MARCH TO IMMORTALITY 2015

This is the official Dark Age tournament format used at events sponsored by or adjudicated by Cool Mini or Not, Dark Age Games, or The Legion.

FORCE LIST COMPOSITION

•Each force used in an MTI tournament must have an accompanying forcelist, which must be fully typed out or legibly hand written at time of entry.

•Forces may not contain more points than the set Point Level.

•All models in a force must have had their rules published for at least 30 days at time of tournament.

•All models in a force must be represented by the appropriate Dark Age miniature. Proxies may not be used. Conversions for models are acceptable, but must be readily recognizable as the model in question, and must be composed primarily of Dark Age model components. Any infraction of the above rules will result in the offending model being removed from the player's force with no substitutions allowed. If this further makes any other model in the force illegal, they will also be removed.

TOURNAMENT FORMAT

•The number of rounds in any Extreme Tournament is dependent on the number of players:

  • 4-8 Players: 3 Rounds
  • 9-24 Players: 4 Rounds
  • 25-36 Players 5 Rounds

•A Time Limit for each round is in place, depending on the Point Level of the event:

  •500 Points: 60 Minutes
  •750 Points: 75 Minutes
  •1000 Points: 90 Minutes

•Each game is scored based on each player's ability to meet particular Primary and Secondary Objectives, with the player with the most Victory Points at the end of the game being declared the victor.

•Pairing for the first round is determined randomly. For the second round onward, players should be paired based on similar Win-Loss-Draw ratios, with their total accumulated Victory Points used as additional tiebreakers.

•The player with the best Win-Loss-Draw record at the end of the event will be declared the winner.

•If multiple players have the same Win-Loss-Draw record at the end of the event, each player's total accumulated Victory Points should be used as additional tiebreakers.

ROUND SET-UP

•At the beginning of each tournament round the Tournament Coordinator will choose a mission from amongst the Primary Objectives (included below); all games that round will be played by the rules listed for that mission.

•Players will then have an opposing roll of 1d20, the player rolling the lowest becoming Player A and the player that rolled the highest becoming Player B for the Primary Objective's scenario.

•Players will then follow any set-up rules for the Primary Objective.

•Players will then shufle their Secondary Objective Deck and, in secret, draw two cards at random. The player may look at these cards at any time, but should keep them hidden from their opponent.

•Once these steps have been completed resume deployment as normal.

RULES

•The Primary Objective offers a means for players to accumulate Victory Points over the course of the game. Each Primary Objective will list its specific rules.

•Many Primary Objectives place Objective Markers around the battlefield. Objective Markers are represented by 50mm bases.

•Seconary Objectives are secret missions and tasks which award a player Victory Points upon being completed. **Unless specified otherwise, completing a Secondary Objective awards 1 Victory Point.**

•Once a Secondary Objective is complete it is discarded until the next tournament round.

•At the end of each Game Round, each player may discard 1 of their Secondary Objective cards. **Once this is done, each player will then draw until they have 2 Secondary Objectives.**

•Unless specifically noted otherwise in the Primary Objective, **Victory Points cannot be obtained until the beginning of Game Round 2.**

•Each game is composed of 8 Game Rounds, to be played until completion or until time is called.

THE SLAUGHTERING FIELDS

The mission is simple: The enemy must not be allowed to live. No survivors, no hostages, only death.

SET-UP

•Beginning with Player A, 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.

