
Infernal Zoo The Old World 2024d1

The purpose of this tournament is good ole' fashioned fantasy gaming. Monster themed armies are appreciated and reflected in special battle objective scoring as described below, though not required. Please conduct yourself appropriately and strive to field an army fun to play and play against.

What to Bring

- **2000 pt** The Old World Army
- Giant Model for Game 3 (or ask, I have plenty!)
- Dice + measuring device
- Good attitude
- Current Army book for your army (hard copy or digital)

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

Allowable Armies

All core, Arcane Journal, and Legacy Army books are allowed. Allied contingents are not allowed.

Composition restrictions

We are following the rule of 3. No more than 3 of any unit choice may be taken unless it is a core troop choice, then no more than 6.

Terrain

This is a historically terrain heavy event, so be prepared 😊. Please review the terrain on your table with your opponent and agree on what each feature represents.

Water features are considered difficult terrain and negate flaming attacks on models in them (considered nonflammable). Water features are additionally considered to be dangerous terrain for models with a 4+ armor save or better.

Fields are considered difficult terrain and make models in them flammable. Units with most of their models inside a field boundary are considered to be in partial cover.

Ruins are considered dangerous terrain. Units with most of their models inside a ruin boundary are considered to be in full cover.

A single special feature may be used if both players agree to the type and location

If a bridge is on a river water feature, units aligned with their center on the bridge treat the river as open terrain (6 file Max).

Giant Contingent

During Game 3 only, each player **must** field a Giant, as per the Giants unit entry for the Orc and Goblins army in the Ravening Hordes book .

- This model does **not** count against any category budgets from the parent book, thus does not modify the main army in any way.
- No victory points are scored for killing this model.

Game Scoring

A Win is 3 pts

Draw is 1 pt (100 pt threshold for a win)

+ 1 pt max for achieve special zoo objectives as described below

Tie break will be victory points

Scenarios

1: Open Battle

2: Command and Control (6" Dragon Nest dangerous terrain at center of board)

3: Here be Giants – Break Point Map, Open Battle Victory + each player has free Orc and Goble Giant.

4: Meeting Engagement

5: Flank Attack

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 a haiku describing the background of your army/alliance you will get 1 bonus Sports B point. **The best one will get 2 points, will vote on the during the dinner banquet (must be present to win). You must create this Haiku Yourself.**

Zoo Keepers Challenge

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

Head Hunter's Crown

The player with the most kills of Behemoth models (or equivalent) wins the head hunters crown . Players keep score on a google doc (link Provided at event) . This score does get factored into Hobby Hero points. Only killed or run down monsters count, not fled off the table. Kills by your giant contingent count double!

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 Card Objectives

A secondary objectives for each player are as described below. Each battle both players will select and place an objective card, face down (Secret). These are non repeatable. Turn your card in after each game.

For Purposes of these objectives the following units are considered Monsters:

Dwarven Lord on Shield Bearers

Empire Steam Tank

Bretonian Grail Relique

Apex Predator

It's a kill or be killed world out there. There can be only one alpha male/female, on the top of the food chain and "RARGH! my woobie is the Bestest! "!!! .

Achieved if one of your modes of Type Behemoth, monster, or Monstrous Cav inflicts the last wound on your opponents model of any of the same types.

Hunting Grounds

Monsters need to control their territory, and the best way to keep away unwanted visitors is to be in the most visible location and Scream as loud as they can

Achieved if Type Behemoth, monster, or Monstrous Cav ends the game withing 6" of the center of the board.

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.

Achieved if you Kill or rundown your opponent's largest starting highest unit strength unit (secretly Select Unit before battle in advent of a tie.

Regicide

Sometimes its not good to be the king.

Achieved if you Kill or Rundown your opponent's General

Claim Stake

You gotta get out there and take what's yours.

Achieved if at the end the battle you have a non character unit in your opponents Deployment Zone

Get off My Lawn,

Defend that sacred ground at all costs

Achieved if you End the battle with no enemy units or characters in your deployment Zone

Note every player gets to field a free Giant game 3, so 5 Zoo points are achievable for every player regardless of army composition.

Individual Awards

Winners will be announced for the following categories:

Award Marked (GT) are shared with other concurrent events

Warmaster(TOW): Battle Score + Appearance (20 pts max) + Haiku + SportsA+B

HobbyMaster (GT): Battle Score(Pro-rated with 9th Age) + Appearance (50 pts max) + Hobby Hero + Haiku + SportsA+B

Best General (TOW): Battle Score + SportsA

Sports(TOW)

Wooden Spoon (TOW): Best Attitude and lowest score... Highest Sports in Bottom 3 players

Best Paint (GT) : Raw Paint Score + Players Choice

Additional Paint Awards (all GT)

Best Model (Large, Small)

Best Unit

Best Giant!

Players Choice (Army)

Head Hunter (TOW): Most Behemoth (or Equivalent) Kills

Hobby Guru (GT): Highest Hobby Hero + Raw Paint Score

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 0-38 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)
- Display Board center piece or key feature that is expertly crafted and painted **0-2 pts**
- 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 **0-10 pts** (e.g. Unique Models that Stand out and Demand Attention).
- Theme/consistent color scheme across the army **0-4 pts**
- Artistic Unit fillers or unique scenic bases **0-3 pts**
- A phenomenal character or monster stand out from the rest of the army as a focal point **0-3 pts**
- Free hand or other wise epic unit and army standards **0-2 pts**

Hobby Hero Points

These points just Count towards the Hobby Hero Award Category, Max 50 points per player.

- **Back Story:** 0-10 points: submit 1 Page mage story related to your army, such as history, tales of glory, general name, grudges etc. **Stories DUE Thursday NIGHT Before the EVENT**
- **Core Competency:** 8 Points: Your core troop allowance is 20% great then required **(please identify under your back story)**..
- **Heroic Intervention:** 6 Points: Your hero point allowance is 20% less then what your allowed **(please identify under your back story)**.
- **Army Theme** 0-10 Points: Judges Vote (Average of 3 judges) as to how well you composed your list to represent a chosen theme, irrespective of army power level, and is not simple composed for optimal gaming. **(Identify theme under your back story)**.
- **Got Game:** 0-4 Points: You have gaming tools (charge arrows, tokens, etc,) that are specific to your army
- **HEAD HUNTER**
Add your Head Hunter Score (max 10)
- **Giant Tales:** 2 Points: Entertain the group with exploits of your giant during the banquet.