

# **Music City GT (Nashcon)**

August 20-21, 2022

## 1. Introduction

The Nashvillains are excited to bring the 9th age to Nashville! As part of this year's Nashcon convention, this tournament will follow the standard two-day, five-game structure.

## 2. About me

In 1995 Alan Parrish got sucked into Jumanji and his life was transformed into a whirlwind of absolute chaos and disorder. One year later, the GW 5th ed battle book did the exact same thing to me. The only difference is after 26 years, Alan Parrish had enough and chose to escape.

A die hard supporter and collector since I first fell in love with the hobby, I was gutted when GW "Red Wedding'd" our beloved game. Most of the local meta moved to KoW but those of us who sought after an experience closer to 8th discovered T9A and formed 'the Nashvillains' gaming group in 2019. 3 years later we stand a loosely knit crew 10 members deep who pride ourselves in focusing on the enjoyment of the game in both victory and defeat. I enjoy playing the full spectrum of casual to competitive games as well as spreading the hobby to new faces. And while you'll most likely see me donning my cheeky Highborn on the pitch I'm actively collecting several other armies including VS, SA, EoS, O'n'G, WDG, SE, DL, and OK.

My fellow defenders of squarehammer, I can't thank you enough for helping plant the seed for something that will harvest bountiful yields in the years to come. And remember, friends don't let friends play soberhammer, so please visit the open bar but by all means please do so responsibly, for failure to finish a game due to toxic attacks is an automatic 0!

Dave Cicer"bro"  
Nashvillain

## 3. Venue

Sheraton Music City  
[777 McGavock Pike](#)  
[Nashville, Tennessee 37214](#)  
615-885-2200

## 4. Signup

For signups & list submission use New Recruit

For payment (\$50), please sign up through the Nashcon website <https://www.nashcon.org/>

Lists are due Friday, August 12th

## 5. Schedule

### a. Saturday, August 20th

8:00 AM	Venue opens
8:00 AM – 9:00 AM	Registration & setup
9:00 AM – 11:30 AM	Game #1
11:30 AM – 1:00 PM	Pairing Process, Lunch, Point Scoring
1:00 PM – 3:30 PM	Game #2
3:30 PM – 4:00 PM	Pairing Process
4:00 PM – 6:30 PM	Game #3

### b. Sunday, August 21st

8:00 AM	Venue opens
9:00 AM – 11:30 AM	Game #4
11:30 AM – 12:30 PM	Pairing Process, Lunch
12:30 PM – 3:00 PM	Game #5
3:15 PM – 3:45 PM	Awards Ceremony

## 6. Rules

### a. Basic

- i. We'll be using the most recent Rule and Army Books as they will appear on August 1st, 2022 on the 9th age website at <https://www.the-ninth-age.com/community/index.php?simple-page/>
- ii. Army lists are to be constructed using the 9th Age Army Books ([www.the-ninth-age.com](http://www.the-ninth-age.com)) of no more than 4,500 points and only armies from

the following lists will be allowed:

Beast Herds, Daemon Legions, Dread Elves, Dwarven Holds, Empire of Sonnstahl, Highborn Elves, Infernal Dwarves, Kingdom of Equitaine, Ogre Khans, Orcs & Goblins, Saurian Ancients, Sylvan Elves, The Vermin Swarm, Undying Dynasties, Vampire Covenant, Warriors of the Dark Gods, **Asklanders, Hobgoblins, Makhar, Cultists & Giants Supplement.**

- iii. What you See is What you Get: While there are some instances where this is not that big of a deal, please restrain from the use of Skeletons as Zombies, Goblins Raiders as Orc 'Eadbashers, or Scraplings as Bruisers. If you have any questions, contact TO.  
Try to also keep a similar scale within units. Proxied armies, units, and models. In order to ensure your opponent knows what he or she is up against, all proxied models and units **MUST BE LABELED**

b. Requirements

- i. Each unit consisting of 3 or more models needs to have a movement tray.

c. Scoring

- i. The total number of points available is 130 points, divided up as follows:

<b>Battle points</b>	100 pts
<b>Sportsmanship (judged by opponents)</b>	15 pts
<b>Preparedness</b> <ul style="list-style-type: none"><li>● Army list submitted through New Recruit before deadline (5 pts)<ul style="list-style-type: none"><li>○ <a href="http://www.newrecruit.eu">www.newrecruit.eu</a></li></ul></li><li>● Five printed copies of army list (5 pts)</li><li>● Dice, magic cards, tape measure, counters, etc (3 pts)</li></ul>	13 pts
<b>Painting (judged by TO)</b> <ul style="list-style-type: none"><li>● Most models have 3 basic colors painted (0-3pts)</li><li>● Every model and base is fully painted (0-3 pts)</li><li>● Whole army has a cohesive theme (0-3 pts)</li><li>● Awesome painting, conversions, going beyond the standard, etc (0-3 pts)</li></ul>	12 pts

ii. Battle Points (100 Points)

During each game, there are up to 20 points that can be obtained. 17 of those points are won by achieving victory in a game. The remaining 3 points can be

won by scoring the Secondary Objective.

