

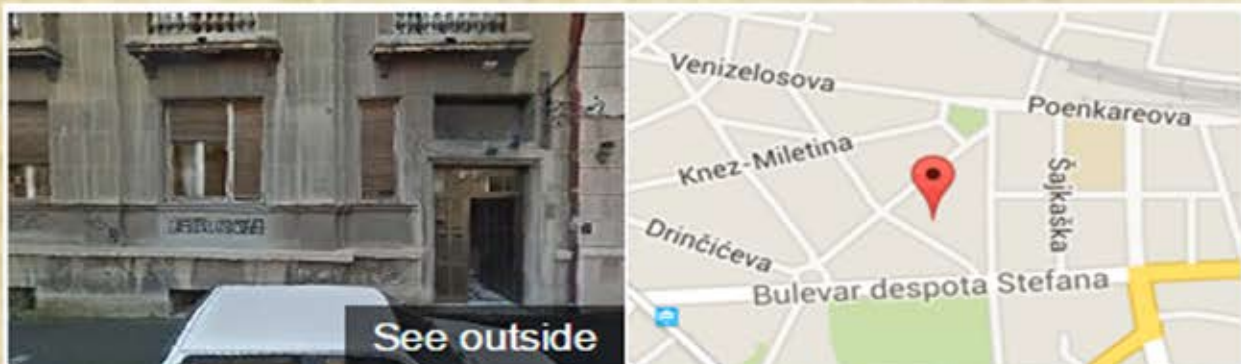
FIRST BELGRAGE WINTER TOURNAMENT



PLAYERS PACK

GENERAL INFORMATION:

Location: Budimska 10a, Belgrade.



Important dates:

Tournament will be held on the **12-13 March 2016**.

It is very important that all players who are interested in taking part at the tournament register before **Tuesday 1st of March**.

Army lists must be sent in by **Sunday 6th of March**

Since the army lists are one of the main requirements, registration can only be sent via e-mail to: bobr011@aucklanduni.ac.nz.

Registration must also include name of the participant(s), contact e-mail. Please let us know if you have any special needs.

It is very important that you let us know if you need accommodation otherwise we will assume that you will take care of it on your own!

A single person can send registrations for his/hers club/team mates (with their consent, of course)!

SATURDAY

11:00 Gathering time
11:30 - 14:00 ROUND 1
14:00 - 15:00 Break for lunch
15:00 - 17:30 ROUND 2
18:00 - 20:30 ROUND 3

SUNDAY

12:00 - Gathering
12:30 - 15:00 ROUND 4
15:30 - 18:00 ROUND 5
18:30 Awards Ceremony

Cost:

The cost for the tournament is 500 RSD.

RULES:

General rules:

Tournament will be played using the Fantasy Battles: **9th Age rules**. Since the rules are ever evolving we will use the most recent rules pack up to the 5th of March which is 1 week before the start of the tourney.

9th age Website with further information and their forum where you can find the relevant rule book, army books and the paths of magic document:

<http://www.the-ninth-age.com/?s=b8f89b1360df4ada3b0917d9b0ad7e0df403987e>

The Chief Referee's decision is final.

Rosters:

Should a player send his army list by March 1st he/she will receive 1 sportsmanship bonus point to his sportsmanship score at the end of the tournament, in addition if a list that is sent in at any time is sent without any mistakes the player will receive an additional bonus point.

No more than **2500 points** can be spent on the army.

Armies must follow the restrictions on army selection as presented in the 9th Age rulebook.

Proxies can not be used (use of stand-ins like toys). Of course, conversions aren't proxies, and they can, naturally, be used. For a unit to be allowed, no less than 70% of models in it must have the appropriate equipment (spears, shields etc.)! Every model in the army must be assembled and glued to the appropriate base.

Models not following these guidelines may be removed from the game by a referee.* Everyone must be able to clearly see what all the used models are supposed to be. They must be completely WYSIWYG.

All units, consisting of more than one model, must be placed on appropriate movement trays. This includes skirmishers as well!



Army Books:

The following Army Books can be used. Since 9th Age is in a period of development the names of the Army Books may change by the date of the tournament. If that happens simply use the Army Book that replaced the one listed below.

Considering we have to put a final date for army list submission the versions of the Army Book documents valid on **March 6th** will be used on the tournament. Should a player send his army list early to claim additional sportsmanship points and the document version changes before the final date, the player will be allowed to send a new list and will still claim the additional point.

