
Infernal Zoo 9thAge PacketV-2022a

The purpose of this tournament is good ole' fashioned fantasy gaming fun using the 9th 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 9th age rules are free and can be downloaded here:

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

We will be using the latest available 9th age rules for all books as per Sept 3rd and earlier

What to Bring

- 4500 pt 9th Age Army. (Copies of your list will be provided to you and your opponents)
- 350 PT Giant Contingent, see below of details (for Game 3)
- 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 turned in after the due date on the website will receive -5 Zoo Points.

Allowable Armies

All official 9th age armies are allowed, as well as all Auxiliary books (with Restrictions noted below) AND the Giant Supplement:

Asklanders (limit of 12 total wounds on Waargs)

NOTE: The New Legions of Sin and Updated Beta Saurian Ancient Book Are being used. Any hot fix of the SA box will be used up to List submission Date.

Giant Contingent

During Game 3 only, players **must** field an additional 350 points from the Giants Supplement (Models Supplied per request), with modifications as per below. For Supplemental Books, you must use the Parent Books Giant (WDG for Asklanders, etc).

- This contingent does **not** count against any category budgets from the parent book, thus does not modify the main army in any way.
- The Giant May take any of the follow upgrades in addition to its normal choices.
 - Lucky Rock 10 pts/rock
 - Expend 1 lucky rock to re-roll a single dice for the number of stomp attacks (1 use only)
 - Bowling Rock: 15 Pts/Rock
 - Model may make a ranged attack (Str 5, AP 3, Aim 4+, 6" Range, QUICK TO FIRE, ACCURATE, MULTIPLE WOUNDS (D2) (1 Use Only)
 - Upset Tummy: -15 pts (Negative Points so Reduces Giant Cost)
 - Model Has 1 Less Wound and starts with 1 more attack
 - Leggy: 20 Pts.
 - Model Has Strider
 - Strategery: 30 Pts
 - May re-roll failed discipline test that are not break tests
 - Well Fed: 40 Pts
 - Model has 1 additional Wound

Note the Saurian Ancient Giant Has not been updated for the new Book. Replace **Cold Blooded** with **Communal Bond** for purposes of the Zoo Giant.

Scenarios

The deployment type map generator located in the 9th age rules will be used for each round EXCEPT ROUND 1, no repeats. 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:nt

Game 1: A MIGHTY MIST. This scenario has blind deployment. A barrier will be erected pregame representing the dense valley fog. Each player fully deploys their army behind the barrier. Roll off for First Turn, the player that wins can choose to go first or second, however all troops in the opposing deployment zones are considered to be in Soft Cover the first half of turn 1. Immediately after raising the barrier, Models that have the towering Presence rule gain **Vanguard (12")**. **All units making a vanguard move must make a dangerous terrain test for open terrain and additional tests if required.** Alternate Vanguard moves starting with the player that won first turn . The Secondary Objective is "Capture the flags".

Game 2: DRAGON BROOD. Follow rules for the "Hold the Ground" secondary object, except the center objective will be a dragon nest (with real eggs, promise, and no they are not last year's 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". **EACH PLAYER FIELDS THEIR 350 POINT GIANT CONTINGENT**, this contingent does **not** affect battle points calculations.

Day 2

Game 4: KONG ISLAND. Follow the Rules for King of the Hill. Models with Tower Presence count as scoring and have the FRENZY rule if within 6" of an objective.

Game 5: Roll on Secondary Objective Chart (This can repeat earlier Secondary Objectives from Day 1, but not "King of The Hill")

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 3rd 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

NOTE, this is a terrain heavy event! It can be challenging to manouver large units, or get lots of artillery site lines.

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.** 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. People that move off all thee trees at the beginning of the game are lame!

