An artistic illustration of three ninjas in black traditional attire, arranged in a circular composition. The ninja at the top right is in a dynamic pose, holding a sword. The ninja on the left is also in a dynamic pose, holding a sword. The ninja at the bottom is looking directly at the viewer. The background is a dark, textured grey.

Bristol Ninjas Present...

The Art of War III!

15/16<sup>th</sup> Feb 2020

Bristol Independent Gaming



## **Welcome!**

The Bristol Ninjas are proud to present the inaugural 'The Art of War' Ninth Age Tournament!

## **Sponsors**

First off, an honourable mention to our Sponsors (click the image to visit their webpage);

### **Bristol Independent Gaming**



Bristol's Premier Gaming Centre, for all your table top needs!

### **Proxy Table Gaming**



For Battle Reports, Hobby stuff and all things T9A!!!

## **Tournament Format**

The event will be 4500pts and will run 9th Age 2.0, with no comp. Terrain for the top 10 tables will be set up by the TO's. On all tables below 10, the terrain must be set up in a mutual agreeable manner. The deployment type and secondary scenario to be played will be done on a round by round basis, and covered in the player pack.



## **Round Timings**

### **Saturday 15th Feb**

09:00 – 09:45 - Registration opens  
09:45 – 10:00 - Welcome and  
10:00 – 12:45 - Game 1  
12:45 – 13:45 - Lunch  
13:45 – 16:30 - Game 2  
16:30 – 16:45 - Break  
16:45 – 19:30 - Game 3

### **Sunday 16th Feb**

09:30 - Doors Open  
10:00 – 12:45 - Game 1  
12:45 – 13:45 - Lunch & Best Painted  
Votes  
13:45 – 16:30 - Game 2  
16:45 – 17:15 - Awards

The first round is drawn at random, however grudges are allowed! After this we will be using a modified version of the Swiss Chess system. You must not play the same player twice, if you are drawn against someone who you've already played then let the tournament organisers know and they'll swap you with a player on the next table. You will not have to play a club member for the first 2 games of the event.

## **Essential Information**

System: [9th Age](#), V2.0. 4500 Points, games x 5.

Dates: Sat 15th - Sun 16th Feb 2020

Where: Bristol Independent Gaming, 16 Clothier Rd, Bristol BS4 5PS.

Click [HERE](#) for a map.

Venue Website: [bristolindependentgaming.co.uk](http://bristolindependentgaming.co.uk)

Size: 60-80 Players

Contact: [Bristol Ninjas@outlook.com](mailto:BristolNinjas@outlook.com)

Event Organisers: Callum Mellis & Shane Sheppard

Parking: There is plenty of parking on site and along the neighbouring roads.



## **Tickets**

Tickets for the event are costed at £28.00, and this covers entry and prize support. We do not aim to make any money from this event – the plan is to put all the proceeds back in to the event in the form of prizes and awards.

Tickets are purchased via paypal. Due to Paypal fees tickets purchased through Paypal as a 'good or service' will be £28.00. Alternatively, you are welcome to send it as a Gift in which case you can pay £28.00 but please make sure you accept the charge. The PayPal address to use is [Bristol Ninjas@outlook.com](mailto:Bristol_Ninjas@outlook.com).

There is also a 'soft' deadline for payments. After the 20<sup>st</sup> of January, we will start swapping unpaid entrants out for paid reserves. Unfortunately, the venue require full payment for the 80 as they have had to close for the weekend (we filled it up)!

## **Things You Need to Remember**

- Accommodation!
- Your painted army (fully painted of course)!
- The New 2.0 9th Age rule book and any relevant Army Books and FAQ's. The version in use will be 2.0.
- Dice, tape measures and any templates you require.
- Movement Trays.
- Super glue for repairs.
- Your Ninja Costume.
- Beer money!

## **Food**

There will be NO food provided. However, there is a McDonalds, Domino's, Subway, Co-Op and a Lidl within a few minutes' walk of the venue. Some drinks and snacks will be available on sale at the venue. It is actively encouraged to bring your own alcoholic drinks.



