



9th Age Northwest Presents:

Slam in the Ham

In collaboration with the Warhamster
Gaming Club





THE IX AGE FANTASY BATTLES

Event Schedule:

Saturday, November 11, 2023

8:00am – 9:00am – Registration /Set up

9:00am – 12:00pm – Round One

12:00pm – 1:00pm – Lunch Break

1:00pm – 4:00 – Round Two

4:15pm – 7:15 – Round Three

Sunday, November 12

8:00am – 9:00am – Set up

9:00am – 12:00pm – Round Four

12:00pm – 1:00pm – Lunch / Army Display for Best Appearance

1:00pm – 4:00pm – Round Five

4:30pm – 5:00p – Awards / Clean-Up

Location:



1431 Railroad Ave,
Bellingham, WA 98225

The Tournament:

Slam in the Ham is a 4,500 point, five round Swiss style tournament for Fantasy Battles: The 9th Age. It will be an open list event, using the current 2.0 rules and the most current army books, including supplemental army books.

The Venue:

Slam in the Ham will take place at Aegis Games. Beer and cider, and water can be purchased from the main desk, along with snacks. This will be an all-ages event.

What to Bring

- \$50 entry fee. Pay to Aegis staff at the front counter
- Your army, dice, tape measure, and any other player aid
- A copy of the main rulebook and your current army book, in either physical or digital format.
- Spell cards for your chosen path(s) of magic, magic flux cards, and something to represent Veil Tokens

Scoring:

Army List Submissions: Army lists are due by October 28, 11:59 PM, and should be submitted through New Recruit <https://www.newrecruit.eu/>. Players who submit their army lists on or before the deadline will be awarded 5 points towards their “Best Overall” score.

Best General: The player with the most Battle Points at the end of the event will be the winner of the Best General award. Scoring per the 9th Age rulebook.

Best Sportsmanship: (complete at the end of event)

Select your two favorite opponents on New Recruit. Each opponent will receive +5 points to their ranking.

Best Appearance: The combination of Appearance A and B scores will determine the winner of the Best Appearance award.

Appearance A Score (Completed before the start of tournament)

Painting Self-checklist (to be verified at TO's discretion):

____ 20 Pts: Entire army is painted to 3 color standard.

Best Appearance B Score (completed after lunch on day 2)

Choose your 2 favorite armies (not your own!) in regards to appearance on New Recruit. Both choices will receive +3 points to their Best Appearance Score.

Best Overall: The player with the highest combined General, Sportsmanship, Appearance, and Army List submission points will determine the winner of the Best Overall award. In the event of a tie, Victory Points will be the tie-breaker, followed by Sportsmanship score if it is still a tie.

Round 1

Deployment: Dawn Assault

Secondary Objective: Capture the Flags

SPECIAL RULES: The deployment of this scenario will begin with a “fog of war” (a wall blocking your vision of your opponent’s deployment zone). Start by surveying both sides of the field and work through choosing sides as normal (D6 roll off).

Once you have determined sides it is now time for speed deployment (deploy entire army except for ambushers). Ensure that none of your models are deployed on the table (they may be on a tray on the table, but not on the table). You may mark out your deployment zone ahead of time with dice or whatever is helpful. When both players are ready for speed deployment, you shall countdown from 5 and begin deploying at the same time. **The first player to finish deploying all of their units and characters and steps away from their table side gets a +2 to the roll for the choice to go first or second.** Note that you may still select two units to ambush from your short edge as per the normal rules for Dawn Assault with the exception that you may keep your decisions of what to ambush (if anything) a secret until both players have finished deploying.

Once both players have finished deploying, remove the fog of war. Proceed with vanguard deployments (starting with the player who finished speed deployment last).

Round 2

Deployment: Encircle

Secondary Objective: King of the Hill

Round 3

Deployment: Frontline Clash

Secondary Objective: Hidden Treasures (custom) - Place 3 markers along the line dividing the board into halves (the dashed line in the figures describing Deployment Types). One marker is placed with its center on a point on this line that is as close as possible to the center of the board while still being more than 1” away from Impassable Terrain. The other two markers are placed with their centers on points on this line that are on either side of the central marker, 24” away from it, and more than 1” away from Impassable Terrain. At the start of each Game Turn (including the first), roll a D3 and place a treasure marker on the center line at the corresponding marker position above. Treasure markers count as open

terrain. Treasure markers placed after the first are simply stacked on top, there is no limit to the number of treasure markers that can be placed at a single location. At the end of the game, the player who controls the most treasure markers wins this Secondary

Objective. A treasure marker is controlled by the player with the most Scoring Units within 6" of the center of the marker. If a unit is within 6" of the center of more than 1 marker, then the unit counts as being within 6" of the marker which is closest to the unit's center. If the center of the unit is equal distance from two markers, randomize which marker the unit is closest to.

Round 4

Deployment: Counterthrust

Secondary Objective: Breakthrough

Round 5

Deployment: Refused Flank

Secondary Objective: Secure Target