

BUCKEYE BATTLES

2017 Buckeye Battles 9th Age Team Tournament

Model Rules

- All of your models must clearly represent the unit. Please no cat food or soup can units.
- You may use miniatures from any company as long as they justifiably represent the unit.
- Please explain any odd conversions and such to your opponent's or clearly label them.
- Unit fillers are permitted as long as they match the look and feel of the unit.
- While there is a paint score, unpainted models will be allowed but will be used for paint judging purposes.
- Any extra models that can be added during the game will be scored for paint along with the rest of your army.

The Basics

The cutoff date for the version of 9th Age rule book, Paths of Magic and Army books will be June 30th, 2017. Any updated rules after that date will not be used.

Currently, each team must construct two 2,000 point contingents using the army construction rules provided below. You must use these versions of the army books from one of the following:

- Beast Herds – v1.3.4
- Daemon Legions – v1.3.4
- Dread Elves -v1.3.4
- Dwarven Holds -v1.3.4
- Empire of Sonnstahl -v1.3.4
- Highborn Elves -v1.3.4
- Infernal Dwarves -v1.3.4
- Kingdom of Equitaine -v1.3.4
- Ogre Khans -v1.3.4
- Orcs and Goblins -v1.3.4
- Saurian Ancients -v1.3.4
- Sylvan Elves -v1.3.4
- The Vermin Swarm -v1.3.4
- Undying Dynasties -v1.3.4
- Vampire Covenant -v1.3.4
- Warriors of the Dark Gods -v1.3.4

Rerolls

When you purchase at least 5 raffle tickets for any Buckeye Battles Raffle prizes you will receive three “Reroll Tickets.” These tickets may only be used during the Friday Team event. EACH player may use ONE ticket per ROUND to reroll ONE dice for any reason. Remember you may not reroll a reroll. Thus, you can reroll a misfire, a single dice from a handful of missed attacks, one half of a Ld roll! One die for ANY reason.

Army Rules

- We will be using version v1.3.4 rules, guidelines, and restrictions found in the 9th Age rule book and the v1.3.4 Paths of Magic.
- Present your army list to your opponent prior to the game.
- Sylvan Elves are allowed their free forests, however they must be of the appropriate size as described in their Army Book, and complete with trees (no pieces of paper). It will also be scored for paint.
- Each contingent must separately satisfy the rules for Building Your Army as stated in the Fantasy Battles: 9th Age Rules on pg. 14-16. Please use the “Warbands Composition” on pg. 17 when creating your Army list.
- Each contingent must field two **DIFFERENT** armies! I.E. – No Dwarf and Dwarf teams, etc.
- All 0-X Units per Army, 0-X Choice per Army and 0-X Models per Army are halved for Warbands, rounding fractions up.
- Each Team will be considered a single Army for spell generation purposes. Please follow the guidelines as stated in the Fantasy Battles: 9th Age Rules Book. If your army contains Wizards, the Path that each wizard chooses **MUST** be declared in their army list. A Wizard equipped with the Arcane Item, Essence of a Free Mind must indicate which two Paths are chosen on their army list.
- Each Team will be considered a single army for magic items as described in the Fantasy Battles: 9th Age Rules Book. In addition, a **TEAM** may have only **ONE**: Crown of Scorn, Dispel Scroll, Obsidian Horn, Seventh Seal, Aether Loathstone, or Rune of Denial. (or any similar item)
- If your Army contains a Crown of Scorn, Obsidian Horn, or a, Aether Loathstone then neither contingent may cast Spells (including Bound Spells) nor can any models carry Arcane Items.
- Players may not purchase Battle Standard Bearers.

Special Rules for Alliances

Armies have been divided into the following factions:

- **Good Armies**: Dwarven Holds, Empire of Sonnstahl, Highborn Elves, Kingdom of Equitaine, Saurian Ancients
- **Evil Armies**: Daemon Legions, Dread Elves, Infernal Dwarves, Vampire Covenant, Warriors of the Dark Gods
- **Neutral Armies**: Beast Herds, Ogre Khans, Orcs and Goblins, Sylvan Elves, Undying Dynasties, Vermin Swarm

Trusted Alliances

(Teams that are Good/Good, Evil/Evil and Neutral/Neutral)

- You may use your Teammate's General's "Inspiring Presence" special rule as "Hold Your Ground" instead.
- Your Teammate's units are considered friendly units and can be targeted by Augment spells and buffs. They may not be targets of Hex's, or damage spells ect.
- Power/Dispel Dice may be shared and divided between the two as the Team see fit.
- Allies may make dispel attempts for each other's units.
- Units controlled by your Teammate can cause Panic in your units, if conditions are met.
- Your Characters **MAY** join your Teammate's units.