## **Painting**

We are aware that the release of 2.0 may dramatically change the make-up of some people's armies, requiring new purchases which of course need to be painted. With this in mind, whilst there will be a three-colour minimum rule in force (armies need to be painted with a minimum of 3 colours and bases need to be painted and textured), rather than deducting TP's from those who breach this, there will be a bonus of 10 TP's available to players who meet the following criteria;

- The army is painted to a minimum of three colours – 7 TP
- The army is based appropriately (painted and textured) – 2 TP
- Is the army – 1 TP

## **List Submission**

This must be in the body text of an email to [Bristol Ninjas@outlook.com](mailto:Bristol_Ninjas@outlook.com) by **1<sup>st</sup> February** to allow checking and the draw to happen the following week.

## **Submission format**

Please entitle the email with your name and Club (if relevant).

The same information, along with the faction and list will then need to be entered into the body of the email in the following format;

**[name], [full army name]**

[lord name] [on mount]: [general], [magic level], [lore], [item1], [item2], [magic item1], [magic item2] [cost]

[lord name] [on mount]: [magic level], [lore], [item1], [item2], [magic item1], [magic item 2] [cost]



[hero name] [on mount]: [BSB], [magic level], [lore], [item1], [item2], [magic item1], [magic item 2] [cost]

[hero name] [on mount]: [magic level], [lore], [item1], [item2], [magic item1], [magic item 2] [cost]

[number of units x] [number of models] [core unit name]: [FCG], [option1], [option2] [cost]

[number of units x] [number of models] [core unit name]: [FCG], [option1], [option2] [cost]

[number of units x] [number of models] [special unit name]: [FCG], [option1], [option2] [cost]

[number of units x] [number of models] [special unit name]: [FCG], [option1], [option2] [cost]

[number of units x] [number of models] [rare unit name]: [FCG], [option1], [option2] [cost]

Total: [total cost]

### Prizes

The following (in some cases themed) prizes will be on offer for those who compete;

- Ninja Master (1<sup>st</sup> Place)
- Ninja Warrior (2<sup>nd</sup> Place)
- Shinobi (3<sup>rd</sup> Place)
- Ronin (Wooden Spoon)
- Best Painted
- Man of Honour (Most Sporting)
- Daimyo x ? (Best in Race)



The Ninja Master will be the person with the highest TPs, with Ninja Warrior and Shinobi being those immediately behind. Man of Honour is clearly – the most important prize. Each player will vote at the end of the event for their best sports. If tied the prize will be split.

Best Painted is awarded following a player vote. Anyone may put their army forward during lunch on Sunday. Players will then vote for the one they feel is best painted. Ronin is for the player with the lowest TPs. The Daimyo Award is essentially best in race and will be awarded where there is more than one player per race. The general with the highest TP's will win!

Voting for best sports *and* best painted gains you 5 TPS!

