



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

### Dates/Times:

Friday, October 6th

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1pm – 2pm : Registration  
2pm – 3:30pm : Round 1  
3:30pm – 4:30pm : Break  
4:30pm – 6pm : Round 2  
6:15pm – 7:45pm : Round 3

### 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 [michigan-gt.com](http://michigan-gt.com). Players who arrive at the event without pre-purchased tickets and a badge cannot be guaranteed participation.
- The Michigan GT 2017 Ninth Age Warbands event is a 2250pt 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 **four** 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@michigan-gt.com](mailto:9thage@michigan-gt.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.	0-4 points	
Army contains no bare models but models lack 3-color standard and/or basing.	5-8 points	
Army is fully painted to at least 3-color standard with flocked/painted basing. Contains some conversions and/or freehand.	9-12 points	
Army is fully painted to an impressive standard and contains advanced techniques (complex conversions, freehand, etc.)	13-16 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 9 total, plus up to 3 additional points from Favorite Opponent votes)
- **Painting Scores** (16 points possible)
- **Bonus Points** (4 points possible by turning in an accurate army list by Saturday, September 23<sup>rd</sup>)

**Total Possible Points: 92**

## Awards:

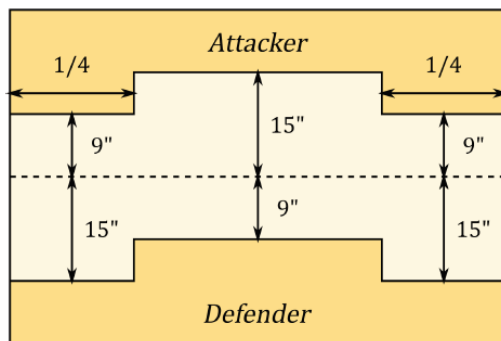
- **Supreme Commander** (Best Overall): Battle Points + Paint Score + Sportsmanship
- **Master of the Armory** (Best Appearance): Paint Score
- **Battle Master** (Best General): Battle Points
- **Best Sportsmanship**: Sportsmanship

## Scenarios:

### **Round 1:** Journey to the Lost City of Keaton

*Said to be the capital of a once-great civilization lost to the encroaching swamps, relics of a bygone age still persist and adventurers often return with great stockpiles of treasure. If they return, that is. Rumors spread of a tribe of identical-looking guardians who protect the lands from intruders. As an opposing army approaches, you are clearly not the only one who has heard of Keaton's riches.*

#### **Deployment:** Encircle



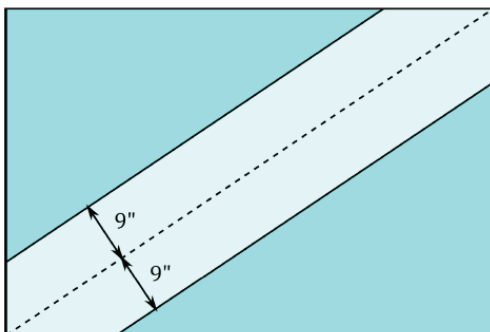
#### **Objective:** Secure Target

*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 2:** Tangerine Dreams

*Your wagons now laden with Keaton's treasures, you decide to see what the other legends of this land have in store. A local innkeep retells a story of a magnificent tree, bearing fruit that grant supernatural power unlike anything mortal man is capable of. Upon discovery of the grove where this tree is said to stand, you find enemies waiting to take its power for themselves.*

#### **Deployment:** Refused Flank



#### **Objective:** Hold the Ground

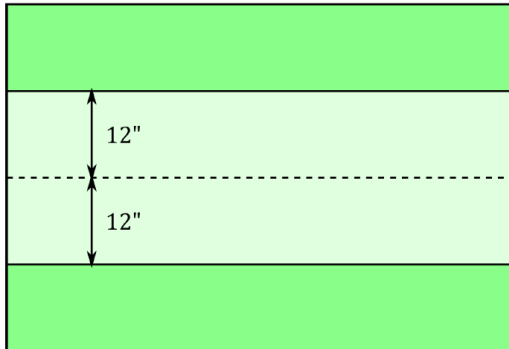
*Secure and hold the Battlefield center. Place a marker to show the center of the Board if needed.*

*If there is not a Forest 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: 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.*