marker is destroyed or loses Scoring (ignore Post-Combat Reform for this purpose), the opponent must immediately place the marker carried by this unit on a point within 3" of it. This point cannot be within 1" of Impassable Terrain, but it can be inside a unit. At the end of the game, the player with the most units carrying markers wins this Secondary Objective.

4: King of the Hill *Desecrate your opponent's holy ground while protecting yours.* After Spell Selection (at the end of step 7 of the Pre-Game Sequence), both players choose a Terrain Feature that isn't Impassable Terrain and that is not entirely within their Deployment Zone, starting with the player that chose their Deployment Zone (note that both players may choose the same Terrain Feature). A player captures the opponent's chosen Terrain Feature if any of his Scoring Units are inside that Terrain Feature at the end of the game. A player wins this Secondary Objective if he captures the opponent's chosen Terrain Feature while his chosen Terrain Feature is not captured by his opponent.

5: Capture the Flags *Valuable targets must be annihilated.* After Spell Selection (at the end of step 7 of the Pre-Game Sequence), mark all Scoring Units on both players' Army Lists. If either player has less than 3 marked units, their opponent must mark enough units from this player's Army List so that there are exactly 3 marked units in the army, starting with the player that chose their Deployment Zone. The player that has the lowest number of their marked units removed as casualties at the end of the game wins this Secondary Objective.

6: Secure Target *Critical resources must not fall into enemy hands.* Directly after determining Deployment Zones, both players place one marker on the Battlefield, starting with the player that chose their Deployment Zone. Each player must place the marker on a point that is more than 12" away from their Deployment Zone and a third of the long table edge length (24" on a standard board) from the point marked by the other marker.

At the end of the game, the player controlling the most markers wins this Secondary Objective. A marker is controlled by the player with the most Scoring Units within 6" of the marker. If a unit is within 6" of both markers, it only counts as within 6" of the marker which is closest to its Centre (randomise if both markers are equally close).

Timetable

Game 1

Map 13 – Frontline Clash – Hold Ground
Map 3 - Refused Flank – Capture The flags
Map 11 - Dawn Assault – king of the Hill

Game 2

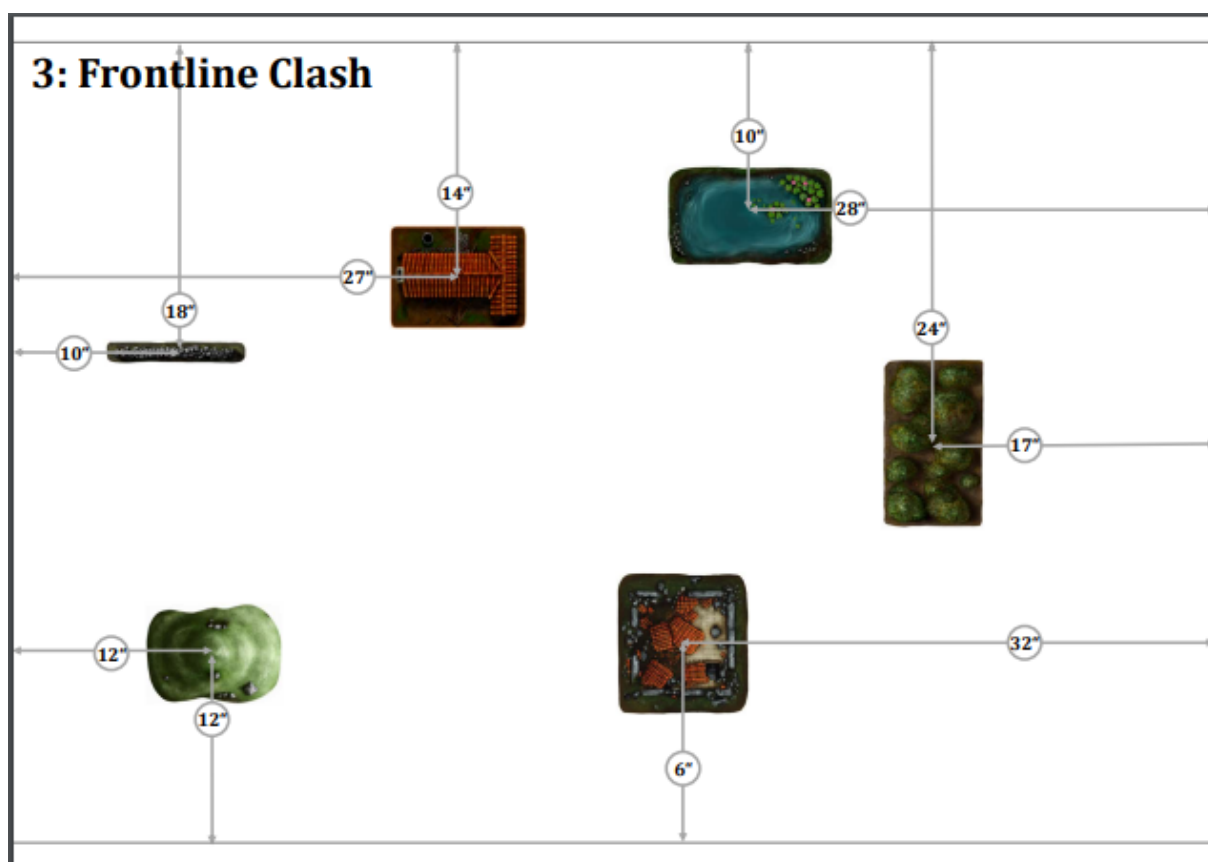
Map 13 – Refused Flank – Spoils of War
Map 3 – Encircle - Breakthrough
Map 11 - Counter Thrust – Secure Target