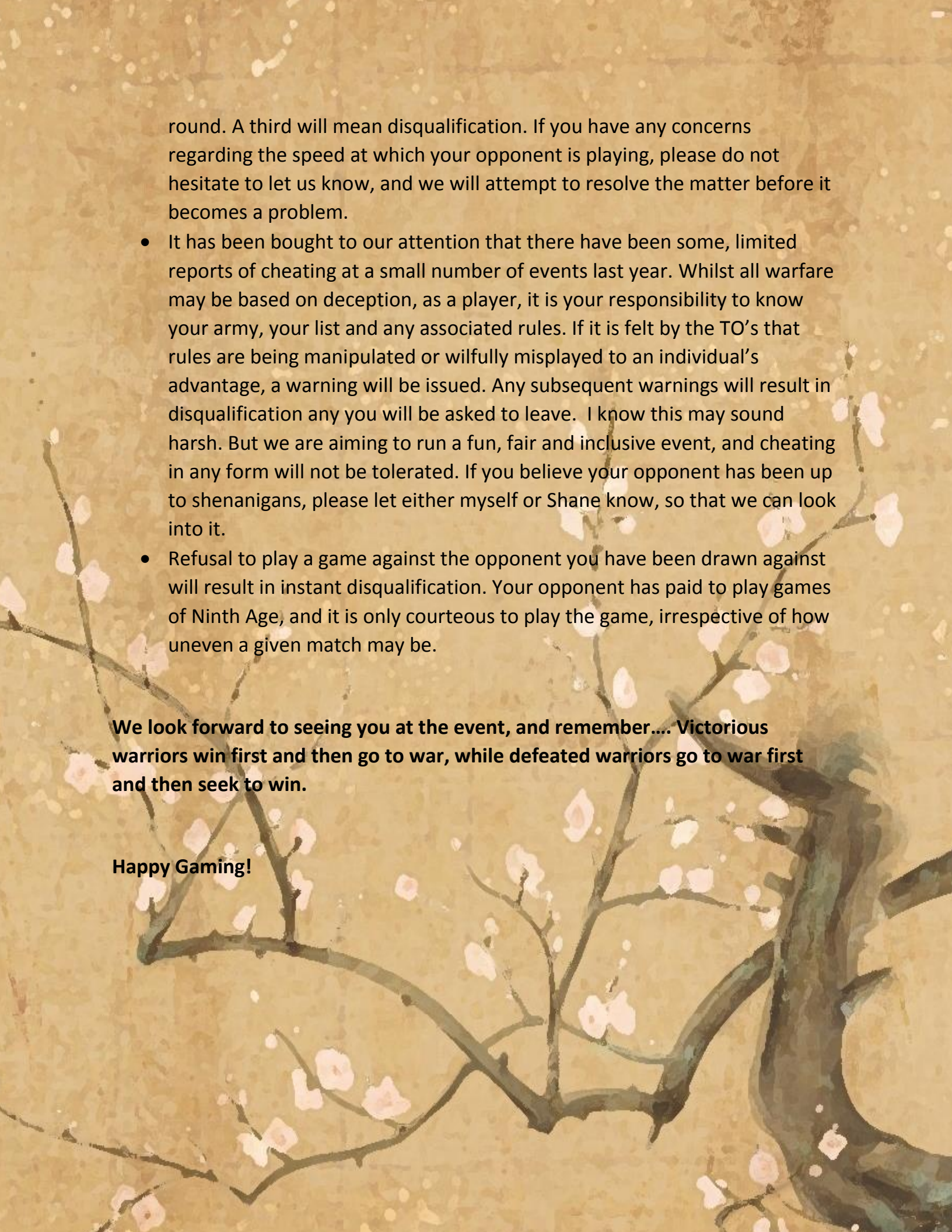
### **Scores**

There are a total of 120 TP's Available. 20 per game, 10 for meeting the painting, basing and cohesiveness requirements along with an additional 5 for list submission and 5 for the best painted and sports votes!

### **A Note on Round Timings, Game Length and General Conduct**

- Announcements will be made throughout each round stating how long you have remaining. Please ensure that that equal turns have been played when you submit your results. If you do not hand in the results slip on time, you will be given a warning. If this happens again, your score for the round will be reduced to zero.
- If a judge asks you to stop playing, and you refuse, then both players will have their score for that round reduced to zero. At the discretion of the TO's, further penalties may be applied (such as disqualification).
- If it is felt by one of the TO's that a player is deliberately slow playing, they will get a warning. A second warning will result in a score of zero for the





round. A third will mean disqualification. If you have any concerns regarding the speed at which your opponent is playing, please do not hesitate to let us know, and we will attempt to resolve the matter before it becomes a problem.

- It has been brought to our attention that there have been some, limited reports of cheating at a small number of events last year. Whilst all warfare may be based on deception, as a player, it is your responsibility to know your army, your list and any associated rules. If it is felt by the TO's that rules are being manipulated or wilfully misplayed to an individual's advantage, a warning will be issued. Any subsequent warnings will result in disqualification any you will be asked to leave. I know this may sound harsh. But we are aiming to run a fun, fair and inclusive event, and cheating in any form will not be tolerated. If you believe your opponent has been up to shenanigans, please let either myself or Shane know, so that we can look into it.
- Refusal to play a game against the opponent you have been drawn against will result in instant disqualification. Your opponent has paid to play games of Ninth Age, and it is only courteous to play the game, irrespective of how uneven a given match may be.

**We look forward to seeing you at the event, and remember.... Victorious warriors win first and then go to war, while defeated warriors go to war first and then seek to win.**

**Happy Gaming!**