



MARCH TO IMMORTALITY 2016

DARK AGE TOURNAMENT SYSTEM

PREPARATION

- All players are responsible for providing all models, stat cards, faction documents, dice, measuring devices, tokens, markers, a **secondary objective deck**, and any other items required for play.
- Digital versions of Stat Cards and Faction Documents may be used. If the device holding this information fails during a game, and said information cannot be produced by the player in a timely manner (determined at judge's discretion), that player forfeits the game.
- All Stat Cards and relevant Faction Documents must be presented to opponent upon their request. Failure to do so will result in that player forfeiting the game.
- Painted armies are not mandatory, but strongly encouraged.
- Conversions are acceptable, but must be easily recognizable as the represented model and must be converted in such a way as to not lead to confusion of the base model. At their discretion, a judge may remove conversions deemed disruptive from the game. If the offending player does not have a suitable replacement on hand, that model is removed as a casualty for all game purposes.

ARMY LIST

- A player's full Army List will contain 2 distinct sections: The Core List, which include all models not included in the Reinforcements category of list creation, and the list's Reinforcements, which include all models chosen in the Reinforcements category of list creation.
- Neither a player's Core List nor Reinforcements List may be modified once the tournament has begun.
- In addition to a player's Core List, they may select up to 150 Points worth of models to act as their Reinforcements List. Each round, during Pre-Game setup, a player may freely exchange models from their Core List with those in their Reinforcements List.
- A player's full Army List (Core and Reinforcement), may not exceed the number of models allotted by the Game Size of the event.
- Lists must clearly specify each model and the amount being fielded.
- A clear distinction must be made between models appearing in the Core List and those appearing in the Reinforcement List. A player is responsible for providing a full Army List, including all Core and Reinforcement choices, to the Tournament Organizer before the event begins.

SPORTSMANSHIP

- Players are to be respectful and cooperative to their opponent and tournament staff at all times.
- If, during a game, a dispute occurs, the players should immediately call over a Judge or Tournament Staff to resolve the dispute. In such cases the Official's answer is final.
- If, at any point during the event, a player expresses behavior that is disruptive, rude, or otherwise acts in a non-respectful manor toward their opponent or tournament staff (including, but not limited to, cheating, stalling, bullying, improper play, argumentative and/or hostile attitude), they may be immediately disqualified by the tournament staff. Disqualified players immediately forfeit any prizes and are removed from the event.
- Games should be played to completion, but in the event of a concession the following actions are taken: their conceding player's opponent is awarded a Win, with Objective Points awarded based on current table conditions or Judge's discretion. The conceding player is given a Loss and is awarded no additional points.
- While not the usual circumstance, a judge can rule a concession Unsportsmanlike at their discretion, awarding points and/or disqualifications as deemed necessary.

NUMBER OF ROUNDS

- Players will play a number of rounds until 1 player has more Tournament Points than any other player, or until a pre-determined number of rounds (determined by number of players, or at Tournament Organizer's discretion) have been completed.
- The number of players in an event determines the number of rounds played (subject to change at Tournament Organizer's discretion):

NUMBER OF PLAYERS	ROUNDS
8 or Less	3
9 -16	4
17 - 32	5

ROUND TIME

- Rounds are timed. The allotted time is based on the Game Size being played:

GAME SIZE (POINT VALUES)	TIME LIMIT
500 or less	60 minutes
750	75 minutes
1000	90 minutes

- At the start of each round, but before the round clock is started, 10 minutes should be provided to the players. It is during this time they will exchange lists, choose variables, discuss terrain, and complete any other pre-game functions. Players may not begin the game during this time.
- If time is called and the game has not been completed, the current Round will be completed and then the game will end, with scoring based on the state of the game at that time.

PAIRINGS

- First round pairing should be random.
- Subsequent round's pairing should be based on total number of Tournament Points, with Primary Objective Points being used as a tie-breaker.
- Players may not be paired against the same opponent more than once per event.
- In the case of an odd number of players, the player with the lowest number of Tournament Points in the event, or, in the case of the first round, a randomly selected player, will be given a Bye. This player receives a Win and full Primary Points, as applicable to the Game Size of the event.
- A player cannot receive more than 1 Bye per event.

