



## Michigan GT 2017 Ninth Age Championship Rules/Scenario Pack

### Dates/Times:

Saturday, October 7th

9am – 10am : Registration  
10am – 12:45pm : Round 1  
12:45pm – 1:45pm : Lunch  
1:45pm – 4:30pm : Round 2  
4:45pm – 7:30pm : Round 3

Sunday, October 8<sup>th</sup>

10am – 12:45pm : Round 4  
12:45pm – 1:45pm : Lunch  
1:45pm – 4:30pm : Round 5

### General Information:

- In order to participate in the event, you **MUST** register and purchase event tickets as well as a General Admission badge through the webstore at [michiganagt.com](http://michiganagt.com). Players who arrive at the event without pre-purchased tickets and a badge cannot be guaranteed participation.
- The Michigan GT 2017 Ninth Age Championship is a 4500pt tournament, to be played using the v.1.3.4 version of the Ninth Age rulebook available at [the-ninth-age.com](http://the-ninth-age.com), and its associated armybooks.
- Players are to provide at least **six** copies of their army list. One for themselves, and one for each of their opponents. Players who provide a copy of their army list to [9thage@michiganagt.com](mailto:9thage@michiganagt.com) before the deadline of Saturday, September 23<sup>rd</sup> will receive 5 bonus points. Army lists that are found to be inaccurate will not receive the bonus points unless corrected by the deadline.

## **Paint Judging:**

Players will fill out the table below to allow them to self-judge their painting score in the interest of expediency. Each player is to assemble their armies for display following Round 1 and fill out their paint scoring sheet, placing it beside their army/display board. During the Lunch Break following Round 1, the Tournament Organizers will use your paint scoring sheet to assist in making accurate judgements on your appropriate paint score.

Your name: \_\_\_\_\_

Description	Paint Score Range	Your Score
Army contains one or more units with bare plastic/metal, unfinished.	0-5 points	
Army contains no bare models but models lack 3-color standard and/or basing.	6-10 points	
Army is fully painted to at least 3-color standard with flocked/painted basing. Contains some conversions and/or freehand.	11-15 points	
Army is fully painted to an impressive standard and contains advanced techniques (complex conversions, freehand, etc.)	16-20 points	

If your army contains conversions, freehand, or other appearance-related qualities that you would like the judges to pay special attention to, please list them below:

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## **Tournament Scoring:**

Tournament scores will be totaled from the following:

- **Battle Points** from Game Rounds (0-20 points per round)
- **Sportsmanship** (up to 3 points per round or 15 total, plus up to 10 additional points from Favorite Opponent votes)
- **Painting Scores** (20 points possible)
- **Bonus Points** (5 points possible by turning in an accurate army list by Saturday, September 23<sup>rd</sup>)

**Total Possible Points: 150**

## Awards:

- **Supreme Commander** (Best Overall): Battle Points + Paint Score + Sportsmanship
- **Master of the Armory** (Best Appearance): Paint Score
- **Force Champion** (Best of Good, Neutral, Evil): Battle Points + Paint Score + Sportsmanship
- **Battle Master** (Best General): Battle Points
- **Best Sportsmanship**: Sportsmanship

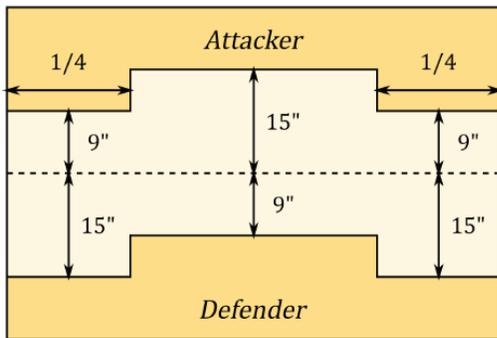
## Scenarios:

### **Round 1:** Meat's Back on the Menu, Boys!

*After weeks of marching through the fetid swamps of Lan-Tsing, rest has been a rare commodity and a good meal even rarer. You lead your forces into a clearing where a rival army has hastily assembled to meet you. Your men will eat good tonight, but you may not want to tell them where the meat came from.*

**Deployment:** Encircle

**Objective:** Capture the Flags



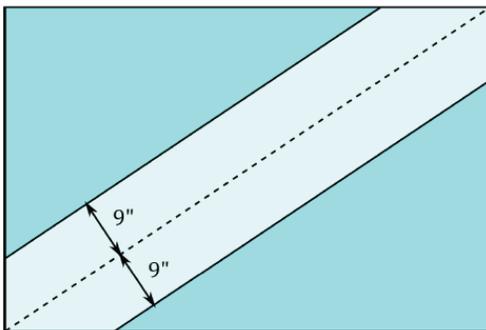
*Valuable targets must be annihilated. After moving Vanguards, before determining who has the first Player Turn, both players take turns in openly choosing three enemy units with Scoring, or will choose all units with Scoring if there are fewer than four in the army. The player that finished deploying first chooses a unit with Scoring first. Units with Scoring not currently on the table (such as Ambushing units) may still be chosen.*