Game 3

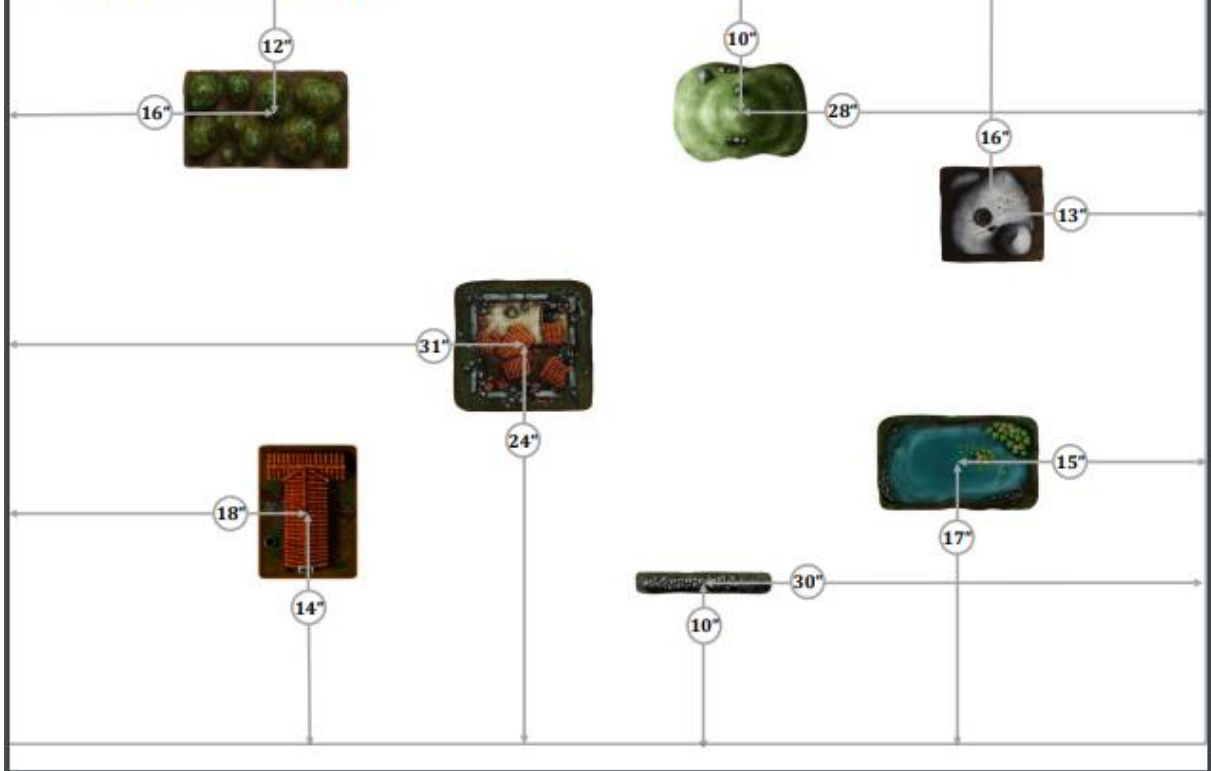
Map 13 – Marching Columns – Secure target
Map 3 - Frontline Clash – Spoils of War
Map 11 - Encircle – Capture The flags

Game 4

Map 13 –Dawn Assault - Breakthrough
Map 3 – Counter Thrust – King of The Hill
Map 11 - marching Columns - Hold Ground



11: Frontline Clash



13: Marching Columns