Cautious Alliances

(Teams that are Good/Neutral and Evil/Neutral)

- You may use your Teammate's General's "Inspiring Presence" special rule as "Hold Your Ground" instead.
- Your Teammate's units are considered friendly units and can be targeted by Augment spells and buffs. They may not be targets of Hex's, or damage spells ect.
- Power/Dispel Dice may be shared and divided between the two as the Team see fit.
- Allies may make dispel attempts for each other's units
- Units controlled by your Teammate can cause Panic in your units, if conditions are met.
- Your Characters may **NOT** join your Teammate's units.

Fragile Alliances

(Teams that are Good/Evil)

- You may **NOT** use your Teammate's General's "Inspiring Presence" special rule as "Hold Your Ground" instead.
- Your Teammate's units are **NOT** considered friendly units and **MAY NOT** be targeted by Augment spells and buffs.
- Power/Dispel dice **MUST BE** divided evenly as possible between Teammates. The Team must roll off for the extra dice.
- Allies may **NOT** make dispel attempts for each other's units.
- Units controlled by your Teammate do **NOT** cause Panic in your units.
- Your Characters may **NOT** join your Teammate's units.

List Submission

Please submit all lists to chandlergriz@gmail.com. Lists submitted on or before June 20 will receive 10 bonus points per team. Lists submitted on or before July 1 will receive 5 bonus points per team. Lists after July 1 will not receive bonus points. Please submit **BOTH** player's lists in the same email with your team name and player's names and your team name as the subject line. Please place your name on your list when submitting. If any of this information is missing the list will be sent back for corrections. Once the list is submitted it can **NOT BE** changed. Lists submitted on or before July 1 will receive 5 bonus points. Lists submitted on or before June 20 will receive 10 bonus points.

Required Gear

- 9th Age Rule book: Hardcover, Print Out or Digital
- Your respective Army Book: Hardcover, Print Out or Digital
- **5 PRINTED** copies of your list. One for your opponents at the beginning of the game, one for yourself, and one to turn in during registration.

Scoring

- There are 110 points available divided into 3 categories.

Battle: 60 points

- Buckeye Battles will be using the 17-3 scale when determining victory points. Please refer to the Scoring and Victory Points section on pg. 86 in the 9th Age Rules Book when tallying results. Once victory points have been tallied, use the chart below:

Victory Points Difference	Battle Points Winner - Loser	
0 – 200	10	10
201-400	11	9
401-800	12	8
801-1200	13	7
1201-1600	14	6
1601-2000	15	5
2001-2800	16	4
2801+	17	3
Winning Secondary Objective	+3	-3

- There will be one Secondary Objective per game. The team that secures the Secondary Objective gains 3 additional Battle Points to their total score. The loser of the Secondary Objective subtracts 3 Battle Points from their total score. If there is a tie, neither team earns nor loses the bonus points.

Sportsmanship: 15 points

At the end of each game, you will be asked to complete a sportsmanship questionnaire up to 5 points per round. 3pts will be based on yes/no questions. 2pts will be based on your general impression.

At the end of the tournament you will also be asked to vote for the ‘Favorite Opponent’ amongst those teams you’ve played during the tournament. Keep track of which team you played on the sheet provided in the event pack. **As a team you may assign one Favorite Opponent vote to one team that you played, or your team may choose not to assign any votes at all.**

The favorite opponent vote will add to the Best Sportsmanship Award.
(1 vote = 1 point, 2 votes = 3 points and 3 votes = 5 points)

Painting: 25 points

Fully painted armies are strongly encouraged. To meet this goal we are awarding fully painted armies points for the effort to have a coherently painted army that looks like it belongs together.

Nothing or partially painted: 0 points

Fully painted, not cohesive or “finished”: 10-19 points

Fully painted, coherent and well done! 20 points

WOW 20-25 points

Please leave armies out for display after Round 1 during lunch for paint scoring.

Rules 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. Decisions from a Rule Judge will be quick and considered final.

Awards:

- **1st Place Overall**
- **Best Generals (Highest Battle Points and Objective Points with VP as tiebreaker)**
- **Best Sportsmanship**
- **Desecrators (goes to the team with the highest score for the scenario in Round 1)**
- **Conquerors (goes to the team with the highest score for the scenario in Round 2)**
- **Infiltrators (goes to the team with the highest score for the scenario in Round 3)**

Schedule

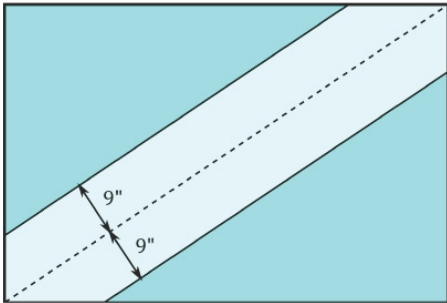
Time	
9:00am-9:45am	Check-in
10:00am-12:45pm	Round 1
12:45pm-1:30pm	Lunch – Leave Armies out
1:30pm-4:15pm	Round 2
4:15pm-4:30pm	Break / Data Entry
4:30pm-7:15pm	Game 3
7:30pm	Final scoring and Awards

Scenario 1: Desecration

The Battlefield: Before determining table sides, please make sure all terrain is distributed evenly and terrain hasn't been shifted too much by display boards and such. If it is determined that terrain needs adjusted, work out how to move the terrain piece in an orderly fashion (such as scattering). If a process cannot be determined, please contact an organizer.

