

# Infernal Zoo 9thAge PacketV-2019b

The purpose of this tournament is good ole' fashioned fantasy gaming fun using the 9<sup>th</sup> Age rule set. Monster(towering Presence) themed armies are appreciated and reflected in battle objective cards described below, though not required. Please conduct yourself appropriately and strive to field an army fun to play and play against.

All 9<sup>th</sup> age rules are free and can be downloaded here:

<http://www.the-ninth-age.com/>

We will be using Version 2.0 Gold 2.2.3 of the 9th age rules (or latest version before that)

## What to Bring

- 4500 pt 9<sup>th</sup> Age Army. (Copies of your list will be provided to you and your opponents)
- Dice + measuring device
- Good attitude
- Current Army book for your army (hard copy or digital)

Failure to bring any of this things will result in a -1 Sports penalty for each item.

## **LATE LISTS**

Players with lists list's turned in after the due date on the website will receive -5 Zoo Points.

## Allowable Armies

All official 9<sup>th</sup> age armies are allowed, as well as the following Auxillary books:

Asklanders

Makhar

## Scenarios

The deployment type map generator located in the 9<sup>th</sup> age rules will be used for each round. One deployment type will be used for all games that round, no repeats

There will be no specific scenarios per say, but secondary objectives will be assigned as follows:

### Game 1: Hold The Ground

**Game 2: DRAGON BROOD.** Follow rules for the “Hold the Ground” secondary object, except the center object will be a dragon nest (with real eggs, promise, and no they are not last years eggs!). All dragons (and derivatives such as wyverns, but not Fell Drakes) occupying this feature count as scoring, and have the frenzy rule.

**Game 3: MONSTER MASH** use the “Breakthrough” Secondary objective, additionally all Models/units with the Towering Presence rule unit(including Ridden monsters) will count as “scoring”, for other scoring units exceptions see the Zoo Objectives.

Hammer Time!: For this game each general is equipped with the Bizarro Hammer, see rules below. Once activated the player using must shout “Hammer Time” and if they inflict the last wound (or roll an unmodified to wound role of 6) on a model with the towering presence rule, then they immediately win a prize.

**Bizarro Hammer(artifact):** One use only, may be activated at the start of any phase or combat round. Until the end of the player turn, The bearer gains a special Crush Attack(Towering Presence), Lethal Strike, Divine Attacks, and lightening reflexes. Note all of these attack attributes do modify the crush attack unlike typical crush attacks, but still ignore attack attributes not provided by this artifact . The bearer must declare a crush attack when this item is activated.

*Note: this is basically a limited and supped up potion of strength that only works on towering presnec, so free 15 points or so for your general*

## Day 2

### Game 4: Capture the Flags

**Game 5:** Roll on Secondary Objective Chart (This can repeat earlier Secondary Objectives from Day 1)

## Rules Discrepancies

Miniatures gaming is full of grey areas, A tourney official will be happy to swing by and clarify any rules questions you may have. There are two reasons for doing this.

- A. You are both confused by a situation and want to discuss it with a rules judge.
- B. There is a disagreement between you and your opponent regarding the rules.

If it is the later, it is strongly advisable to resolve conflicts like this between you and your opponent in a friendly manner without a rules judge. You share each game with your opponent and it's up to both of you to enjoy the game, laugh, and make sure your opponent does the same. In our experience things usually turn sour after involving a 3<sup>rd</sup> party.

Regardless all rules judgments are final. While the officials are well versed in the rules, consistent and fair, mistakes can be made and decisions are irreversible. There is no instant replay.

## Terrain

**BEFORE EACH GAME DISCUSS WHAT EACH TERRAIN PIECE IS WITH YOUR OPPONENT, if there is a disagreement ask a tournament official.**

**Before choosing sides, but after rolling the scenario, each player may elect to move one piece of terrain.** Roll of to see who goes first (highest roller), the second player may not elect to move the same piece of terrain. **Rivers may not be moved**, or the watchtower if playing the watchtower scenario. After the battle players can return the terrain to the original positions (if they remember ;- ) , also a tourney organizer may walk through and move things about between rounds. At the start of a round, If you notice that the table has an unusual terrain arrangement, call over an organizer before you start.