RULES

•For each 100 points (rounded down) of the enemy force killed or removed from play you score 1 Victory Point *(Example, killing 451 total points would yeald 5 VP, 450 would yeald 4 VP).*

•Victory Points may be scored by this Primary Objective during Game Round 1.
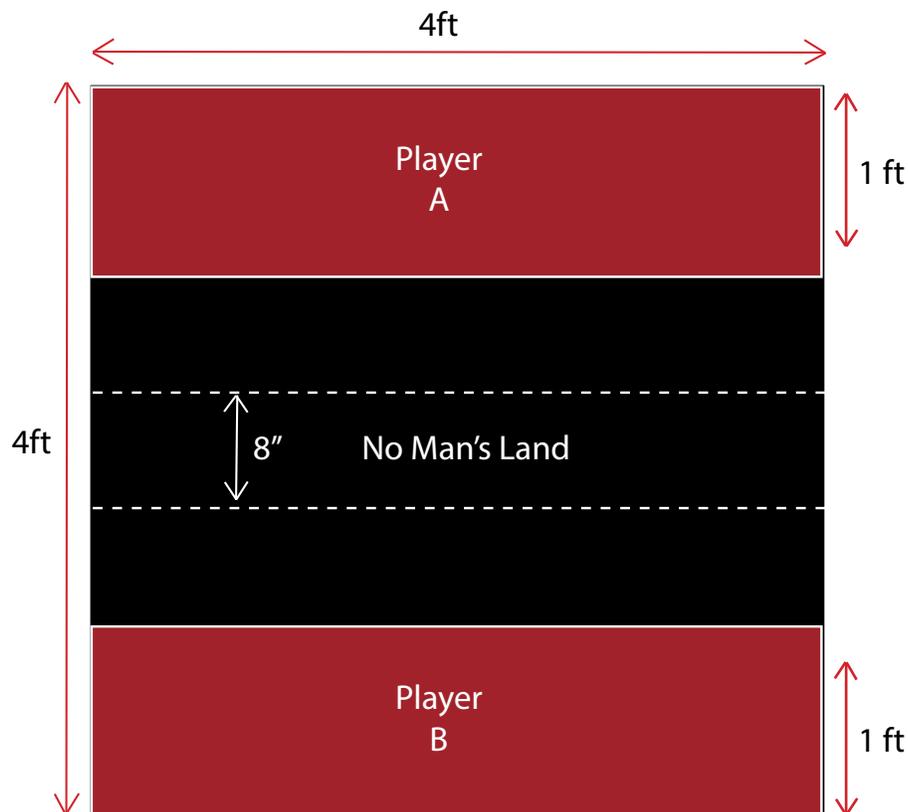
SEIZE GROUND

Whether it is an abandoned weapon's facility, resource rich land, or simply a claim to territory, both forces have met to gain control of the battlefield!

SET-UP

•Each player then takes turns, beginning with Player A, placing Objective Markers into play anywhere in No Man's Land, as long as it is not placed within 6" of another Objective Marker or a table edge, until there are 5 on the battlefield.

•Objective Markers are a terrain feature with the **Does Not Block Line of Sight**, **Impassable**, and **Light Cover** keywords.

RULES

•Beginning on Game Round 2, each player's models may spend 1 AP while in contact with an Objective Marker to place a friendly Claim Counter on it or remove an enemy Claim Counter.

•An Objective Marker may only have 1 Claim Counter on it at any time.

•At the end of each Game Round, the player with the most claimed Objective Markers gains 1 Victory Point.