PRE-GAME

- Before the game begins, both players must provide their opponent a copy of their Core List for inspection (Note this is just your army's Core List, not your Reinforcements List!)
- After checking their opponent's Core List, a player may substitute models from their Reinforcement List into their Core List.
- Once both players have selected these options, they shall present them to their opponent.
- Once these steps have been completed Set-Up will resume as normal and the game may begin.
- A player may request any of the above information from their opponent at any time once the game begins.

VICTORY AND SCORING

- The game will end after 8 Rounds, or as determined by the Scenario.
- Players will be awarded a number of Tournament Points and Leadership Points based on their performance during the game:

WIN	TIE	LOSS
3 Tournament Points	1 Tournament Point	0 Tournament Points

- In addition to Tournament Points, a player should record all Primary Objective Points and Secondary Objective Points earned throughout the game.

WINNING THE EVENT

- At the end of the event, the player with the most Tournament Points is declared the winner. In the event of a tie, the player with the most combined Tournament Points + Primary Objective Points is declared the winner.
- If, after this, the score is still tied, then the winner will be determined by taking the total amount of Tournament Points + Primary Objective Points + Secondary Objective Points and adding them together. In the event that a tie still remains, then the total amount of points accrued by all of that player's opponents will be added together. The player whose opponent's scored the highest number of points is declared the winner.

SCENARIO RULES

- Each round a scenario will be chosen by the Tournament Organizer. All players will play this same scenario.
- Each Scenario lists how it is won and any special rules.
- Each Scenario should only be played once per event.
- Most Scenarios will require Objective Markers to be placed down. To determine who places the first Objective Marker, players should each roll a d20, with the player rolling lowest placing the first Marker.
- Objective Markers are always represented by 50mm Bases unless otherwise specified in the scenario.
- Some scenarios or rules may refer to a player's remaining **Stable** models. **Stable** models are any models that do not have a Dying Counter.
- While each Scenario is unique, all Scenarios make use of the **Secondary Objective Deck**. The rules for this deck are as follows:
 - Completing Secondary Objectives awards Victory Points, which are used to determine the winner of each game. See the Scenario for specific rules.
 - At the start of each game players will shuffle their **Secondary Objective Deck** and draw 2 cards from it.
 - Secondary Objectives are kept hidden from your opponent until completed, or if the instructions on the card state to reveal it.
 - At the end of each Lingering Effects Phase, a player may discard any number of Secondary Objectives they have. Once this is done each player should draw until they have 2 Secondary Objective Cards.
 - Unless otherwise noted in the scenario or card, Secondary Objectives award 1 Victory Point.