## Battle Points

For Base scores see 9<sup>th</sup> age rule book.

## Sports Scores

There are 20 points available for sports, with a score composed of two parts: Sports A and Sports B.

Sports A: Checklist System based on Spotsmanlyish conduct

Sports B: Bonus points based on how awesome your opponents ranked you.

The **Overall Sports** score/award is the total of Sports A + Sports B (tie breaker calc below)

The **Best General** score/award will be Battle + Composition + Sports A.

### Sports A score (completed after each game)

#### Check all that is applicable

\_\_\_\_ 0.5 Pt: Did your opponent show up on time to start the game.

\_\_\_\_ 1 Pt: Was your opponent proficient with the rules for their own army and did not need to be reminded of critical rules (e.g. crumbling, animosity, etc).

\_\_\_\_ 1 Pt: Did your opponent move their units in an accurate repeatable method (e.g. measuring from consistent locations on the model, marking units before they pick them up and move them, etc ).

\_\_\_\_ 1 Pt Did your opponent roll dice ethically (declaring what each roll was before rolling, did not consistently roll dice into other piles of dice obscuring results, allow time for opponent to see results before picking up, rolled the correct number of dice, etc)

\_\_\_\_ 0.5 Pt Would you voluntarily play this opponent (with this or a different list) again in a non tournament setting

#### *Please verbally indicate to a Tournament official the following items before the next round starts*

-1 *Your opponent asked you how you marked him before marking their scores or asked you to agree to full sports before the game.*

-1 *You feel your opponent intentionally played slow to their advantage.*

-2 *You feel like your opponent intentionally ignored or misrepresented rules to their advantage.*

### Sports B Score (complete at end of event)

#### Rank all your opponents from favorite to least favorite.

+2 Points for every number 1 ranking, after the 1st

+1 Point for Every number 2 ranking, after the 1st

-1 Points for each #5 ranking after the 2nd.

Tie Breaker Score for Best sports award = 5\*#of 1<sup>st</sup> ranks + 2\*#of 2<sup>nd</sup> Ranks + 1\*#of 3<sup>rd</sup> Ranks.

## Painting

Up to 20 points are available for painting. See the painting score sheet for a breakdown in how these points can be achieved. You can achieve a higher score than 20 for purposes of best painted, but this is capped on 20 points for the overall score.

## Background

If you create haiku describing the background of your army/alliance you will get 1 bonus Sports B point. **The best one will get 2 points we will vote on the top 3 during the dinner banquet.**

## Zoo Keepers Challenge

For those of you ranking up, there is a club challenge. This award will be given out during the Friday night Banquet. We will average the Battle Sports score for the first 3 games for everyone in your club (3 Players Minimum). Time Breaker is Sports, then # of Haikus..

I will throw out the lowest score in your club and it will not be apart of your average.

**Monstrous Rank Bonus:** For every 3 full members you will get a 5% bonus to your average score

## Golden Menagerie

Similar to the battle award there is a club PAINTING challenge. This award will be given out on Sunday. We will average the adjusted paint score for everyone in your club (3 players minimum)... so you getting your paint score up to 20 is key... First tie break will be total members in the club.

I will throw out the lowest score in your club and it will not be apart of your average.

**Monstrous Rank Bonus:** For every 3 full members you will get a 5% bonus to your average score

## **Zoo Points**

0-4 Zoo points will be awarded per battle based on the special Objective Cards, see objective card section below. These will be used for Best General and overall winner determination.

### **Infernal Zoo Objective Cards**

Each battle both players will place two objective cards face down. These represent special objectives that each player can achieve additional TOURNAMENT points for that battle (referred to as "Zoo Points". Objective Cards may not be repeated the same day during the tournament. These Point totals are not cumulative (max points per card = 2 pts). For purposes of these objectives (and Monster Mash Scenario):

- Dwarven Grudge Buster
- Dwarven King on War throne
- Kingdom Of Equitain Sacred Reliquary
- Vampire Counts Varkolac
- Empire of Sonistal Young Griffon

### **Love Connection**

It can be lonely being a hugely mutated chaos magic infused beast locked in a cage. When you get out you tend to be ready for some attention, perhaps even from a Gorgon!

