



SoCal Joust
9th Age Grand Tournament
July 29th-30th, 2023
Pasadena, California

1. Introduction

The Knights of the Realm Gaming Club is proud to host the fourth SoCal Joust! This 5-game, 2-day event will take place on Saturday July 29th and Sunday July 30th in Pasadena, California.

2. Venue :

Odyssey Games Pasadena

1795 E. Colorado Blvd

Pasadena, CA, 91106

3. Schedule

Saturday July 29th, 2023

- 9:00 AM - Doors open, registration
- 9:30 AM – 12:30 PM – Game #1
- 12:30 PM – 1:15 PM – Lunch
- 1:15 PM – 4:15 PM – Game #2
- 4:15 PM – 4:30 PM Break
- 4:30 PM – 7:30 PM – Game #3
- 7:30 PM – Late -- Dinner and Drinks

Sunday July 30th, 2023

- 9:00 AM: Doors open
- 9:30 AM – 12:30 PM – Game #4
- 12:30 PM – 1:15 PM – Lunch
- 1:15 PM – 4:15 PM – Game #5
- 4:15 PM – 4:30 PM – Awards and Clean-up

4. SoCal Joust Rules and Regulations

a. Basic Rules

- Army lists are to be constructed using the 9th Age Army Books (www.the-ninth-age.com) of no more than 4500 points. Lists will be fully open to each opponent.
- All army books and supplementary books will be allowed (Asklanders, Cultists, Hobgoblins, etc.). The Orcs and Goblins book will be in use. Friday July 21st will be the cutoff date for new rules.
- **What You See is What You Get:** Please make sure that the models you use clearly and consistently represent their respective units. Obviously this is up to some creative interpretation, but there should be nothing in your army that is confusing or misleading to your opponent. All models must be on the correct base size for the unit they represent. Please ask the tournament organizer if you have any questions regarding this policy.

b. Terrain Layout

- Terrain will be set up at the discretion of the tournament organizer. Please ask for assistance if you have any questions about terrain placement or type.
- All of the rules for terrain features are available in the main rulebook

5. Individual Game Scoring

During each game, there are up to 20 points that can be obtained. All scoring will be self reported through NewRecruit. If players do not have access to NewRecruit they can turn in a paper score instead.

Scoring Table

Win by	Winner	Loser
0-225	10	10
226-450	11	9
451-900	12	8
901-1350	13	7
1351-1800	14	6
1801-2250	15	5
2251-3150	16	4
>3150	17	3
Winning Secondary Objective	+3	-3

6. Tournament Scoring

The total number of points available is 140 points, divided up as follows:

Category	Possible Points
Battle Points	100 Points
Sportsmanship	20 Points
Appearance	20 Points

Sportsmanship (20 Points)

At the end of each round, each player will fill out a small questionnaire about their game, worth a total of 4 points per game:

1. **Did your opponent play the game in a timely manner (show up on time, avoid taking excessive table breaks during the game, do their best to play within the time limit)?**
2. **Was your opponent proficient with the rules for their own army, and did not need to be reminded of critical rules?**
3. **Did your opponent move units and roll dice consistently and fairly?**
4. **Would you voluntarily play this opponent (with this or a different list) again in a non-tournament setting?**

Sportsmanship Note: For any disputes during the game that cannot be resolved between the players, the TO will make a final rules judgment and his decision is final. If the TO decides any individual player is acting inappropriately during the game, he/she will receive one warning. If the TO decides the same individual player is still acting inappropriately, the player will receive a sportsmanship score of 0 for all their games.

At the end of the tournament, each player will decide which opponent was the most fun to play against. Players who receive votes for best sports will be in the running for the Tournament Favorite award.

Army Appearance (20 Points)

Each army's appearance will be judged by the TO and their assistants. Each army can earn a total of 20 appearance points. Appearance will be judged on the following rubric:

- Yes / No The entire army is painted with a 3-color minimum (4 points)
- Yes / No The entire army is on the correct base sizes (4)
- Yes / No The entire is based in a cohesive manner (no plain black bases) (4)
- Yes / No A clear theme is present throughout the army (colors, designs, etc.) (4)
- Yes / No The entire army is modeled appropriately (reasonable WYSIWYG, characters stand out in units, units / models clearly represent what is in the army list). (4)

Following the rubric above, it is possible for commission-painted armies or borrowed armies to receive a full score for Army Appearance. However, armies painted by anyone other than the fielding player will not be eligible for the Best Painted award.

Each player will be given a vote for best painted army. These votes will be taken into consideration along with the judgment of the TO and their assistants. ***An army must 1) be entirely painted by the fielding player and 2) receive a full 20 points on army appearance (detailed above) to be eligible to win Best Paint.***

7. Awards Categories

There are a total of 5 Awards that will be given out for the tournament. They are as follows:

- ✓ **Renaissance Man** – Most Points Overall (Battle, Sportsmanship, Appearance). Ties will be settled first by victory points, then by win-loss-draw record
- ✓ **Best General** – Most Battle Points. Ties will be settled first by victory points, then by win-loss-draw record
- ✓ **Tournament Favorite** – Most Sportsmanship Points from opponents, plus judgment from the TO's.
- ✓ **Best Paint** – Most Appearance and Player's Choice Points, plus judgment from the TO's.
- ✓ **Rubber Lance** – Player who scored low in the tournament but had a great attitude. Judged by the TO.

8. Scenarios

The following scenarios will be played at this tournament. They have been listed in reverse order so that they are more easily torn out for submission. Please read the scenario rules carefully with your opponent and make sure that both players agree to the final score at the end of the game. Scores (both Battle Points and Victory Points) will be recorded online using New Recruit.

Scenario 5

Deployment: Frontline Clash

Secondary: Hold the Ground

Twist: No twist

Scenario 4

Deployment: Encircle

Secondary: Headhunter

Twist: The player who eliminates the most enemy characters wins this secondary objective.

Scenario 3

Deployment: Dawn Assault

Secondary: Spoils of War

Twist: If a character is in a scoring unit, that unit counts as having 3 full ranks, only for the purposes of the secondary objective (meaning that it may perform March Moves while carrying an objective).

Scenario 2

Deployment: Refused Flank

Secondary: Secure Target

Twist: At the start of each battle round, roll a d6 and consult the following table:

Die Roll	Effect
1-2	No effect
3-4	The objective marker placed by the player that took the first turn moves 1d6 inches in a random direction, stopping if it would come within 1 inch of terrain or units.
5-6	The objective marker placed by the player that took the second turn moves 1d6 inches in a random direction, stopping if it would come within 1 inch of terrain or units.

Scenario 1

Deployment: Marching Columns

Secondary: Breakthrough

Twist: Characters count as scoring units for the purposes of this secondary objective. This applies even if the character is in a unit. A scoring unit with a character joined to it will count as 2 scoring units.