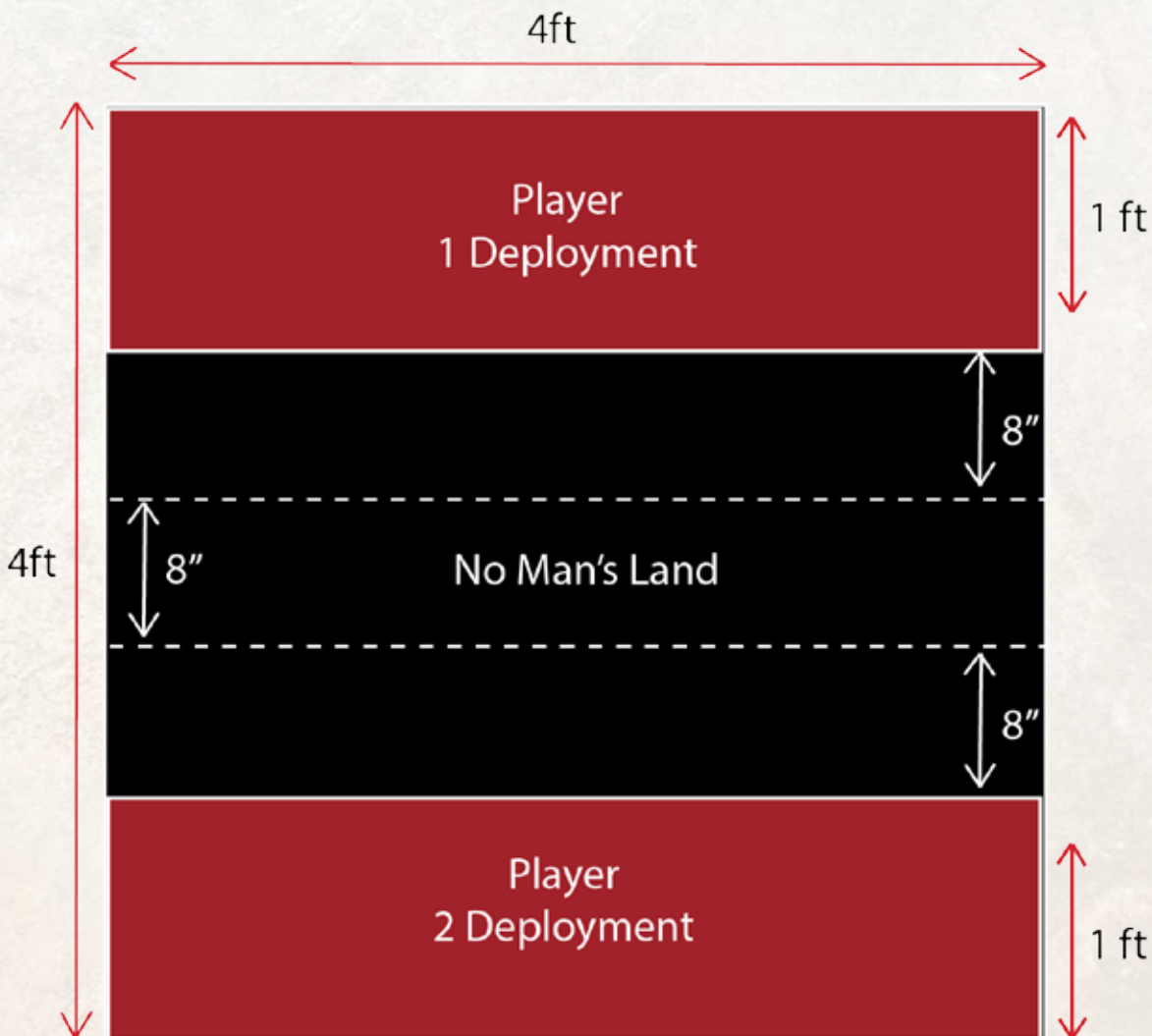
THE SLAUGHTERING FIELDS

SET-UP

- Each player takes turns placing 3 Objective Markers (for a total of 6 in play) anywhere within No Man's Land, as long as it is not placed within 4" of another objective marker or a table edge.
- Objective Markers are a terrain feature with the **Blocks Line of Sight** and **Impassable** keywords.

SPECIAL RULES

- For every 100 points (rounded up) of a force killed the opponent will score 1 Primary Objective Point (Example, 451 total points would yield 5 Primary Objective Points, 450 would yield 4).
- The game immediately ends at the end of any round in which a player has no remaining **Stable** in play or waiting to enter the battlefield (such as from Assassination or Gliding Deployment).
- If any models that are not **Stable** remain on the table at the end of the game, those models count as being killed for Primary Objective purposes.
- At the end of the game, the player with the most combined Primary Objective and Secondary Objective Points will be declared the winner.