- 2 Battle Points are awarded if any of your units with the Towering Presence rule killed an opposing model/unit with the Towering Presence rule.
- 1 Battle Point is awarded if any of your units with the Towering Presence rule engages in melee combat with an opposing model/unit with the Towering Presence rule.

### **Don't tread on my Turf!**

Big and little monsters can be quite territorial, brutally defending their space.

- 2 Battle Points are awarded if there are no enemy units in your deployment zone at the end of the battle
- 1 Battle Point is awarded if you have more units than your opponent in your deployment zone at the end of the battle

### **Mark the Territory**

Monsters need to control their territory, and the best way to keep away unwanted visitors is to “Mark” the biggest thing around, thus inflicting their aroma on the entire battlefield claiming it as theirs .

2 Battle points are awarded if at the end of the game if a model or unit with the Towering Presence rule or Beast troop type is within 3” of in Tallest terrain feature on the battle field and there are no enemy units closer to the feature

1 Battle point is awarded if a model from your units with the Towering Presence rule or Beast troop Type has made contact (1” away counts if that’s as close as it can get) with the tallest terrain feature on the table at some point in the game.

### **Fito Sick Balls**

There is a long unjust history between the generals of these two armies, a history that can only be set right by the spilling of blood.

*If playing this Card, your model/unit with the Towering Presence rule have the Hatred rule verse the opposing general (or generals), flip over and reveal when applicable.*

2 Battle Points are awarded for killing the opposing general (by anyone) (1 for each general in a doubles event)

1 Battle point is awarded for inflicting at least one unsaved wound (by anyone) on an opposing general

### **Feed the Beast**

It can take a lot of raw meat to keep a good in zoo in business. Sometimes the entire purpose of a battle is simple to secure food for the lovably big guys.

2 Battle points are awarded for destroying your opponent’s largest unit( by starting wound Count, double wounds for cavalry, In the advent of a tie, mark down the tastiest one before the battle starts (write on the card).

1 Battle point is awarded for killing half of your opponent’s largest unit( by starting wound Count double wounds for cavalry In the advent of a tie, mark down the tastiest one before the battle starts (write on the card).

# Individual Awards

Winners will be announced for the following categories:

## Overall

Total Points = Battle + Zoo + Sports A + Sports B + Paint

## Best General

Score = Battle + Zoo + Sports A

## Best Sports

Sports A + Sports B

## Paint Awards

Best Army - **Judge vote**

Best Model (Large, Small) - Judge Vote

Players Choice (Model, Army) - Player Vote

Wooden Spoon: Best Attitude and lowest score...

Sports A + Sports B - Zoo - Battle

# Appendix

## Paint Scoring

### Scoring

#### **Base Scoring 0-10 points**

The following points are intended to be non-subjective, full points are awarded for each item if the appropriate criteria is met.

- Models appropriately represent their intended troop choice and there was care taken in assembling the models, no visible mold lines, glue etc- **3 pts**
- Entire army is painted to 3 color standard - **3 pts**
- If yes to above, all models in the same units have a consistent paint scheme - **1 pt**
- Entire Army is based with minimum of 2 materials - **1pts**
- If yes to above, entire army is based consistent with a common theme - **1 pt**
- Do Character Models Stand Out and are easily identifiable - **1 pt**

#### **Bonus Points 0-24 points (10 point max for overall score)**

The following points will be subjectively awarded by a paint judge. For purposes of overall score your maximum bonus point score will be 15 points. However the full score will be used for determination of the best painted army award.

Bonus Points will be awarded for the following categories:

- Display Board **0-3 pts** (e.g. 1= it's there, 3 = its monumental and awe inspiring)
- Outstanding Bases **0-3 pts**
- Shading and Layering **0-4 pts** (e.g. 1 = washes visible, 4 = Golden Demon level of highlighting )
- Outstanding Unit Character **0-3 pts**, ( e.g. do individual units have conversion, unit fillers and or painting that adds a strong personality to the unit),
- Conversions **0-5 pts** (e.g. 1 = some conversions, 5 = a massively converted army).
- Theme/consistent color scheme across the army **0-4 pts**
- Outstanding unit and army standards **0-2 pts**