



## FANTASY BATTLES: THE 9<sup>TH</sup> AGE SINGLES TOURNAMENT

FRIDAY - APRIL 1<sup>ST</sup>  
9:00AM - 7:30PM

Do not lose this packet! It contains all necessary missions and results sheets required for you to participate in today's tournament. It is your responsibility to hold onto and not lose this packet during the tournament. If you lose this packet, be prepared to be docked points!

# FANTASY BATTLES: THE 9<sup>TH</sup> AGE SINGLES TOURNAMENT

Welcome to AdeptiCon2016 Fantasy Battles: The 9<sup>th</sup> Age Single Tournament! Your army has found itself immerse in the thick of a heated struggle between the Four Demi-Gods of Chaos. You must carefully choose which God to favor as you battled your way to the gateway of the Chaos Kingdom.

## BASIC RULES

- Each player must create a valid 2400 point army using the guidelines stated in the [Fantasy Battles: 9th Age rulesbook](#) (v0.11.9.3).
- The following army list versions are allowed: Beast Herds (v0.11.0), Daemon Legions (v0.11.1), Dread Elves (v0.11.0), Dwarven Holds (v0.11.0), Empire of Sonnstahl (v0.11.1), Highborn Elves (v0.11.0), Infernal Dwarves (v0.12.0), Kingdom of Equitaine (v0.11.0), Ogre Khans (v0.11.0), Orcs and Goblins (v0.11.1), Saurian Ancients (v0.11.0), Sylvan Elves (v0.11.1), The Vermin Swarm (v0.11.0), Undying Dynasties (v0.11.1), Vampire Covenant (v0.11.0), Warriors of the Dark Gods (v0.11.1).
- This will be an Open List Event. Please provide a copy of your list to your opponents at the beginning of each match.
- We will be using v.0.11.2 paths of magic. If your army contains Wizards, the Path that each wizard chooses **MUST** be declared in their army list. The item, Essence of a Free Mind, is the exception to this rule.
- All points, stats, and items **MUST** be present on each army list and each unit entry.
- Sylvan Elves are allowed their free forests, however they must be of the appropriate size (no bigger than 6" in diameter), fully painted and complete with trees (no pieces of paper).
- The cut-off date for new Fantasy Battles: 9th Age updates is February 28th, 2016. All updates after said date **WILL NOT** be used for this event.
- You must provide six sets of (6) PRINTED (not handwritten) army lists, one for each of their opponents and one to be turned in at check-in to the judges.
- Players are required to have their rule books handy and to resolve rule disputes between themselves in a fair and friendly manner. However, in the case of ambiguous rules or firm disagreements, there will be Rule Judges circulating on the floor. While we strive for accuracy, it is our main goal to keep games moving along.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- The models used in your army must comply with the [AdeptiCon Model Policy](#) (all models MUST be WYSIWYG and painted to a 3-color minimum standard). If it is not apparent to someone walking by your table what the model represents in the 9th Age world, you are encouraged to label the movement tray. Difficult or confusing model use may result in a penalty to Composition and Sportsmanship.
- If illegal units or rules violations are found in a player's list, at a minimum, the models in violation will be removed from all subsequent play. Tournament points may be deducted and award eligibility may be forfeited. Please use the feedback form on the [AdeptiCon 2016 website](#) to ask any questions you or your club may have regarding rules issues or legal units in advance!
- AdeptiCon Tournament Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. AdeptiCon reserves the right to remove players from the event or AdeptiCon itself with no refunds allowed.

## GAMES

- Four games will be played. Scenarios will be used.
- Be sure to set your army out for display after Game 2 for paint judging.
- After filling out each game's scoring sheet, please turn it into the scoring judge.
- Be aware of the Time Restrictions and keep an eye on the Countdown timers. We are striving to have you complete your games. No new turns may begin after the "15 minutes left" mark has been announced.



## SCORING

The total number of points available is 150 points, divided up as follows:

Category	Possible Points	% of Total
Battle	100 points	66%
Appearance	25 points	17%
Sportsmanship	25 points	17%

### ++ BATTLE ++

During each game, there are up to 25 total points are up for grabs. 20 of those points are won by achieving victory in the game. Additionally, each player may earn up to 5 Bonus Objective Points per round.

