

9th Age: Fantasy Battles



The Legends of 9th Age:

Over the past decades, heroes and villains alike have risen - or re-emerged - across every major faction vying for supremacy in the Mortal World. I have patiently gathered information on no fewer than thirty-three of these extraordinary individuals, in the hope of illuminating their origins, their strengths, and the weaknesses that may yet be exploited. Whether tactical innovators or fierce warriors, whether mortal, undead, or supernal, none should be underestimated. Some will appear only as a threat upon the battlefield whereas others may seek your employ. The investment you have made in funding this research will undoubtedly bear rich fruit.

Bring out your legendary characters; the Ninth Age Australia Shield will be awarded to the player with the most legendary of characters and voted upon during lunch on Day Two.

Day 1 - Admin	9:00-9:30
Game 1	9:30 -12:30
Lunch	12:30-13:00
Game 2	13:00-16:00
Day 2 - Admin	9:00-9:30
Game 3	9:30 -12:30
Lunch	12:30-13:00
Game 4	13:00-16:00

Formalities:

1. Four Games at 3500 points with the latest 3rd Ed rules. 3 hour rounds.
2. Tickets available for \$40 here:
<https://www.sutherlandshiregamers.org/shirecon/shirecon-tournaments/>
3. One day sign up can be arranged by teaming up with another player.
4. New Recruit link:
<https://www.newrecruit.eu/app/tournydetails/details?id=698da34f62449e7241ea305d>
5. **Lists due: Friday 1st May**

THE DRAW will be announced online before the event on the PTW Page. The first round draw will be random. First round grudges are allowed. Subsequent rounds will be swiss pairings as usual.

PAINTING REQUIREMENTS

We encourage painted and based armies to help promote the game. Legendary characters are strongly encouraged, even if not included in the army list.

