

# Invasjon 2023

**Dato:** 22. – 24. September

**Sted:** Sørlandets travpark

**Format:** 3 manns lag

**Spill system:** The Ninth Age

**Gjeldende versjon:** Nyeste versjon lansert innen 26.08.2023 benyttes.

**Poeng:** 4500pt per hær

**Duplisering:** Ingen hærer kan dupliseres

**Frist for innsendelse liste:** 08.09.2023 kl 23.59. (2 uker før)

**Korrekturlesing av lister:** Hver person får i oppgave å korrekturlese to hærer. Fristen for dette er en uke. Lister vil først bli offentliggjort når alle har gjort dette.

**Påmelding:** [www.invasjon.no](http://www.invasjon.no)

**Betaling:** Prisen er 675kr per deltaker og inkluderer tacobuffet Lørdag og pasta Bolognes lunsj på søndag. For å betale kan du enten søke invasjon på vipps, Vipps nummer 594538. (husk å skrive navn og spillsystem) eller overføre til 2801 45 16664 for deretter å sende en mail til Christopher@invasjon.no at du har betalt, og hvilket spillsystem du skal delta i.

**Grudges:** Er lov, må fremkomme tydelig, og før listefrist.

**Matching:** Første kamp er tilfeldig eller avgjort av grudges. Deretter møter lagene de lagene som har mest mulig likt i poeng. Ingen lag skal møte samme lag to ganger.

**Pairing:** Denne ble på engelsk gitt. 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.

**Poeng:** Hvert slag gir 20 poeng fordelt etter gjeldene regelbok sin fordelingsnøkkel. Poengene summeres til et lagresultat for kampen. Poengene capper på 40-20 de første tre kampene. Fjerde kamp er uten capp.

**Objektiv:** Alle objektiver vil bli likt representert i turneringen

**Deployment:** Alle deployment typer vil bli likt representert i turneringen



**Terreng:** TBA

**Leiesoldater:** Hvis du ikke har et lag, eller dere mangler en spiller for å ha et komplett lag, så ønsker vi at alle leiesoldater melder seg på, slik at vi kan plassere de ut på lag etterhvert som behovet dukker opp.

**Overnatting:** Det er ordnet en egen avtale med hotellet hvor overnatting.

- Singles room 990 NOK per night, including breakfast,
- Doubles room 1090 NOK per night, including breakfast
- Trippel room, 1320 NOK per night, including breakfast
- Four mans room 1560 NOK per night including breakfast.

Dersom du ønsker å benytte deg av dette tilbudet send en epost til:  
[christopher@invasion.no](mailto:christopher@invasion.no) eller [christian@invasion.no](mailto:christian@invasion.no)

**Du må ha med:**

Hær på 4500 poeng

Terninger

målebånd

Noe til å markere objektiver med

Du får utdelt en kopi av alle lister, samt pairingkort på eventen.



# Timetable for the 9th Age event

Friday	19:00 –	Friendly gaming
Saturday	08:30	Doors open for registration
Saturday	09:00	Generell Info
Saturday	09:30	First round start
Saturday	13:00	Lunch
Saturday	14:00	Second round starts
Saturday	17:30	Break
Saturday	18:00	Pairing and start of round 3
Saturday	18:30	Day 1 ends
Saturday	20:35	Best painted competition (voting is possible all the way until the next round start on Sunday)
Saturday	21:00	We order food to the venue, the bar is open and there will be a quiz
Sunday	09:00	Round 3 continues
Sunday	12:00	Break (Pasta Bolognese)
Sunday	12:30	Fourth round starts
Sunday	16:00	Tournament ends
Sunday	16:15	Award ceremony



## Pre-Game Sequence

<ol style="list-style-type: none"> <li>1 Decide on the size of the game.</li> <li>2 Share your Army List with your opponent.</li> <li>3 Build the Battlefield.</li> <li>4 Determine the Deployment Type.</li> <li>5 Determine the Secondary Objectives.</li> <li>6 Determine the Deployment Zones.</li> <li>7 Select Spells.</li> <li>8 Declare Special Deployment.</li> <li>9 Deployment Phase.</li> </ol>	<p><b>1 Frontline Clash</b></p>	<p><b>Dawn Assault</b></p>	<p><b>3 Counter thrust</b></p>
	<p><b>4 Encircle</b></p>	<p><b>5 Refused flank</b></p>	<p><b>6 Marching column</b></p>

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** *Invade 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).