Difference	Win	Loss	Difference	Win	Loss
0-149	10	10	900-1049	16	4
150-299	11	9	1050-1199	17	3
200-449	12	8	1200-1349	18	2
450-599	13	7	1350-1499	19	1
600-749	14	6	1500+	20	0
750-899	15	5			

### ++ SPORTSMANSHIP ++

Maximum: 25 points. Each Player is expected and required to use the highest level of sportsmanship at all times. At the end of each game, your opponents will rate your Sportsmanship by using a Sportsmanship checklist. Each Yes is worth 1 point.

1. Would you voluntarily play your opponent again? We repeat, the opponent not the list! YES/NO
2. Did your opponent resolve rule disputes in an amicable manner? YES/NO
3. Did your opponent measure accurately and play at a timely pace? YES/NO
4. Was your opponent on time and prepared to play with all needed items? YES/NO

**Best Sportsmanship Voting:** After the 4th game, players will choose their two favorite opponents from the tournament and rank them Best Sportsman and Runner-up Sportsman. This vote is mandatory and will be part of your final results sheet. Each Best Sportsman vote a player receives is worth two (2) Best Sportsmanship points. Each Runner-up Sportsman vote a player receives is worth one (1) Best Sportsmanship point. A player can earn up to 8 points from Best Sportsmanship votes.

**Army Lists:** Each player may earn 1 additional bonus Sportsmanship point for bringing the required five (5) PRINTED copies of their army list.

## AWARDS

- **Best Overall:** This is awarded to the contestant that has the highest combine total of the three categories combine (Battle+Sports+Paint).
- **Best General:** Awarded to the contestant that had the Highest Battle Points.
- **Best Sports:** Awarded to the contestant that had the Highest Sports Score.
- **Best Painted:** All armies that scored a perfect 25pts on their paint checklist will be considered for this award by our paint judges.

## SCHEDULE

FRIDAY, APRIL 1 <sup>st</sup> , 2016	
8:00AM - 8:30AM	Check-in and Registration
8:30AM - 11:00AM	Game #1
11:00AM - 11:30AM	Break
11:30AM - 2:00PM	Game #2
2:00PM - 3:30PM	Break and Appearance Judging
3:30PM - 6:00PM	Game #3
6:00PM - 6:30PM	Break
6:30PM - 9:00PM	Game #4
9:00PM - 9:30PM	Awards



# ADEPTICON 2016

FANTASY BATTLES: THE 9<sup>TH</sup> AGE SINGLES TOURNAMENT

## SCENARIO I: WHY YOU?

\*\*\* READ THE ENTIRE SCENARIO BEFORE SETTING UP \*\*\*

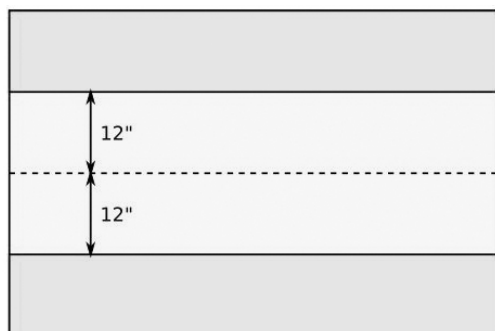
### OVERVIEW

You have caught the eye of the Chaos Gods. All four of them desire you to be their little pawn. You must find a way to play the Gods off each other while making your way to the Gateway of the Chaos Kingdom in order to end this little game.

### BATTLEFIELD

Before deployment, please check and verify that terrain pieces are in their correct spots using the map on the table card.

**Classic:** The Table is divided into two halves by the straight line through the centre of the board, parallel to the table's long edges. Deployment Zones are areas more than 12" away from this line.



### DEPLOYMENT

Follow the deployment phase sequence on pg.16 in the 9th Age Rules Book.

### WHO GOES FIRST

Both players must now roll a D6. The player that finished deploying first adds the "Undeployed Units Number" score to their dice roll.

- If the player who finished deploying first gets a higher result, they play first or second as was previously announced.
- If the score is a tie or the player who finished deploying second wins, they can now choose which player has the first turn.

### GAME LENGTH

The game will last 6 turns or until time is called. Do not start a new round if both players' turns cannot be completed before time expires.