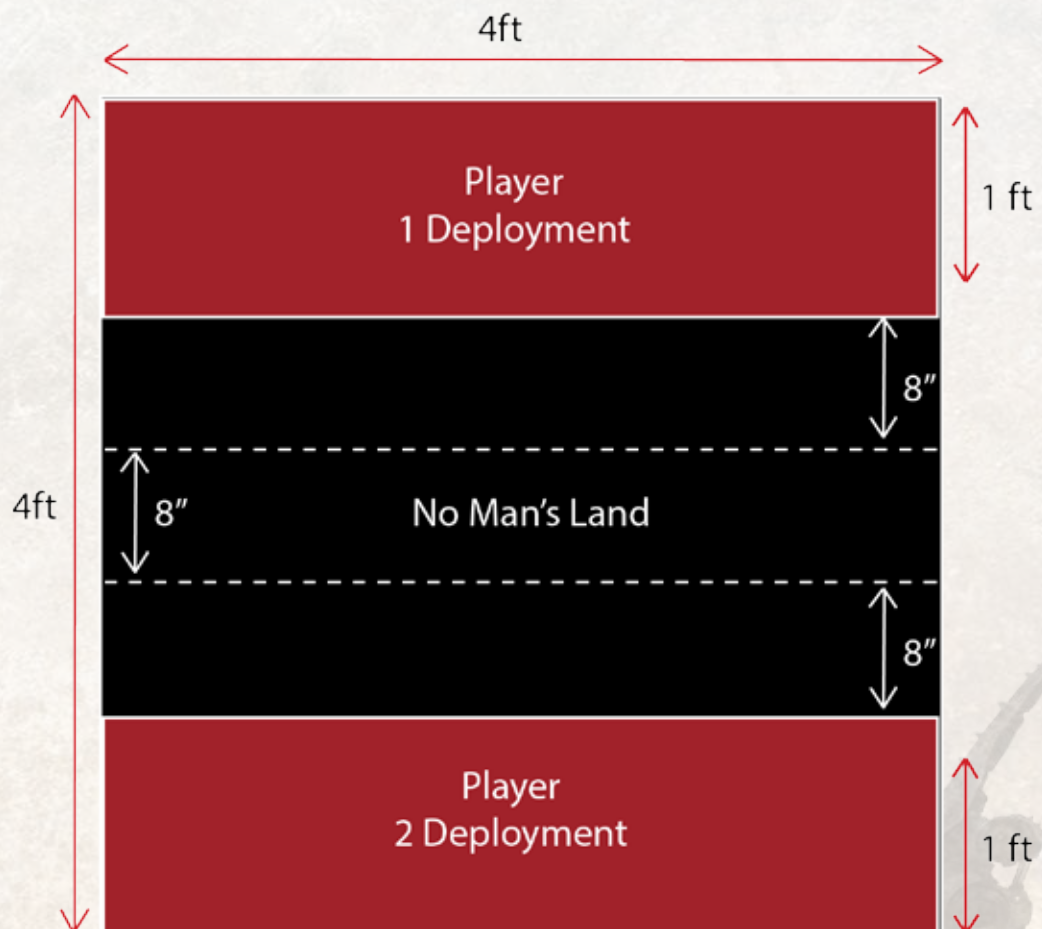
THE CHAMPION

SET-UP

- Each player takes turns placing 2 Objective Markers (for a total of 4 in play) anywhere within No Man's Land, as long as it is not placed within 4" of another objective marker or a table edge.
- Objective Markers are a terrain feature with the **Dangerous**, **Rough**, and **Does Not Block LoS** keywords.
- At the beginning of the game, each player will select 1 deployed model to be their Champion.

SPECIAL RULES

- During the Preparation Phase, if a player's Champion has been killed, they will select 1 model to become their new Champion.
- Each time the Champion kills an enemy model, that player earns 2 Primary Objective Points.
- Killing an enemy Champion earns a player 3 Primary Objective Points.
- Killing an enemy Champion with your Champion earns 5 Primary Objective Points.
- If a secondary effect from the Champion kills an enemy (such as Bleed from one of their weapons, or forcing the enemy into Dangerous Terrain) then the Champion counts as killing that enemy.
- A player may gain a maximum of 10 Primary Objective Points from this scenario.
- At the end of the game, the player with the most combined Primary Objective and Secondary Objective Points will be declared the winner.
- The game immediately ends at the end of any round in which a player has no remaining **Stable** models in play or waiting to enter the battlefield (such as from Assassination or Gliding Deployment).