Army books accepted:

Beast Herds
Daemon Legions
Dread Elves
Dwarven Holds
Empire of Sonnstahl
Highborn Elves
Infernal Dwarves
Kingdom of Equitaine

Ogre Khans
Orcs and Goblins
Saurian Ancients
Sylvan Elves
The Vermin Swarm
Undying Dynasties
Vampire Covenant
Warriors of the Dark Gods

Roster format:

[player name], [full army name]
[lord name] [on mount]: [general], [magic level], [lore],[ability1], [ability2], [item1], [item2], [magic item1], [magic item 2], [cost]
[lord name] [on mount]: [magic level], [lore],[ability1], [ability2], [item1], [item2], [magic item1], [magic item 2], [cost]
[hero name] [on mount]: [BSB], [magic level], [lore],[ability1], [ability2], [item1], [item2], [magic item1], [magic item 2], [cost]
[hero name] [on mount]: [magic level], [lore],[ability1], [ability2], [item1], [item2], [magic item1], [magic item 2], [cost]
[quantity] [core name]: [FCG], [option1], [option2], [cost]
[quantity] [core name]: [FCG], [option1], [option2], [cost]
[quantity] [core name]: [FCG], [option1], [option2], [cost]
[quantity] [special name]: [FCG], [option1], [option2], [cost]
[quantity] [special name]: [FCG], [option1], [option2], [cost]
[quantity] [special name]: [FCG], [option1], [option2], [cost]
[quantity] [rare name]: [FCG], [option1], [option2], [cost]
[quantity] [rare name]: [FCG], [option1], [option2], [cost]
Total: [total cost]



Sportsmanship and Rules Questions:

The primary purpose of this tournament is to get together for the weekend, so that we can play our favorite game and meet other players who share our interests. Finding 'champion players' of our games is a byproduct of this, and we're really much more interested in creating a quality gaming experience for all the people that take part, where they get to play lots of games and meet a whole bunch of new players.

This being said we do understand that sometimes even the friendliest of players can lose their cool, especially if the dice have been going against them all day. The most common causes of friction in a game are questions about the rules of the game. Rules questions arise in most games, both because the huge number of variables involved in the game make it just about impossible for the rules manual to cover every situation that might occur, and because different people interpret the rules in different ways.

In order to avoid arguments we recommend that you refer to the appropriate rules manual as soon as a question arises. Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves.

If you want a Referee to arbitrate a rules question or help you out with a situation both players genuinely don't understand, then you are free to call one over, and our Referees may intervene if they see an argument.

You should also note that the prime duty of our Referees is to make sure that the majority of players in the tournament get a nice friendly game where winning is secondary to having a good time. Anyone who keeps on spoiling a game with picky rules questions or who consistently bends the rules in their favor will be asked to desist or suffer the consequences. Referees will have a simple card system to adjudicate this kind of ruling:

YELLOW: A Yellow Card will be shown to the player(s) and their player number and name logged. This card is a warning.

RED: A Red Card will be shown to the player(s) and their player number and name logged. In addition 5 points per Red Card will be taken from a Red booked player's tournament points total as well as the game he is in having a score of 10-0 to the opponent. Should the player(s) be shown a second Red Card he will be asked to leave the tournament and a reserve player will take his place.

The decision of the Chief Referee is final, and no discussion will be entered into. Arguing with the Chief Referee following a decision will be a RED CARD offense

The matches:

Each player will play 5 games in the tournament. The time limit for each game is 2 hours and 30 minutes.

Tournament is played according to the Swiss-type: in the first round, competitors will be matched randomly. After that, competitors will be matched based on their points for Generalship. To match competitors by their Generalship score we will rank them from the highest score to the lowest, VPs difference being the tie-breaker. We will pair the competitors from this ranked list. The two players in first and second place will play each other, the players in third and fourth place will play each other, and so on. Competitors can never play the same opponent twice. For the first round only, the players from the same city won't be paired against each other. Each table will be a pre-designed battlefield with fixed scenery.

If you see that the scenery is not how it should be, please contact a judge who will re order it, or re order it yourself in a manner you and your opponent both agree.

Deployment type and Scenarios:

We will use the random deployment type rules as listed in the 9th age rule book (1-3 standard, 4-5 diagonal, 6 flank attack), and scenarios listed in the 9th age rule book in the following order:

Round 1: Hold the Ground
Round 2: Breakthrough
Round 3: Secure Target
Round 4: Hold the Ground
Round 5: Breakthrough

Winning points table:

	Winner	Loser
0-240 VP	5	5
241-601 VP	6	4
601-1200 VP	7	3
>1201 VP	8	2
Winning Secondary Objective	+2	-2



Sportsmanship points: Up to 10 points

At the end of your each fight, you will mark each of your opponents with a Sportsmanship mark. This mark should represent how much you enjoyed the game and how friendly your opponent was. This mark should not represent whether you lost or won your game or what did you think of your opponent's list. If you had a friendly game give your opponent a tick.

At the end of the tournament you may pick up to 2 opponents to give them an additional mark.

The player with the most marks will be awarded the best sportsmanship award!

Painting: Up to 5 points

Painting will be scored as follows:

Most of the army is painted to any standard: 1 point.

The majority of the army is painted to 3 colours minimum: 1 point

All of the miniatures are painted and have painted details: 1 point

All of the models are based appropriately and the bases are painted and with texture: 1 point

All of the units have movement trays and are painted and textured: 1 point.

Prizes:

Prizes are available for best overall, best general (unless also best overall), and best painted.