### SCENARIO RULES

Choose one of the Chaos Gods in the center of this packet. You may only use each God's objectives once for the entire tournament.

### VICTORY CONDITIONS

Please use the chart to determine the number of Battle Points awarded based on the Victory Point difference.

Difference	Win	Loss
0-149	10	10
150-299	11	9
300-449	12	8
450-599	13	7
600-749	14	6
750-899	15	5
900-1049	16	4
1050-1199	17	3
1200-1349	18	2
1350-1499	19	1
1500+	20	0

**Example:** Player 1 earns 1787 VP, Player 2 earns 725 VP. The difference is 1062, so player 1 will earn 17 Battle Points while player 2 earns 3 Battle Points.

**Conceding:** If you concede the game, your opponent will receive the maximum allowed and all of the Objective Points. You will receive a zero for the game and you will not be awarded any Objective Points.

### BONUS OBJECTIVE POINTS

Complete the objectives associated with the God you have chosen for this round to earn Bonus Objective Points:

# of Objectives Completed	Bonus Points
1	1
2	3
3	5



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FANTASY BATTLES: THE 9<sup>TH</sup> AGE SINGLES TOURNAMENT

## SCENARIO 2: THE OLE SWITCHEROO

\*\*\* READ THE ENTIRE SCENARIO BEFORE SETTING UP \*\*\*

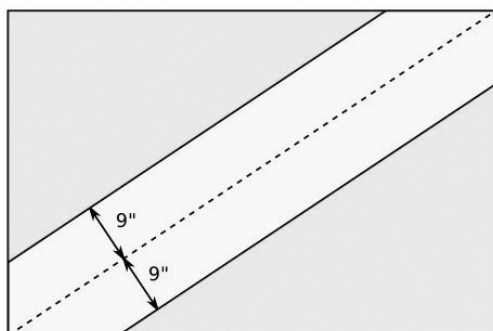
### OVERVIEW

The God you have chosen in Scenario 1 thinks you have pledge your undying loyalty to him. Time to make him think again as you switch allegiances by paying homage to a new deity.

### BATTLEFIELD

Before deployment, please check and verify that terrain pieces are in their correct spots using the map on the table card.

**Diagonal:** The Table is divided into two halves by a diagonal line across the table. Whoever gets to choose the Deployment Zone decides which diagonal to use. Deployment Zones are areas more than 9" away from this line.



### DEPLOYMENT

Follow the deployment phase sequence on pg.16 in the 9th Age Rules Book.

### WHO GOES FIRST

Both players must now roll a D6. The player that finished deploying first adds the "Undeployed Units Number" score to their dice roll.

- If the player who finished deploying first gets a higher result, they play first or second as was previously announced.
- If the score is a tie or the player who finished deploying second wins, they can now choose which player has the first turn.

### GAME LENGTH

The game will last 6 turns or until time is called. Do not start a new round if both players' turns cannot be completed before time expires.

### SCENARIO RULES

Choose one of the Chaos Gods in the center of this packet. You may only use each God's objectives once for the entire tournament.

### VICTORY CONDITIONS

Please use the chart to determine the number of Battle Points awarded based on the Victory Point difference.

Difference	Win	Loss
0-149	10	10
150-299	11	9
300-449	12	8
450-599	13	7
600-749	14	6
750-899	15	5
900-1049	16	4
1050-1199	17	3
1200-1349	18	2
1350-1499	19	1
1500+	20	0

**Example:** Player 1 earns 1787 VP, Player 2 earns 725 VP. The difference is 1062, so player 1 will earn 17 Battle Points while player 2 earns 3 Battle Points.

**Conceding:** If you concede the game, your opponent will receive the maximum allowed and all of the Objective Points. You will receive a zero for the game and you will not be awarded any Objective Points.