### Oppsett:

Bordene er delt inn i 5 sett med bord. Hvert sett med bord består av tre bord med fast terreng som ikke skal flyttes på mellom eller under kamper. Dersom du må flytte på terrenget på grunn av spillmekanikk som tree singing vennligst sett terreng på plass etter kampen er ferdig.

Det er totalt 5x bord 1, 5x bord 2 og 5x bord 3.

Hver kamp spilles på ett sett med bord. Hvilket bord og objektiv du spiller på avgjøres i paringen. De som settes ut spiller på bord 1 og 2.

### Kamp 1

Bord 1-2: Breakthrough – Dawn Assault

Bord 3: Capture the Flags - Frontline Clash

### Kamp 2

Bord 1-2: Spoils of War - Encircle

Bord 3: Capture the Flags - Counterthrust

### Kamp 3

Bord 1- 2: Hold Ground – refused Flank

Bord 3: King of The hill – Counterthrust

### Kamp 4

Bord 1-2: Secure target – Marching Columns

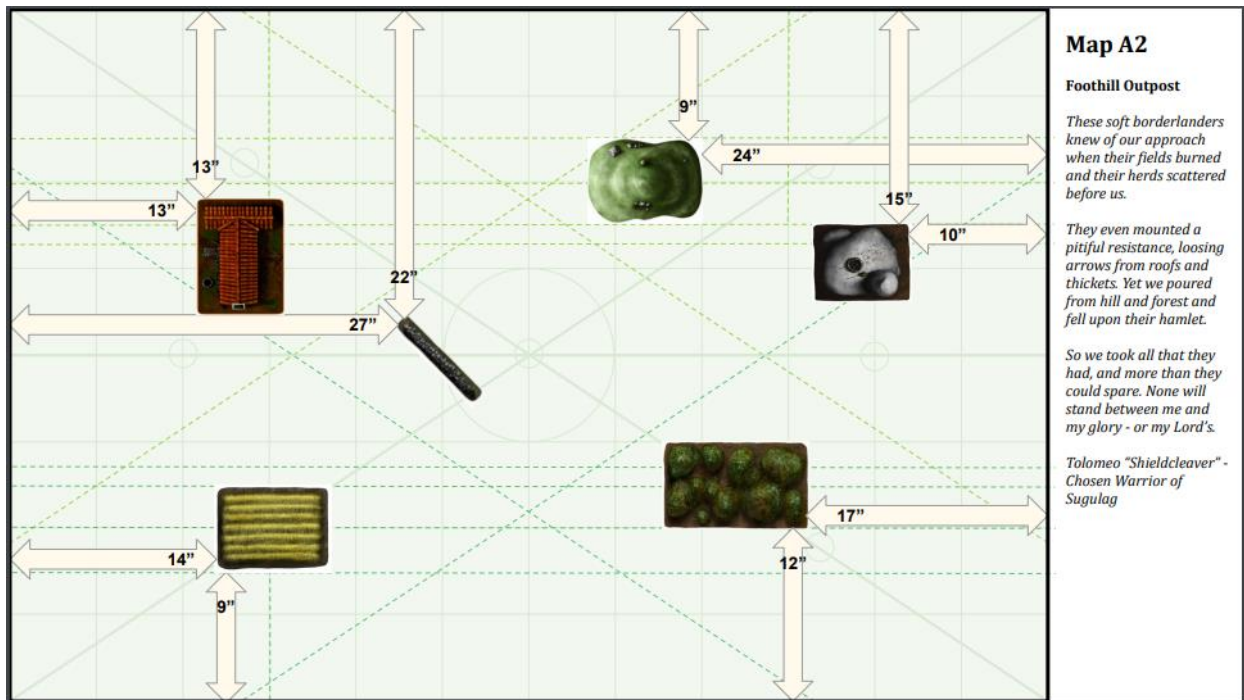
Bord 3: King of The hill – Frontline Clash