Battle Points

For base scoring see 9th 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 1st ranks + 2*#of 2nd Ranks + 1*#of 3rd 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). The following units are considered to have "Towering Presence" For purposes of these objectives as well as Kong Island and Monster Mash Scenarios:

- Dwarven Grudge Buster
- Dwarven King on War throne
- Kingdom Of Equitain Sacred Reliquary
- Empire of Sonistal Young Griffon
- Makhar - Turul

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).

Top of the Food Chain

There can be only one alpha male/female, on the top of the food chain and "RARGH! my woobie is the Bestest! "!!! .

2 Battle points are awarded if you kill all your opponent's models/units with the Towering Presence rule. (full points if they had none to begin with).

1 Battle point is awarded for killing one of your opponent's models/units with the Towering Presence rule

Individual Awards

Winners will be announced for the following categories:

Path To Glory

	Major Awards				
	Hobby Master	War Master	Best General	Best Paint	Sportsman
Battle Score + Zoo Points	120 pts Max	120 pts Max	120 pts Max		
Appearance/Paint	40 pts Max	20 pts Max		40 pts Max	
Hobby Hero Pts	40 pts Max				
Haiku	2 pts Max	2 pts Max			
Sports A	20 Pts Max	20 Pts Max	20 Pts Max		20 Pts Max
Sports B (opponent Rank)	8 Pts Max	8 Pts Max			20 Pts Max
Winner Gets Ticket to Masters		X			

Most Epic Giant: Based on Players accounts

Additional Paint Awards

Best Model (Large, Small) – **Judge Vote**

Best Giant! – Judge Vote

Players Choice (Model, Army) – **Player Vote**

Wooden Spoon: Best Attitude and lowest score...

Army Awards

Savage Titans (SE, OK, BH, OnG)

Noble Beasts (Eos, KoE, HBE)

Dark Monstrosities (DE, DL, WDG (ASK), ID)

Eternal Gargantua (UD, VC, SA)

Colossal Constructs (VS, DH, ID)

Appendix

Paint Scoring

Scoring

Base Scoring 0-12 points

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

- All models cleanly assembled and based (war machines too!) , no empty bases, no visible mold lines etc- **2 pts**
- Models Clearly represent their troop types, have wings if flying, shields, and appropriate weapon types so that they are easily identified and distinct from other troop types in the army - **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 0-28 points (8 point max for overall score or if you did not personally paint and construct 75% or more of your army)

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 (army wide) **0-3 pts**
- Shading and Layering **0-5 pts** (e.g. 1 = washes visible, 5 = Golden Demon level of highlighting)
- Outstanding Unit Character **0-3 pts**,(e.g. do individual units have a strong personality to the unit),
- Epic Prints or Conversions **0-5 pts** (e.g. Unique Models that Stand out and Demand Attention).
- Theme/consistent color scheme across the army **0-4 pts**
- Outstanding unit fillers or unique scenic bases **0-3 pts**
- Outstanding unit and army standards **0-2 pts**

Hobby Hero Points

These points just Count towards the Hobby Hero Award Category, Max 40 points per player.

- **Epic Display/Diorama:** 0-2 points, Truly Epic Multi leveled Display Board with terrain and diorama type features
- **Back Story:** 0-8 points, submit 1 Paragraph Graph (400 word Max) story related too your army, such as history, tales of glory, general, of your army, general,
- **Core Competency:** 5 Points. Your core troop allowance is 20% great then required (please identify under your back story).
- **Heroic Intervention:** 5 Points. Your hero point allowance is 20% less then what your allowed (please identify under your back story).
- **Army Theme** 0-10 Judges Vote (Average of 3) as to how well you composed your list to represent a chosen theme, irrespective of army power level.
- **Got Game:** 0-5 Points you have gaming tools (charge arrows, tokens, etc,) that are specific to your army
- **Giant Tales:** 0-5 Points you submit an email describing the triumphs and/or tragedies of any giant model you fielded over the tournament,
- **BOO-HISS:** *NEGATIVE 10 Points*, your list closely matches a widely available ETC/WTC or other commonly available internet lest