Deployment: Refused Flank (As described on page 21 of the 9th Age Rule Book.)

3-4: Refused Flank



The Table is divided into 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.

Secondary Objective: Capture the Flags (As described on page 22 of the 9th Age Rule Book.)

After moving Vanguards, before determining who has the first Player Turn, both teams take turns in openly choosing three enemy units with Scoring, or will choose all units with Scoring if there are fewer than four in their combined army. The team 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.

NOTE: Teams must select at least one unit with Scoring from each opposing player if possible. If for such a reason a player on the opposing team does not have any scoring units, then the selecting team only selects two units with Scoring.

The team that has the highest number of its chosen Scoring Units still alive at the end of the game wins this Secondary Objective.

Who Goes First: Follow the normal rules for first turn on page 24 in the 9th Age Rule Book.

Game Length: The game will last 6 full turns or until time is called. Do not start a new round if both teams cannot finish their turns before time expires.

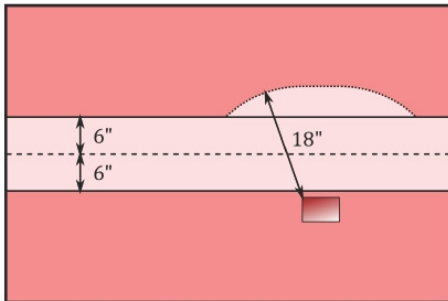
Scenario 2: Conquest

The Battlefield: Before determining table sides, please make sure all terrain is distributed evenly and terrain hasn't been shifted too much by display boards and such. If it is determined that terrain needs adjusted, work out how to move the terrain piece in an orderly fashion (such as scattering). If a process cannot be determined, please contact an organizer.

Also, please make sure that ONE hill is dead center of the battlefield. This hill will be used as the objective for the Secondary Objective during this scenario.

Deployment: Counterthrust (As described on page 21 of the 9th Age Rule Book.)

6: Counterthrust



The Table is divided into halves by a straight line through the centre of the board, parallel to the table's long edges. Deployment Zones are areas more than 6" away from this line. No unit can be deployed within 18" of an enemy unit (excluding special deployment such as Scouts).

Players must deploy only a single unit on their deployment turn (all characters and all war machines still count as a single deployed unit).

Additional Deployment Rules: Whenever possible teammates must alternate deployment of units. Example: Players A and B are on a team vs C and D. Deployment would need to go A,B,C,D,A,B,C,D as long as those players still have models to deploy.

Secondary Objective: Hold the Ground (As described on page 22 of the 9th Age Rule Book.)

The Hill terrain feature in the center of the battlefield will be this Objective.

The team with the most Scoring units with the majority of its remaining models clearly on the Hill at the end of the game wins this Secondary Objective.

Who Goes First: Teams will roll off to determine who takes the first turn. The winner of the roll may choose who goes first.

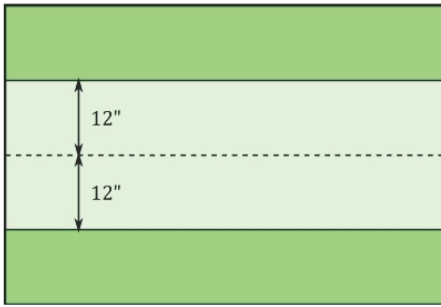
Game Length: The game will last 6 full turns or until time is called. Do not start a new round if both teams cannot finish their turns before time expires.

Scenario 3: Infiltration

The Battlefield: Before determining table sides, please make sure all terrain is distributed evenly and terrain hasn't been shifted too much by display boards and such. If it is determined that terrain needs adjusted, work out how to move the terrain piece in an orderly fashion (such as scattering). If a process cannot be determine, please contact an organizer.

Deployment: Frontline Clash (As described on page 21 of the 9th Age Rule Book.)

1-2: Frontline Clash



The Table is divided into halves by a 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.

Additional Deployment Rules: This will be a "Blind Deployment" style scenario. The battlefield will have a divider along the centerline. Players may only "peek" to the other side of the divider before choosing table sides. Once table sides have been chosen, players may NOT peek over the divider and must deploy all units in completion. Once both teams have announced they have completed deploying non-Scout and non-Ambushing units, remove the divider and place it in a nearby aisle for collection. Scouting units are deployed after the divider has been raised. Ambushing units may be held in reserve as normal.

Secondary Objective: Breakthrough (As described on page 22 of the 9th Age Rule Book.)

The team with the most Scoring Units within their opponent's Deployment Zone at the end of the game wins this Secondary Objective.

Who Goes First: Teams will roll off to determine who takes the first turn. The team that did not choose table sides adds +1 to their roll. The winner of the roll may choose who goes first.

Game Length: The game will last 6 full turns or until time is called. Do not start a new round if both teams cannot finish their turns before time expires.