•At the beginning of any round, if an opponent ever has 0 non-Dying (or otherwise incapacitated) models remaining on the battlefield then this Primary Objective deactivates, meaning no further Victory Points may be gained from it.
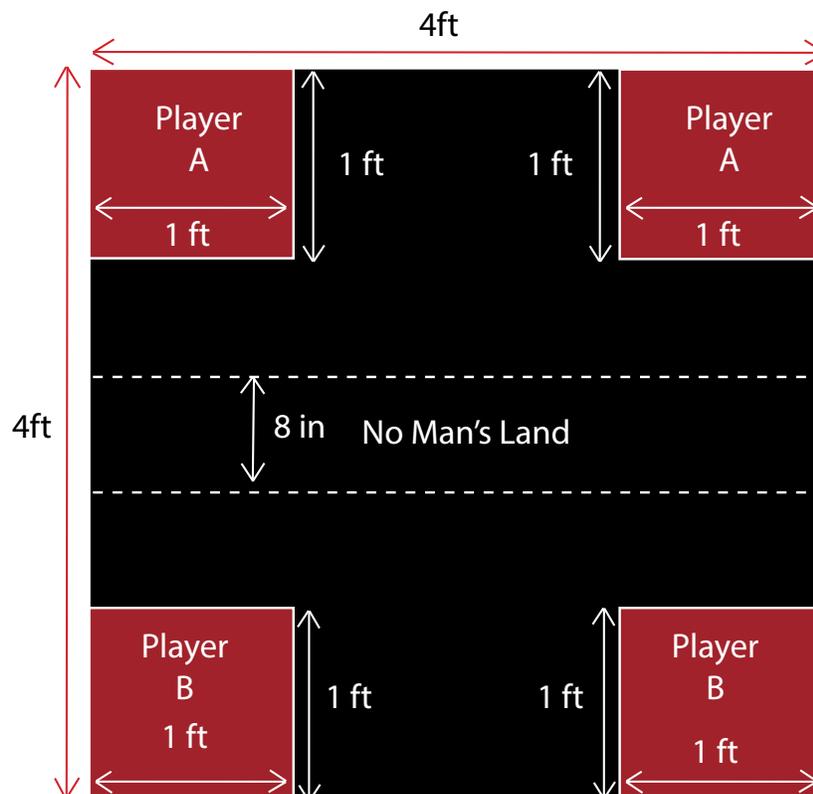
HIDDEN AGENDAS

Your forces have come to the battlefield to complete a secret mission. Unfortunately it seems you have run across an enemy scouting party. It's now a rush to complete your mission while dealing with this new threat!

SET-UP

• Each player then takes turns, beginning with Player A, placing 3 Objective Markers each (for a total of 6 in play) anywhere in No Man's Land, as long as it is not placed within 4 inches of another objective marker or a board edge.

• Objective Markers are a terrain feature with the **Does Not Block Line of Sight**, **Impassable**, and **Light Cover** keywords.

RULES

• This Scenario has no Primary Objective. Secondary Objectives are the only means of scoring Victory Points.
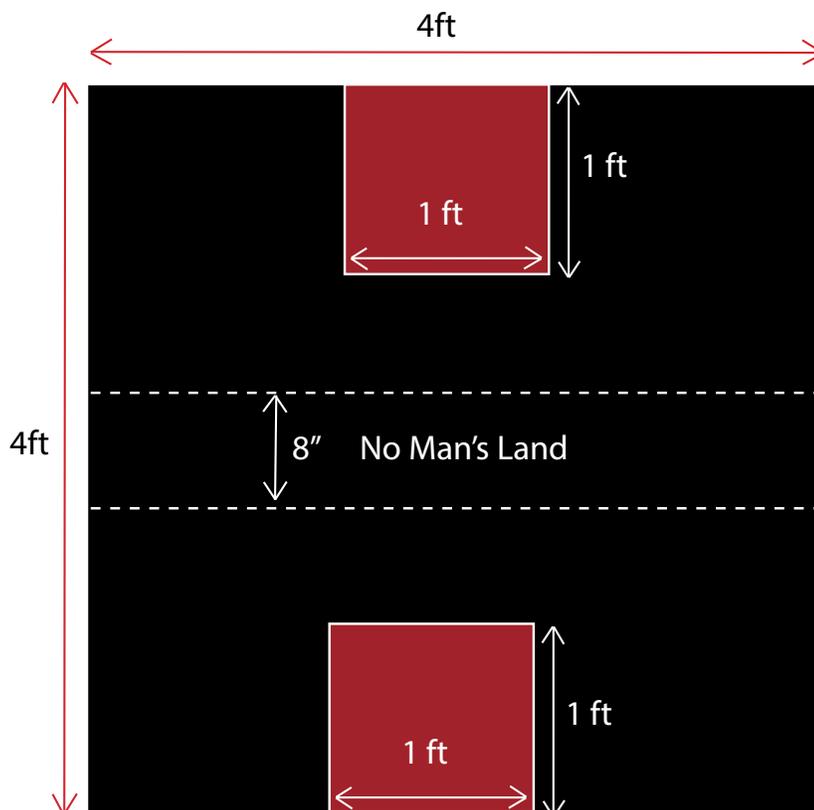
ANCIENT SECRETS

A mysterious artifact has been round on the battlefield. Unfortunately, before it can be removed, it needs to siphon power from nearby conduits. Removing it before it is fully charged and stable could lead to explosive results...