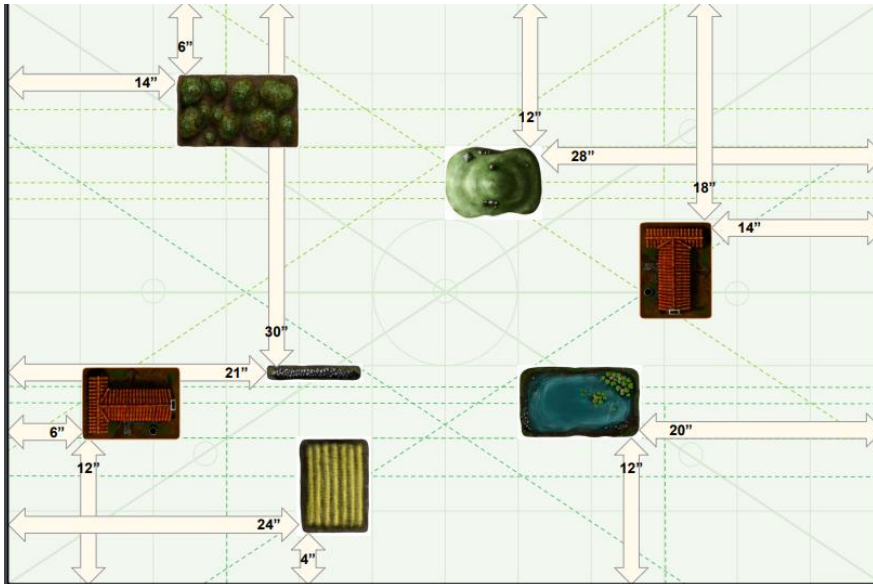
### Map Pack:

Bord 1 = Map A2

Bord 2= Map A4

Bord 3=Map A8





### Map A4

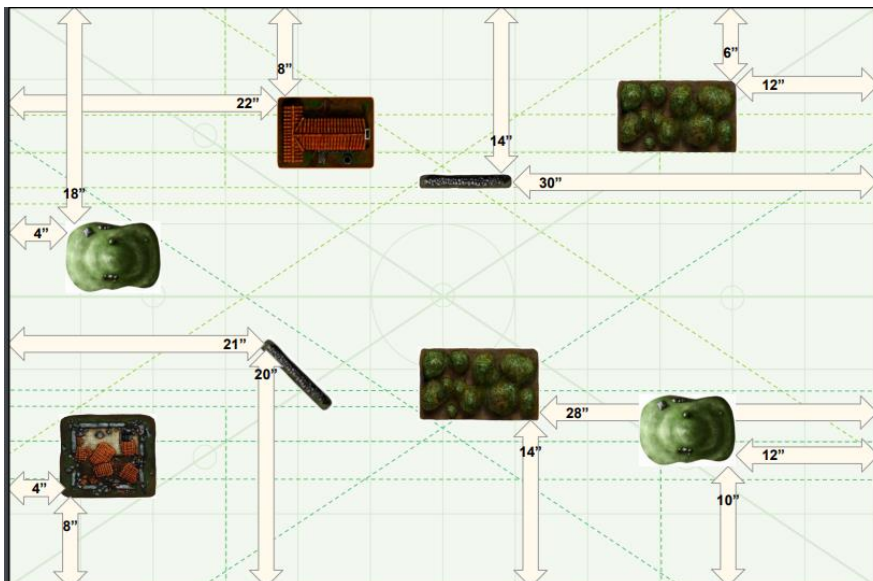
#### Volcanic Lake

*In the mountains of the Blasted Plains, water is a valuable resource. Even the water to be found in a volcanic caldera can be put to good use.*

*Now these interlopers would seek to infringe upon lands we hold by divine right?*

*By force of arms they will learn their error. By steel and discipline they will be driven from this place. By fire will our retribution be delivered to them.*

*Prophet Tevika of the Gar Shakhub Citadel*



### Map A8

#### Witch's Cottage

*In the truly wild places, few make their home. As we travel the Dark Woods, we know all the denizens beneath the black boughs.*

*Through the tangled thickets and dire beasts, the Witch's story is known to all our people in this land. From her cabin, the Witch sees all, and we respect her wisdom and her trade in herbs - and ales.*

*Now interlopers walk beneath the canopy, among her gardens, and we will drive them back once more. That her story may continue, and that we may tell it anew.*

*Soothsayer Bremen*