### **Round 2:** Imagine a King Who Fights His Own Battles

*A series of pyrrhic battles has left the morale of your troops wavering. Soldiers are whispering and rumors of a revolt have made their way to your tent, along with a missive from an enemy general challenging you to battle. Plant your flag at the crest of the hill, and give your men a victory that will restore their faith in your leadership.*

**Deployment:** Refused Flank

**Objective:** Hold the Ground



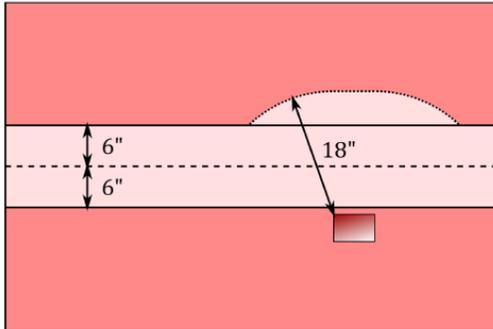
*Secure and hold the Battlefield center. Place a marker to show the center of the Board if needed.*

*If there is not a Hill terrain piece in the center of your table when you arrive there, please place one there and rearrange terrain as necessary. If you require assistance, call over a TO.*

### Round 3: It Belongs in a Museum!

*Though the terrain is unforgiving and the conditions inhospitable, the ruins of Lan-Tsing are said to hold unimaginable treasures that would fetch a man's fortune many times over. Finding the artifacts may be as simple as stumbling over them in the mud, but yours are not the only eyes looking around for them.*

**Deployment:** Counterthrust



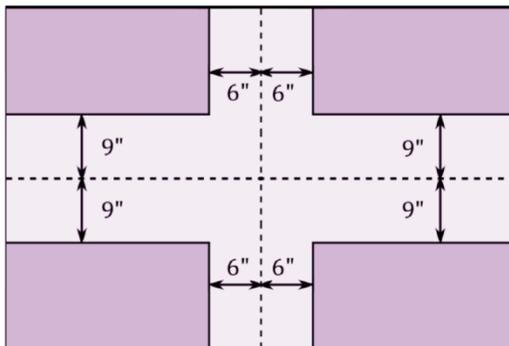
**Objective:** Secure Target

*Critical resources must not fall into enemy hands. After determining Deployment Zones, both players place one marker on the Battlefield, starting with the player that picked Deployment Zone. Each player must place the marker more than 12" away from their Deployment Zone and 24" away from the other marker.*

### Round 4: Don't Go Into the Long Grass!

*The jungles open up into a massive field of wavy long grass that doubtlessly holds unknown dangers. Rather than risk the lives of your troops (and yourself) you decide to split your forces in order to meet together on the other side. The opposing army you find there clearly had similar ideas. An enormous bone tablet etched with a strange Triple V symbol in gilded text sits between you, ready for the taking.*

**Deployment:** Split Battleline



**Objective:** Hold the Ground

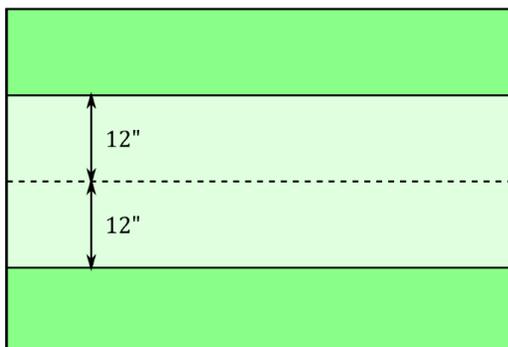
*Secure and hold the Battlefield center. Place a marker to show the center of the Board if needed.*

**Special Scenario Rules:** Field terrain pieces count as Dangerous Terrain (1) for Infantry models.

### Round 5: No Retreat, No Surrender

*The final battle of your campaign, you are eager to begin your journey home. Only one general stands between you and the victory you have fought so hard to claim. Demolish their forces and lay waste to their camps such that they may never seek to challenge you again.*

**Deployment:** Frontline Clash



**Objective:** Breakthrough

*Invade the enemy territory. Keep track of the Deployment Zones.*