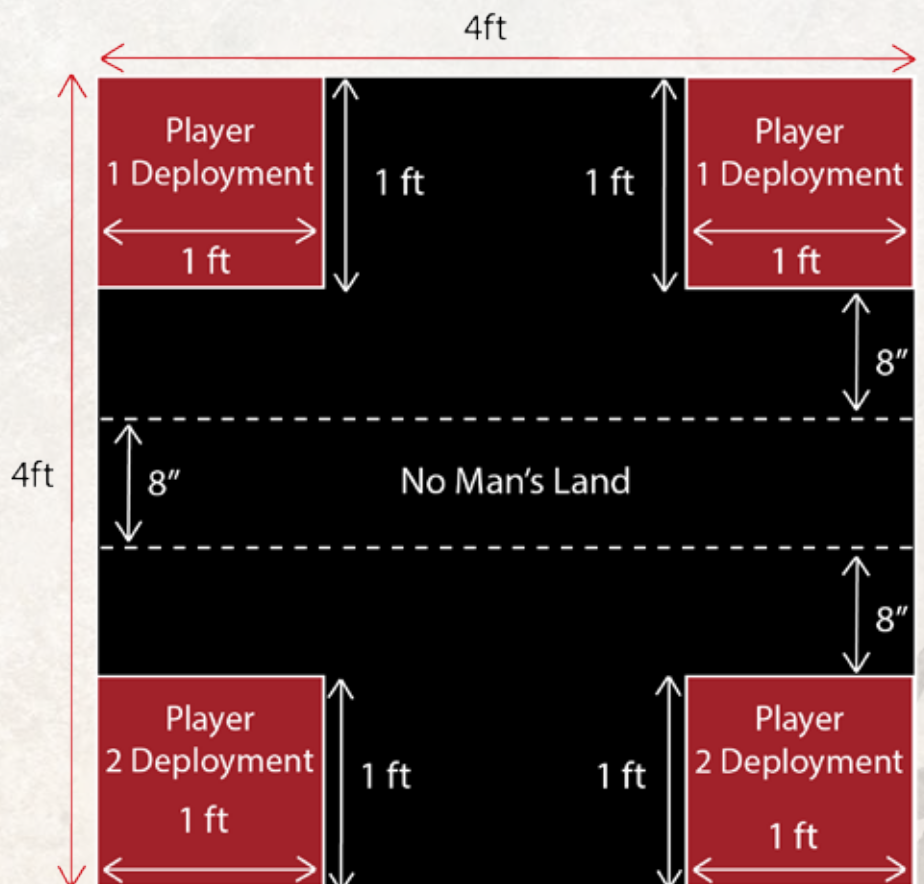
SEIZE GROUND

SET-UP

- Each player takes turns placing Objective Markers anywhere within No Man's Land, as long as it is not placed within 4" of another objective marker or a table edge, until there are 5 in play.
- Objective Markers are a terrain feature with the **Rough**, **Heavy Cover**, and **Does Not Block LoS** keywords.

RULES

- Beginning on Game Round 2, each player's models may spend 1 AP while in contact with an Objective Marker to make a PS Check. If that check is successful, that player claims that objective.
- A new claim removes any previous one on an Objective.
- At the end of any round, if a player has 3 claimed Objectives, they will receive 2 Primary Objective Points.
- At the end of any round, if a player has 4 claimed Objectives, they will receive 3 Primary Objective Points.
- At the end of any round, if a player has 5 claimed Objectives, they will receive 5 Primary Objective Points.
- After this is done, if a player has 10 or more Primary Objective + Secondary Objective Points, the game immediately ends and that player is declared the winner.
- If at the end of a round, both players have 10 or more Primary + Secondary Objective Points, the player with the most points wins. If they are tied, the game continues to the next round (if able).
- If 8 Game Rounds are completed and no player has won, the game ends in a tie.



