DISCLAIMER: DRAFT – Rules subject to Hotfix and other updates up to 2 weeks before the event

Infernal Zoo The9thAge 3.0-2026v4

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

- 4000 pt 9th Age Army.
- 350 PT Giant Contingent, see below for 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 -1 Points. List submitted or changed after lists are published -5 points, with the exception that armies currently in Beta get -2 point penalty if mistaken rules are involved (at TO's discretion) .

Allowable Armies

All official 9th age armies are allowed.. Army books updates locked 1 week before the event

We are using Season Pack 2 rules including Legendary charecters.

Supplemental Armies will only be allowed if they have been released in 3.0 format (BETA format OK) two weeks before the event.

The Giant Supplement is not allowed for inclusion in std lists. The giant supplement will always be allowed game three as detailed below (Should be out in BETA form).

Supplement Book Composition restrictions

Cult of Errahman" Brute Disciples limited to 6 models per unit, Toxic Attacks resulting from 1's to hit cult of Erraham units are resolved at initiative step 0 , and do not affect combat resolution.

Legions of Sin-Envy: No more then 15 models may have *Venom Sacs* manifestation.

Legions of Sin-Greed: The maximum value for clutching class manifestation is 2.

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).

If the Giant Supplement has not been released 1 week prior to the event. Modify all giant profiles in the supplement as per the following:

Increase HP by 1

Add the following rules: Exclusive, Light Troops, Terror, Stomp attacks(d6), Giant

- 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 if there books in Beta that have not had their giant rules updated, contact the TO for a rules clarification.

Scenarios

The deployment type map generator located in the 9th age rules Appendix III will be used for each round EXCEPT ROUND 1, no repeats. One deployment type will be used for all games that round, no repeats.

1. Front Line Clash
2. Bottleneck
3. Spearhead
4. Mutual Encroachment
5. Refused Flank
6. Cornerstone

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, 12" from their table edge. Roll off for First Turn, the player that did not choose sides get +1 to their roll Winner 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. Scouts are placed after the barrier is raised Immediately after raising the barrier(roll off for who places first), Models that have the towering Presence, as defined in this packet, rule gain **Vanguard (6"), not cumulative with other vanguard. All units making a vanguard move that have towering presence must make a dangerous terrain if electing to vanguard.** Alternate Vanguard moves starting with the player that choose sides.

> **Primary Objective**: Break Through (see Appendix II seasons document)
> **Secondary Objective:** as per Zoo Cards

Game 2: Call of the Wild. All rank and file Units with the *Towering Presence*, as defined in this packet, the Ambush(table edge, 8") rule. These Models may roll to enter on a random board edge turn 1. If they fail their ambush roll on turn 2 they may wait, or automatically into their own deployment Zone turn 2, On turn 3 they automatically pass their ambush roll.

> **Primary Objective**: Secure Target (see Appendix II seasons document)
> **Secondary Objective:** as per Zoo Cards

Game 3: MONSTER MASH Units with the *Towering Presence*, as defined in this packet, will count as "scoring" even if they have the light troops rules. **EACH PLAYER FIELDS THEIR 350 POINT GIANT CONTINGENT**, this contingent does **not** affect battle points calculations.

> **Primary Objective**: Follow rules for Skull of Harald Redstrub (see Appendix II seasons document), with the exception that each player selects two terrain pieces, note the same terrain piece can be selected multiple times if so desired
> **Secondary Objective:** as per Zoo Cards

Day 2

Game 4: KONG ISLAND. Units with the *Towering Presence*, as defined in this packet, will count as "scoring" even if they have the light troops rules and have the FRENZY rule if within 12" of the center of the table.

> **Primary Objective**: Hold The Center (see Appendix II seasons document)
> **Secondary Objective:** as per Zoo Cards

Game 5: THEIR CAN BE ONLY ONE. No special rules, just war.

> **Primary Objective**: Trophies of War (see Appendix II seasons document)
> **Secondary Objective:** as per Zoo Cards

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 an 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

This is a terrain heavy event! It can be challenging to maneuver large units, or get lots of artillery sight lines. UNITS ARE ONLY CONSIDERD TO BE IN A TERRAIN FEATURE IF THE MAJORITY OF THEIR UNIT FOOTPRNT IS IN THE FEATURE. This is a change from the current 3.0 terrain rules, modified as this is a terrain heavy event.

Dragon Nests: Many tables will have a dragons nest with yummy dragon treats. This piece of terrain has the following rules: Ruins, All dragons (and derivatives such as wyverns, but not Fell Drakes) **occupying** this feature gain STUBORN and FRENZY.

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

Note: Terrain Moving no longer allowed

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 then 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). 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

Head Hunter's Crown

The player with the most kills of towering presence model (or equivalent) wins the head hunters crown . Players keep score on the google doc . 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 Secondary Objectives

The secondary objectives for each player are as described below. Each battle both players will select and place two objective cards, one face up (known) and one face down (Secret). To win the secondary Objective Bonus point, you must achieve more secondary objectives then your opponent.

The "*Towering Presence*" key word/rule for the objectives below, as well as specific scenario rules, encompass all units of height 5, as well as the following units:

- Rank and Files Models of Height 4 with the *Beast* rule that do not have the *Mount* rule
- Characters Riding on Height 4 mounts with the *Fly* rule
- Dwarven Grudge Buster
- Dwarven King on War throne
- Dwarven Dragon Slayer
- Kingdom Of Equitain Sacred Reliquary
- High Born Elves Initiative of the Fiery Heart
- Empire of Sonnistal Steam Tank
- Empire of Sonnistal Knights of the Sun Griffon
- Vermin Swarm Stygian Earth Breaker

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!

> Achieved if any of your units with the Towering Presence rule killed (inflicted the last wound) on 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.

> Achieved if there are no enemy units in your deployment zone at the end of the battle

Claim The 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 load as they can.

> Achieved if your unit with the Towering Presence is the first to gain the elevated Position rule on a piece of terrain completely outside your friendly deployment zone. Reveal when achieved.

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.

> Achieved for killing or running down your opponent's most expensive character In the event of equal points, mark down the tastiest one before the battle starts (write on the card).

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 by destroying your opponent's largest unit(by starting wound Count, double wounds for cavalry)

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! "!!! .

> Achieved by being the only player who has units with the towering presence rule on the table at the end of the game.

Individual Awards

Winners will be announced for the following categories:

*Awards Marked (**GT**) are shared with other concurrent events*

Path To Glory

	Major Awards				
	Hobby Master	War Master	Best General	Best Paint	Sportsman
Battle Score	100 pts max	100 pts max	100 pts max		
Appearance/Paint	50 pts Max	20 pts Max		40 pts Max	
Hobby Hero Pts	50 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			8 Pts Max
Winner Gets Ticket to Masters		X			

Warmaster (9th): Battle Score + Appearance (20 pts max) + Haiku + SportsA+B

HobbyMaster (GT): Battle Score + Appearance (50 pts max) + Hobby Hero + Haiku + SportsA+B

Best General (9th): Battle Score + SportsA

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

Sports (9th)

Wooden Spoon (9th): Best Attitude and lowest score… Highest Sports in Bottom 3 players

Additional Paint Awards (all GT)

Best Model (Large, Small)

Best Unit

Best Giant!

Players Choice (Army)

Head Hunter (9th): Most Towering Presence (or Equivalent) Kills

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

Animal Control

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 basses, 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.