### BONUS OBJECTIVE POINTS

Complete the objectives associated with the God you have chosen for this round to earn Bonus Objective Points:

# of Objectives Completed	Bonus Points
1	1
2	3
3	5



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## SCENARIO 3: TIME FOR A SACRIFICE

\*\*\* READ THE ENTIRE SCENARIO BEFORE SETTING UP \*\*\*

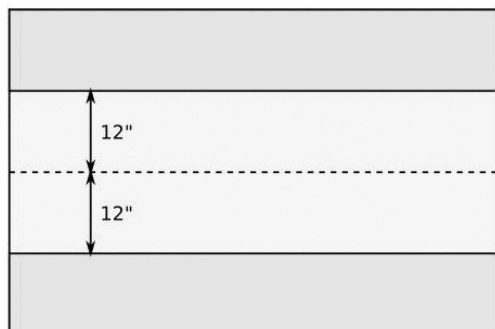
### OVERVIEW

Your 2nd deity choice doesn't quite believe in your offerings and has thrown you to the wolves. You must try to curry favor with one of the last two remaining gods in order to stay alive long enough to reach the Gateway. The 2nd deity is amassing an army to squash you. Quickly make preparations for the three ceremonial sacrifices necessary to appease a new God to assist you in the upcoming battle...

### BATTLEFIELD

Before deployment, please check and verify that terrain pieces are in their correct spots using the map on the table card.

**Classic:** The Table is divided into two halves by the straight line through the centre of the board, parallel to the table's long edges. Deployment Zones are areas more than 12" away from this line.



### DEPLOYMENT

Follow the deployment phase sequence on pg.16 in the 9th Age Rules Book.

### WHO GOES FIRST

Both players must now roll a D6. The player that finished deploying first adds the "Undeployed Units Number" score to their dice roll.

- If the player who finished deploying first gets a higher result, they play first or second as was previously announced.
- If the score is a tie or the player who finished deploying second wins, they can now choose which player has the first turn.

### GAME LENGTH

The game will last 6 turns or until time is called. Do not start a new round if both players' turns cannot be completed before time expires.

### SCENARIO RULES

Choose one of the Chaos Gods in the center of this packet. You may only use each God's objectives once for the entire tournament.

### VICTORY CONDITIONS

Please use the chart to determine the number of Battle Points awarded based on the Victory Point difference.

Difference	Win	Loss
0-149	10	10
150-299	11	9
300-449	12	8
450-599	13	7
600-749	14	6
750-899	15	5
900-1049	16	4
1050-1199	17	3
1200-1349	18	2
1350-1499	19	1
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**Example:** Player 1 earns 1787 VP, Player 2 earns 725 VP. The difference is 1062, so player 1 will earn 17 Battle Points while player 2 earns 3 Battle Points.

**Conceding:** If you concede the game, your opponent will receive the maximum allowed and all of the Objective Points. You will receive a zero for the game and you will not be awarded any Objective Points.

### BONUS OBJECTIVE POINTS

Complete the objectives associated with the God you have chosen for this round to earn Bonus Objective Points:

# of Objectives Completed	Bonus Points
1	1
2	3
3	5



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## SCENARIO 4: AT THE GATES OF HELL

\*\*\* READ THE ENTIRE SCENARIO BEFORE SETTING UP \*\*\*

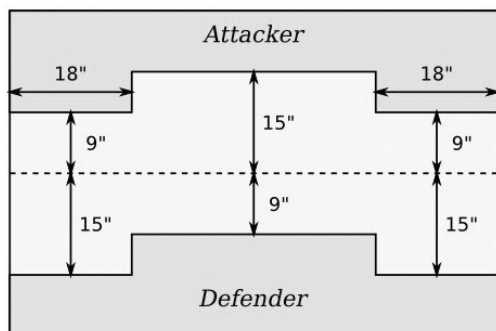
### OVERVIEW

Your army has made it to its final destination, the Gateway to the Chaos Kingdom. But the Gods have played one last trick on you as you must either defend the Gate on their behalf or destroy the army that they have laid out in front of you.

### BATTLEFIELD

Before deployment, please check and verify that terrain pieces are in their correct spots using the map on the table card.

**Flank Attack:** See page 14 of the Fantasy Battles: The 9<sup>th</sup> Age rulebook for detailed deployment instructions.



### DEPLOYMENT

Follow the deployment phase sequence on pg.16 in the 9th Age Rules Book.

### WHO GOES FIRST

Both players must now roll a D6. The player that finished deploying first adds the "Undeployed Units Number" score to their dice roll.

- If the player who finished deploying first gets a higher result, they play first or second as was previously announced.
- If the score is a tie or the player who finished deploying second wins, they can now choose which player has the first turn.

