

HOGFEST GT 2023 - RULES PACK

This will be a 9th Age Fantasy Battles GT.

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 9:00 to check in on both days. 3:00 per round.

Saturday

8:45 AM	9:00 AM	Check in at front desk.
9:00 AM	12:00 PM	Round 1
12:00PM	1:00 PM	Lunch (Display army for paint scoring/gen choice)
1:00 PM	4:00 PM	Round 2
4:00 PM	4:30 PM	Break. (Vote for Generals choice. Please leave armies out)
4:30 PM	7:30 PM	Round 3 (Turn in Generals Choice vote before leaving)

Sunday

8:30 AM	9:00 AM	Check in again at front desk so we know everyone is here.
9:00 AM	12:00PM	Round 4
12:00PM	1:00 PM	Lunch
1:00 PM	4:00 PM	Round 5
4:00 PM	4:30 PM	Clean up and final tabulations. Players are asked to help pack up tables and terrain (Thank you!)
4:30 PM		Awards

Fees:

Sat/Sun 9th Age GT \$60

IF YOU PAY LATER THAN OCT. 27th ITS \$65.

PayPal button on the HogfestGT.com site or email jeff7072@comcast.net for other arrangements.

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

Refunds: Full refund through Oct. 26th. **No refunds after Oct. 27th.**

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 October 27, 2023 will be in effect. **List turned in by Nov. 3rd is 10pts. 0pts after Nov. 3rd. We hope to publish all lists in advance. If you change your list for any reason, the change date will be used as your submission date.**

General Gaming

1. Look up rules issues. If you call a judge, they will have the final word. No exceptions.
2. No swearing or offensive language or actions. You may be warned or asked to leave without a refund depending on the offense and/or number of offenses.
3. Roll your dice in an open area and make sure your opponent can see them. Reroll cocked dice and dice that do not land on the playing table.
4. When you are done with a game, you may watch other games in process. Please be considerate of the players. It can be distracting to have a group watching and commenting on your game.
5. **Do not start a turn that you cannot finish in the remaining time of the round. You will be docked 5pts each at the discretion of the Facilitator for late finishing rounds.**

Terrain

Terrain is preset and should not be moved. If terrain is moved during the game or appears pushed to one particular area, please use terrain sheet and re-place terrain in assigned spots before deployment.

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 Nov. 3rd is 10pts. 0pts after Nov 3rd.

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.

Nothing or partially painted: 0 points

Fully painted, not cohesive or "finished": 10-19 points

Fully painted, coherent and well done! 20 points

WOW 20-25 points

This level will be the hardest to achieve, and will only be awarded to the very best armies.

The Best Presentation will be determined from those getting more than 20 points. The judges will not add any additional tournament points over 25.

Grudges

Grudges are allowed if both players submit lists before Nov. 3rd. Please send me an email to jeff7072@comcast.net with both players and myself in the to: or Cc: lines to verify that the grudge has been accepted.

Awards

Best Overall. 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.

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

BBQ Chef award. Last place battle points, sports as tiebreaker.

A player cannot win more than one category unless it is combined with General's Choice. If the situation arises I will let the winner of multiple categories decide which category they would prefer to win and then take the next person in ranking for the remaining category and make them the winner.

What to Bring

- 9th Age rules, Magic Paths, and Army Rules for your army.
- Dice (including special ones) and a tape measure or range rulers.
- At least six printed copies of your army list one for you and one for your opponents
- Superglue (for repairs).
- This rules pack with the schedule to reference between rounds.