SET-UP

•Each player then takes turns, beginning with Player A, placing 3 Objective Markers each (for a total of 6 in play) anywhere in No Man's Land, as long as it is not placed within 6" of another Objective Marker or a board edge.

•Objective Markers are a terrain feature with the **Blocks Line of Sight** and **Impassable** keywords.

RULES

•Beginning on Game Round 2, any model may spend 1 AP while in base contact with an Objective Marker to gain 1 Relic Counter.

•Only 1 model may have a Relic Counter at any time.

•When a model with the Relic Counter is killed, it's owner places the Relic Counter in base contact before that model is removed. The Relic Counter is represented by a 30mm base.

•Any model may automatically pick up the Relic Counter by moving over it.

•At the end of any round in which the model with the Relic Counter is not in base contact with an Objective Marker it loses 1 HP. This HP cannot be healed. It will suffer 1 additional wound each turn it does not end in base contact with an objective *(Example: It would lose 2 HP after 2 rounds, 3 after 3 rounds, etc).*

•At the end of each round, the player controlling a model with the Relic Counter gains 1 Victory Point.

•At the beginning of any round, if an opponent ever has 0 non-Dying (or otherwise incapacitated) models remaining on the battlefield then this Primary Objective deactivates, meaning no further Victory Points may be gained from it.