### GAME LENGTH

The game will last 6 turns or until time is called. Do not start a new round if both players' turns cannot be completed before time expires.

### SCENARIO RULES

**Gateway:** The Gateway marker shall be deployed in the "Defender" zone. The location should be 6" from the table edge and 24" from the side of the table.

### VICTORY CONDITIONS

Please use the chart to determine the number of Battle Points awarded based on the Victory Point difference.

Difference	Win	Loss
0-149	10	10
150-299	11	9
300-449	12	8
450-599	13	7
600-749	14	6
750-899	15	5
900-1049	16	4
1050-1199	17	3
1200-1349	18	2
1350-1499	19	1
1500+	20	0

**Conceding:** If you concede the game, your opponent will receive the maximum allowed and all of the Objective Points. You will receive a zero for the game and you will not be awarded any Objective Points.

### BONUS OBJECTIVE POINTS

Complete the objectives associated with the side you have chosen for this round to earn Bonus Objective Points:

# of Objectives Completed	Bonus Points
1	1
2	3
3	5

#### Bonus Points for the Attacker

- Have a "Scoring Unit" in the Defender's Deployment Zone at the conclusion of the game.
- Complete the first successful charge of the match.
- Have a "Scoring Unit" within 3" of the Gateway Marker at the conclusion of the game.

#### Bonus Points for the Defender

- Have none of your opponent's "Scoring Units" in your Deployment Zone at the conclusion of the game.
- Successfully defend the Gateway Marker at the conclusion of the game.
- Challenge or control one of your attacker's table quarters at the conclusion of the game.



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## THE OBJECTIVES OF THE GODS

Each God may only be chosen once throughout the tournament.

### GOD OF WRATH

- Kill an opposing character in close combat. This includes champions.
- Destroy your opponents Most Expensive Unit (When determining the most expensive unit, do not include characters or characters within a unit at the start of the game).
- Break your opponent's fortitude. The breaking point is three. Units that count as a scoring unit (pg 88) count as (1) fortitude point. BSB counts as (1) fortitude point. General of the army counts as (2) fortitude points.

**CHOSEN**

### GOD OF PESTILENCE

- Keep your deployment zone free of opposing units that generate scoring (pg 88).
- Keep your most expensive unit Alive till the end of the game . (Please see Wrath's reference when determining Most Expensive Unit.)
- Keep all your lords and heroes alive till the end of the game.

**CHOSEN**

### GOD OF LUST

- Capture more table quarters than your opponent with units that generate scoring (pg 88).
- Successfully perform the first charge of the game.
- Tally a round of Close Combat that would have resulted in your opponent auto-breaking. The unit has to start combat with a minimum of (2) ranks in order to qualify for this objective.

**CHOSEN**

### GOD OF CHANGE

- Destroy your opponent's least expensive unit through magic and/or shooting. If there are more than one unit at the same point cost, randomly determine a target.
- Use 4 or less dice when casting & dispelling for the entire game.
- Kill your opponent's general.

**CHOSEN**





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## RESULTS FOR SCENARIO 4: AT THE GATES OF HELL

YOUR NAME	YOUR ARMY	TABLE #

CIRCLE YOUR RESULT ON THE TABLE BELOW

DIFFERENCE	WIN	LOSS	DIFFERENCE	WIN	LOSS
0-149	10	10	750-899	15	5
150-299	11	9	900-1049	16	4
300-449	12	8	1050-1199	17	3
450-599	13	7	1200-1349	18	2
600-749	14	6	1350-1499	19	1
			1500+	20	0

Bonus Battle Points: (circle one)

0	1	2	3	4	5
---	---	---	---	---	---

TOTAL BATTLE POINTS:

Have your opponent double check your results above.

Have them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: \_\_\_\_\_ Army: \_\_\_\_\_

**\*\*\* STOP \*\*\***

Now, in private, rate your Opponent's Sportsmanship. Do **NOT** share these results with your opponent.

### SPORTSMANSHIP

Yes	No	Would you voluntarily play your opponent again? We repeat, the opponent not the list!
Yes	No	Did your opponent resolve rule disputes in an amicable manner?
Yes	No	Did your opponent measure accurately and play at a timely pace?
Yes	No	Was your opponent on time and prepared to play with all needed items?

