



Grotscon 9th Age – Singles Tournament

We are happy to present, we are now hosting Grotscon inside the Black Knight Inn so we can enjoy both drinks and games all in the same venue!

Black Knight Inn

<http://www.blackknightinn.ca/>

2929 50 Ave

Red Deer, AB T4R 1H1

(403) 343-6666

Hotel blocks are available under the group name "Grotscon"

\$115.00 Single or Double occupancy

Please watch for updates on our Facebook page and website for room blocks and details!

Tickets can be purchased on the Grotscon homepage, <https://www.grotscon.com/tickets2> make sure to sign up early to claim your spot!

Key Tournament Information

What You Need to Bring:

- ☐ Your Army
- ☐ At least one copy of your Army List
- ☐ This Player's Pack
- ☐ 9th Age Rulebook (Version 1.0)
- ☐ Your 9th Age Armybook (Version 1.0)
- ☐ Pen and Paper
- ☐ Tape Measure, Dice and Templates
- ☐ Calculator
- ☐ Blu-tack/Glue for emergency repairs



General Format:

- ☐ Grotscon 2018 will be run using the 9th Age Fantasy ruleset
- ☐ Weapons, armour options and upgrades chosen from the army list must be shown on the majority of the models in a unit. If you have any doubts please ask the Umpire well ahead of time.
- ☐ Proxies are allowed and encouraged, but they must be clearly identifiable as what they are meant to represent and the "rule of cool" will be strictly enforced. Please clear any intended use of proxies through the Umpire well in advance.
- ☐ Scenarios for each game will be set with variable secondary objectives.

Army Composition Rules:

Grotscon 2018 will use the 9th Age composition rules. The current ruleset is Beta 2.02, and we shall be using any updates to individual books released prior to 7 days before the event.

The current ruleset and armybooks can be found at: <https://www.the-ninth-age.com/index.php?beta-page/&s=408a13123f3d1c2dc381305c3fa0b450f14110d5>

Army Lists Players are required to send their army lists to the umpire, Phil Harlos, (pharlos1@gmail.com) no later than **Saturday April 25th**. Late lists will incur a 5 tournament point penalty. There will be no penalties for mistakes in lists and I encourage you to get lists in early so I can ensure they comply with the 9th Age version Beta 2.02.

Armies will be constructed to (or under) 4500 Points, using the most current release of Faqs or Erratas.



Timeline:

Saturday May 5th:

0800-0830: Registration and Talking Smack

0830-1130: Round One

1200-1500: Round Two

1515-1815: Round Three

Sunday May 6th:

0830-1130: Round Four

1130-1200: Beauty Pageant

1230-1530: Round Five

1530-1600: Pack away and prize giving.

Scenario 1

Your armies have force marched through terrible weather and fog all night to defend your borders. You arrive on the field of battle and array your forces, but you have not seen the rumored enemy invaders. As dawn breaks and the fog lifts, you see the enemy spread across the horizon.

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.)

Additional Deployment Rules: This will be a "Blind Deployment" style scenario. The battlefield will have a divider along the centerline. Players may look at both sides of the divider before choosing table sides. Once table sides have been chosen, players may NOT look over the divider and must deploy all units in completion. Once both players 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: **King of the Hill** (As described on page 22 of the 9th Age Rule Book.)

Who Goes First: Players will roll off to determine who takes the first turn. The player 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.



Scenario 2

After clashing at the border, your forces are now involved in a dance macabre as each tries to out maneuver the other. Perhaps if you could manage to break through their lines, you could break their spirit and defeat them once and for all.

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

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: 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 3

The enemy has much more resolve than anticipated. Their morale seems to rely on a few key regiments. You have been tasked to annihilate these troops, while protecting yours.

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

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

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 4

What is needed is a successful raid on the enemy supplies, while protecting your own. Success should send them from the battle with their supply lines cut after 4 epic battles. Don't forget to protect your supplies or you may be the one fleeing!

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

Secondary Objective: **Secure Target** (As described on page 23 of the 9th Age Rule Book.)

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 5

Enough is enough! If you fail to vanquish the enemy, not only is your realm at risk, but your command and your very life. This is it, you must defeat the foe using all you have learned over the weekend's battles.

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 20 of the 9th Age Rule Book.)

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

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.