

BUCKEYE BATTLES

BUCKEYE BATTLES 2018 - RULES PACK

Schedule:

It is important to check in on time so we can make sure everyone has showed up and set the match ups. It will delay us if everyone waits until 930 to check in. BOTH DAYS. 2:45 per round.

Saturday

9:00 AM	9:20AM	Check in at desk in lobby, unpack armies, have a seat in the auditorium. Turn in painting sheet before Round 1.
9:30 AM		Announcements
9:45 AM		Table assignments IF everyone checks in promptly
10:00 AM	12:45 AM	Round 1
12:45 PM	1:30 PM	Lunch provided. Display army for paint scoring/gen choice
1:30 PM	4:15 PM	Round 2
4:15 PM	4:45 PM	Vote for generals choice. Please leave armies out
4:45 PM	7:30 PM	Round 3 Turn in Generals Choice vote before leaving.

Sunday

9:00 AM	9:30 AM	Check in again at front desk so we know everyone is here.
9:45 AM		Table assignments. IF everyone checks in promptly
10:00AM	12:45PM	Round 4
12:45PM	1:30 PM	Lunch provided.
1:30 PM	4:15 PM	Round 5
4:15 PM	5:00 PM	Clean up and final tabulations. Any help with clean up is appreciated!
5:00 PM		Awards

Fees:

Friday 9th Age Doubles \$15 per player
Sat/Sun 9th Age GT \$50

Paypal button on the Buckeyebattles.com site or email truckeye@aol.com for other arrangements or questions. The registration button will ask you for your name, email, army, and club. Club is used to attempt to prevent you playing people you came with when possible, but is not guaranteed. If you are paying for multiple people or events, please indicate all of them. Please put your name and anyone you are paying for in the PayPal note section.

Payment is the only way to hold a spot. This includes the waiting list.

Refunds: Full refund through April 30th, 75% refund through May 31st. No refunds after June 1st

Basics:

1. Legible copies of your list must be provided to your opponent after each game. **This will be an OPEN list event. Take time to add up the scores correctly. Use your opponents list to verify the victory points are correct.**
2. Armies should be 4500pts from The 9th Age Fantasy Battles website. Army and main rules released by June 30 2017 will be in effect. **List turned in by June 20th 10pt bonus. Changes after June 20 will count as late. We hope to publish all lists in advance.**

Terrain

Any terrain that you are unsure of what it should be, agree with your opponent ahead of time what it will play as under 9th Age terrain rules. If terrain needs reset for some reason, take turns moving pieces.

Tournament Scoring

Tournament scores will be totaled from the following:

- Battle Points from Game Rounds **(0-20)** per round
- Sportsmanship **(0-25)**
- Painting Scores **(0-25)**
- **List turned in by June 20 10pts**

Sportsmanship

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 players you played over the weekend. Keep track of who you played on the sheet provide in the event pack. **You may assign two Favorite Opponent points to one person that you played and one Favorite Opponent point to another person that you played. You may choose not to assign any bonus points at all.**

The favorite opponent vote will add to the Best Sportsmanship Award.

Generals Choice

Players vote for their favorite army for any reason such as theme, painting, composition or any reason they think should win an award. You can vote after round 1 and after round 2. Leave your army out with your name visible after round 1 and 2. **Votes are due by the end of day 1.**

Painting Scoring

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, even if it is “designed chaos”.

My army is fully assembled! Majority is unpainted or primed	0pts
I got some units completely done, but just ran out of time. Primer or unpainted units.	10pts
Almost done! 3 colors on everything, painted bases. Banners done. Not many details	20pts
Done! Everything is painted. Shaded/highlighted. Bases have multiple colors, textures	23pts
Everything is painted, shaded, highlighted. There are details and conversions.	25pts

Players will self-score their basic painting before game 1. Matrix listed below. **KEEP THIS WITH YOU.** Judges will collect these during round 1 and get a look at the armies on the table. All armies are to be left out after round 1 with your name easily visible for best painted and players choice voting.

Grudges

Grudges are allowed round 1. Players must both request before July 2nd.

Awards

Best Overall (1st-3rd) - A combination of Battle Points, Sportsmanship, Painting, and any bonus points. Battle points is the tiebreaker. Victory points are 2nd tie breaker. Sports is 3rd.

Best General - Battle Points, with Victory points then Sportsmanship as tiebreaker.

Best Sportsmanship - Most Sports points + bonus points from Best Sport vote, Battle points tiebreaker.

Overall Club Award - The top 3 players from any club or team will be factored into a team score and awarded the best team. Sportsmanship scores will be tie breaker. **+50pts for a team banner.** Prizes are on stage recognition and sharable food item.

Most Sporting Club - ALL players from any club or team in sports will be added up and divided by the number of players from that team for a team sports score. **+50pts for a team banner.** Battle points will be the tie breaker. Prizes are on stage recognition and sharable food item.

Best Presentation - Painting score + evaluation from the judges. Sportsmanship is the tiebreaker.

Generals Choice - This is based on Theme, Appearance, and/or anything you like about the armies on display.

Best of Each Army - Sorted by overall ranking same tie breakers.

Wooden Mallet - Last place battle points, sports as tiebreaker.

Moar Lootz! A player cannot win both Best Overall and Best General. OR Best Painted and Players Choice. Any other combo is possible such as Best Overall and Best of Race.

Plenty of door prizes! Each player will be given tickets to put with the prizes they want. You may purchase additional tickets for the drawing.

What to Bring

- 9th Age rules, Magic Paths, and Army Rules for your army.
- Dice and a tape measure or range rulers.
- At least six printed copies of your army list one for you and one for your opponents. No really bring your lists with you. We cannot print out copies for everyone. **Make this a priority please.**
- Superglue (for repairs).
- This rules pack with the schedule to reference between rounds.

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Paint Scoring

My army is fully assembled! Majority is unpainted or primered	0pts
I got some units completely done, but just ran out of time. Primer or unpainted units.	10pts
Almost done! 3 colors on everything, painted bases. Banners done. Not many details	20pts
Done! Everything is painted. Shaded/highlighted. Bases have multiple colors, textures	23pts
Everything is painted, shaded, highlighted. There are details and conversions.	25pts
I want to be considered for Best Appearance	Y / N

IF YOU MARK YES, LEAVE YOUR ARMY FOR DETAILED JUDGING AFTER ROUND 1 ON TABLES 1-15 BEFORE GOING TO LUNCH.

Players on tables 1-15 who do not want judged, please move your army to another table.

ALL players may put in votes for Generals Choice at this time. After round 2, everyone put your armies on display and players can continue voting for Generals Choice. Votes are due by the end of day 1.

NAME _____ ARMY _____