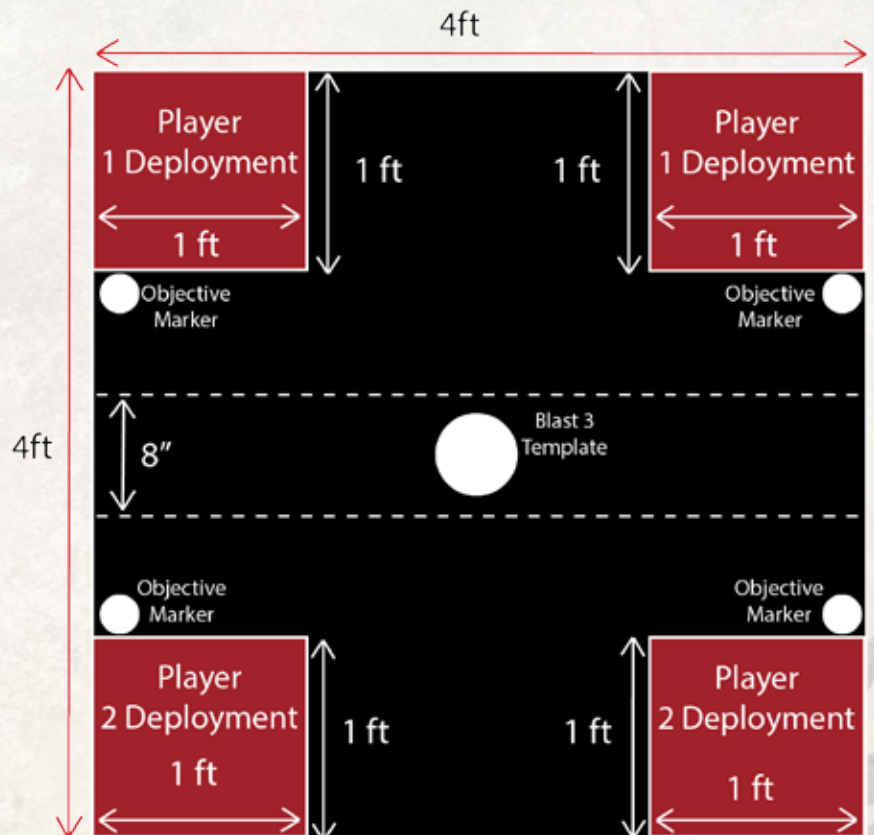
REACTIVATE TOWER

SET-UP

- Place 1 Objective Marker on each of the four locations shown in the diagram below.
- Place 1 Blast 3 Template in the center of No Man's Land. This template represents the Tower and is a terrain feature with the **Heavy Cover** and **Does Not Block LoS** Keywords.
- Objective Markers are a terrain feature with the **Heavy Cover**, **Impassable** and **Blocks LoS** Keywords.

RULES

- While in contact with an Objective marker, a model may spend 1 AP to make a PS Check. On a success they gain 1 Power Counter, represented by a 30mm base.
- A model may only carry 1 Power Counter at any time.
- When the model with a Power Counter moves for any reason, place the Power Counter in contact after that move is complete.
- Models may freely stand on or over Power Counters.
- If a model carrying a Power Counter is killed, the Counter remains on the battlefield. Other models may spend 1 AP while in contact with a Power Counter to pick it up.
- While a model with a Power Counter is in contact with the Tower, it may spend 1 AP to charge the Tower. Remove its Power Counter and award that player 2 Primary Objective Points.
- At the end of a round, if a player has 8 or more Primary Objective + Secondary Objective Points, the game immediately ends and that player is declared the winner.
- If at the end of a round, both players have 8 or more Primary + Secondary Objective Points, the player with the most points wins. If they are tied, the game continues to the next round (if able).
- If 8 Game Rounds are completed and no player has won, the game ends in a tie.