If you responded **No** to any of the questions above, please state the reasoning for your answer:

### BEST SPORTSMANSHIP

Player's Name:

### RUNNER-UP

Player's Name:



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FANTASY BATTLES: THE 9<sup>TH</sup> AGE SINGLES TOURNAMENT

## RESULTS FOR SCENARIO 3: TIME FOR A SACRIFICE

YOUR NAME	YOUR ARMY	TABLE #

CIRCLE YOUR RESULT ON THE TABLE BELOW

DIFFERENCE	WIN	LOSS	DIFFERENCE	WIN	LOSS
0-149	10	10	750-899	15	5
150-299	11	9	900-1049	16	4
300-449	12	8	1050-1199	17	3
450-599	13	7	1200-1349	18	2
600-749	14	6	1350-1499	19	1
			1500+	20	0

Bonus Battle Points: (circle one)

0	1	2	3	4	5
---	---	---	---	---	---

TOTAL BATTLE POINTS:

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Yes	No	Did your opponent resolve rule disputes in an amicable manner?
Yes	No	Did your opponent measure accurately and play at a timely pace?
Yes	No	Was your opponent on time and prepared to play with all needed items?

If you responded **No** to any of the questions above, please state the reasoning for your answer:

Please turn in this sheet, with your opponent, at the judge's booth after the game.



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## RESULTS FOR SCENARIO 2: THE OLE SWITCHEROO

YOUR NAME	YOUR ARMY	TABLE #

CIRCLE YOUR RESULT ON THE TABLE BELOW

DIFFERENCE	WIN	LOSS	DIFFERENCE	WIN	LOSS
0-149	10	10	750-899	15	5
150-299	11	9	900-1049	16	4
300-449	12	8	1050-1199	17	3
450-599	13	7	1200-1349	18	2
600-749	14	6	1350-1499	19	1
			1500+	20	0

Bonus Battle Points: (circle one)

0	1	2	3	4	5
---	---	---	---	---	---

TOTAL BATTLE POINTS:

Have your opponent double check your results above.

Have them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: \_\_\_\_\_ Army: \_\_\_\_\_

**\*\*\* STOP \*\*\***

Now, in private, rate your Opponent's Sportsmanship. Do **NOT** share these results with your opponent.

SPORTSMANSHIP		
Yes	No	Would you voluntarily play your opponent again? We repeat, the opponent not the list!
Yes	No	Did your opponent resolve rule disputes in an amicable manner?
Yes	No	Did your opponent measure accurately and play at a timely pace?
Yes	No	Was your opponent on time and prepared to play with all needed items?

If you responded **No** to any of the questions above, please state the reasoning for your answer:

Please turn in this sheet, with your opponent, at the judge's booth after the game.



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## RESULTS FOR SCENARIO I: WHY YOU?

YOUR NAME	YOUR ARMY	TABLE #

CIRCLE YOUR RESULT ON THE TABLE BELOW

DIFFERENCE	WIN	LOSS	DIFFERENCE	WIN	LOSS
0-149	10	10	750-899	15	5
150-299	11	9	900-1049	16	4
300-449	12	8	1050-1199	17	3
450-599	13	7	1200-1349	18	2
600-749	14	6	1350-1499	19	1
			1500+	20	0

Bonus Battle Points: (circle one)

0	1	2	3	4	5
---	---	---	---	---	---

TOTAL BATTLE POINTS:

Have your opponent double check your results above.

Have them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: \_\_\_\_\_ Army: \_\_\_\_\_

\*\*\* STOP \*\*\*

Now, in private, rate your Opponent's Sportsmanship. Do **NOT** share these results with your opponent.

SPORTSMANSHIP		
Yes	No	Would you voluntarily play your opponent again? We repeat, the opponent not the list!
Yes	No	Did your opponent resolve rule disputes in an amicable manner?
Yes	No	Did your opponent measure accurately and play at a timely pace?
Yes	No	Was your opponent on time and prepared to play with all needed items?

If you responded **No** to any of the questions above, please state the reasoning for your answer:

Please turn in this sheet, with your opponent, at the judge's booth after the game.