Victory Point Difference		Battle Points	
Percentage of Army Points	(if playing with 4500 Army Points)	Winner	Loser
0-5%	0-225	10	10
>5-10%	226-450	11	9
>10-20%	451-900	12	8
>20-30%	901-1350	13	7
>30-40%	1351-1800	14	6
>40-50%	1801-2250	15	5
>50-70%	2251-3150	16	4
>70%	>3150	17	3
Winning Secondary Objective		+3	-3

iii. Sportsmanship

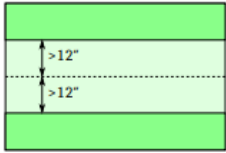
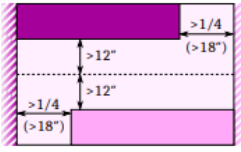
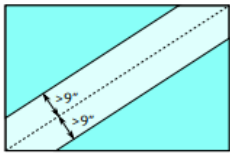
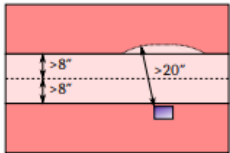
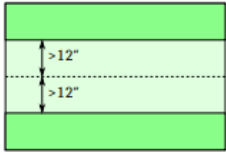
At the end of each game you will be given a scoresheet where you can score your opponent's display of sportsmanship from 1-3. This score is completely up to you so make sure to take into consideration the opponent's attitude, readiness, and demeanor.

**Remember!** We're all competing in a painted miniatures tournament. Win or lose, don't be a... ;)

d. Terrain

- i. All forests, hills, and buildings follow rules as described on pages 69-72 of the base rulebook.
- ii. Each table will consist of a combination of hills, forests, walls, ponds, fields and buildings.
- iii. Terrain is pre-set. Please try to return any terrain that gets moved during the game to its original position.

## 7. Scenarios

<p>Ro. 1 Frontline Clash &amp; Breakthrough</p>		<p>Be the player with the most Scoring Units inside their opponent's Deployment Zone at the end of the game (up to 3).</p> <p><b>Special Rules: "Volunteer State" - Hidden Deployment. First player to set up his or her army automatically receives the first turn.</b></p>
<p>Ro. 2 Dawn Assault &amp; Secure Target</p>		<p>Both players place a marker more than 12" from their Deployment Zones and at least 24" away from the other marker. Control a marker by having more Scoring Units within 6" of it. Be the player controlling most markers at the end of the game.</p>
<p>Ro. 3 Refused Flank &amp; Hold the Ground</p>		<p>Have more Scoring Units than your opponent within 6" of the center of the board at the end of a Game Turn (other than the first) to gain a counter.</p> <p><b>Special Rules: "Music City Miracle" - 1 single die may be re rolled at any point during the game. Opponent picks which unit will be worth +100VP</b></p>
<p>Ro. 4 Counterthrust &amp; King of the Hill</p>		<p>After Spell Selection, each player chooses a nonImpassable Terrain Feature not entirely in their Deployment Zone. At the end of the game, have Scoring Units inside your opponent's Terrain Feature.</p>
<p>Ro. 5 Frontline Clash &amp; Capture the Flags</p>		<p>Destroy more Scoring Units than your opponent. Each player must have at least 3 Scoring Units; else, the opponent marks non-Scoring Units to destroy</p>

## 8. Awards

- ✓ Titan of the Tabletop (Champion) – Highest combined score
- ✓ Music City Maestro (Best General) – Most Battle Points (Can't also claim champion)
- ✓ Southern Hospitality Award (Best Sportsmanship) – Decided by the votes. Most votes wins.
- ✓ The Golden Brush Award (Best Painter) Players Painting Choice 1st, 2nd, 3rd - Player that got the most votes. In case of a tie, TO decides.
- ✓ Rubber Lance Award - Lowest Battle points

Unless specifically said otherwise, tie breakers are decided in following order:

- Sportsmanship Points
- Battle Points
- TO's decision