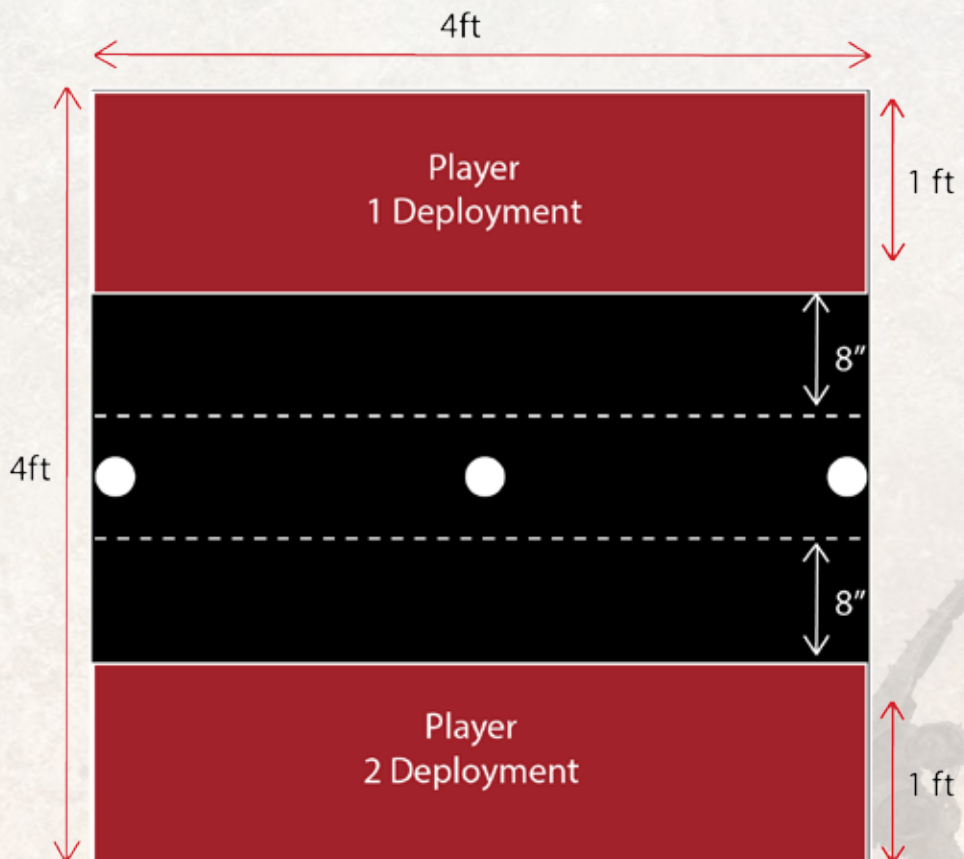
AMASSING POWER

SET-UP

- Place 3 Objective Markers on the center line of No Man's Land, as shown in the diagram below.
- Objective Markers are a terrain feature with the Impassable and Blocks LoS keywords.

SPECIAL RULES

- At the end of each round, if a player has a model in contact with one of the Objective Markers on the edge of the battlefield, and no enemy is in contact with that Objective, they receive 1 Primary Objective Point (1 point may be scored for each of these 2 Objectives).
- At the end of each round, if a player has a model in contact with a Objective Marker in the center of the table, and no enemy is in contact with that Objective, they receive 2 Primary Objective Points.
- In addition, a model in contact with an Objective may spend 1 AP to gain 1 Power Counter. That model may expend this counter when declaring an attack or give that Attack +2 Power, but also -2 MAL (Mal: - would become Mal: 19). If this attack kills an enemy, the attacking player gains 1 Primary Objective Point.
- Power Counters are lost if the model is killed.
- The game immediately ends at the end of any round in which a player has no remaining Stable in play or waiting to enter the battlefield (such as from Assassination or Gliding Deployment). That player loses the scenario and their opponent is declared the winner.
- At the end of a round, if a player has 10 or more Primary Objective + Secondary Objective Points, the game immediately ends and that player is declared the winner.
- If at the end of a round, both players have 10 or more Primary + Secondary Objective Points, the player with the most points wins. If they are tied, the game continues to the next round (if able).
- If 8 Game Rounds are completed and no player has won, the game ends in a tie.



THE CAPTIVE

SET-UP

- Place 1 30mm base in the center of the table. This is The Captive.
- Each player takes turns placing 3 Objective Markers (for a total of 6 in play) anywhere within No Man's
- Land, as long as it is not placed within 3" of another objective marker, The Captive, or a table edge.
- Objective Markers are a terrain feature with the **Blocks Line of Sight** and **Impassable** keywords.

SPECIAL RULES

- Beginning at the start of Round 2, a model may spend 1 AP while in contact with The Captive to claim it. Once claimed, anytime that model moves, place The Captive in contact with that model after that move is complete.
- While claiming the Captive that model may only spend 1 AP per round on movement (or abilities that allow movement), suffers -2 AS to all attacks, and suffers 1 automatic PW: 1 Hit at the end of its activation
- The Captive remains claimed by that model until that model is killed or is no longer **Stable**.
- Beginning at the end of Round 2, at the end of any round in which The Captive is not claimed, roll scatter and move The Captive in that direction.
- At the end of any round in which a player has claimed the Captive, that player gains 2 Primary Objective Points.
- At the end of a round, if a player has 8 or more Primary Objective + Secondary Objective Points, the game immediately ends and that player is declared the winner.
- If at the end of a round, both players have 8 or more Primary + Secondary Objective Points, the player with the most points wins. If they are tied, the game continues to the next round (if able).
- If 8 Game Rounds are completed and no player has won, the game ends in a tie.