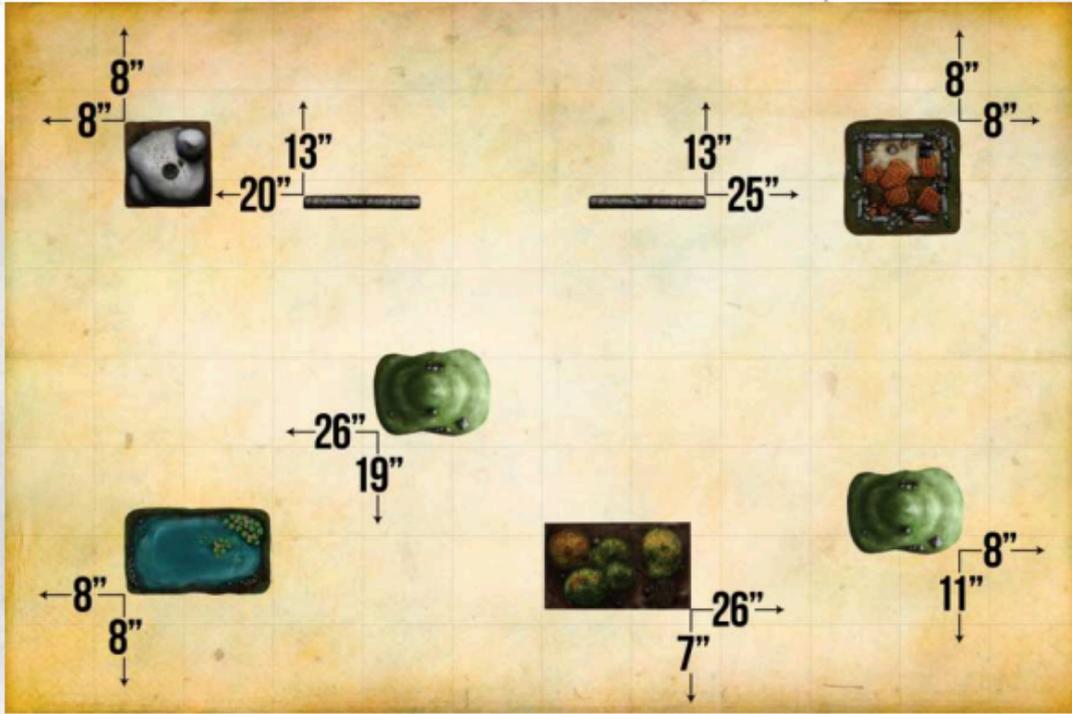
SPORTSMANSHIP AND CONDUCT

We pride ourselves on fun and gentlemanly play. With 3 hours we expect 5 rounds minimum outside of extenuating circumstances. Discuss gaming expectations with opponents (e.g. when dice are cocked, agreeing on angles and distances beforehand where possible) and keep consistent during the game. If you have any problems please speak honestly with your opponent and then speak to the TO.

<https://community.the-ninth-age.com/wcf/file-download/65151/>

Round 1	Deployment: Frontline Clash Primary Objectives: Breakthrough Map: 9.D Kegiz Gavem Highlands
Round 2	Deployment: Refused Flank Primary Objectives: Divide and Conquer Map: 9.F Mountains of Gold
Round 3	Deployment: Assault at First Light Primary Objectives: Hold the Centre Map: 8.D Bog of Beasts
Round 4	Deployment: Encircle Primary Objectives: Skull of Harald Redstub Map: 8.E The Maidens

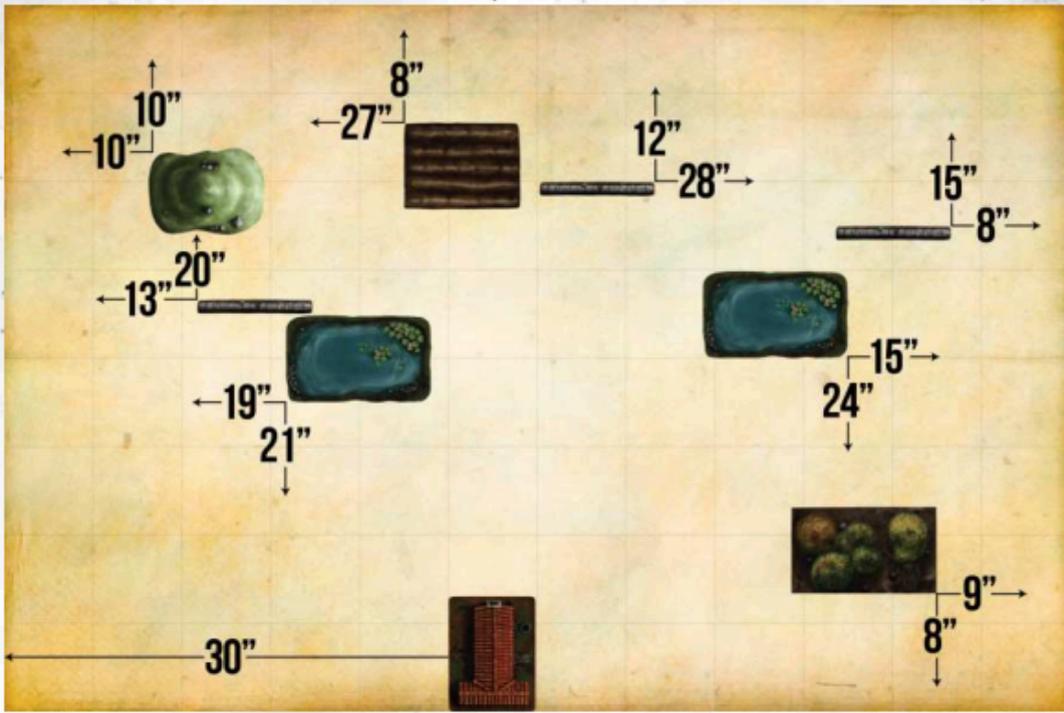
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