4ft

Player A

1 ft

4ft

8"   No Man's Land

Player B

1 ft
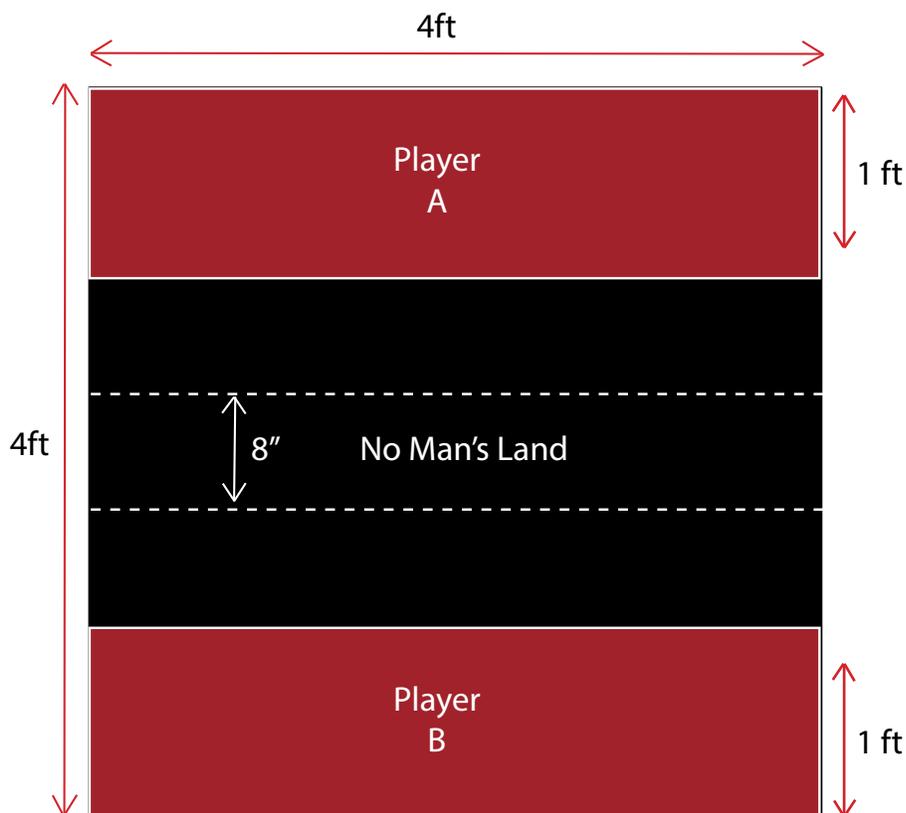
KING ☉F THE WASTELAND

Sometimes bragging rights are important. In this case both sides have sent forces to prove their superiority to all adversaries by declaring themselves King of the Wasteland!

SET-UP

•Place 1 Blast(3) Marker in the center of the table.

•After this, each player takes turns placing 3 additional objective marker each (for a total of 6 in play) anywhere in No Man's Land, as long as it is not placed within 4 inches of another objective marker or within the Blast(3) Marker.

•Objective Markers are a terrain feature with the **Does Not Block Line of Sight**, **Rough**, and **Light Cover** keywords.

RULES

•Beginning on Game Round 3 if, at the end of any round, you have a non-dying (or otherwise incapacitated) model with its base at least partially inside the Blast(3) Marker while your opponent does not, you score 1 Victory Point.

•At the beginning of any round, if an opponent ever has 0 non-Dying (or otherwise incapacitated) models remaining on the battlefield then this Primary Objective deactivates, meaning no further Victory Points may be gained from it.
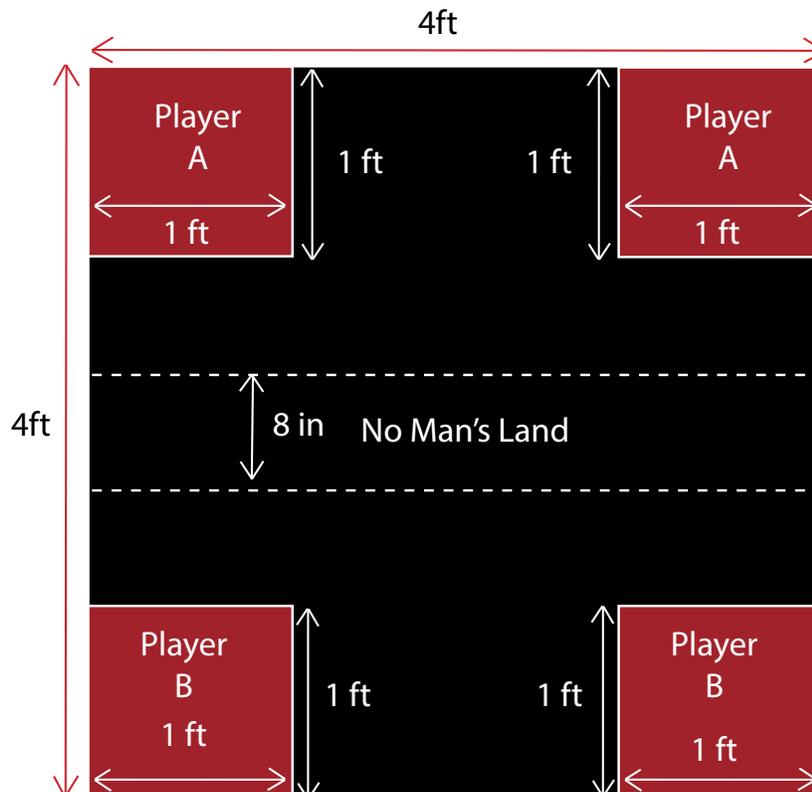
EXPLOSIVE RESULTS

Who can say exactly how a giant bomb appeared on the battlefield? Right now that's not important. What is is making sure it's closer to your opponent's base than yours when it explodes...

SET-UP
- •Place 1 80mm base in the center of the battlefield. This is the Mega Bomb.
- •The Mega Bomb is a terrain feature with the **Blocks Line of Sight** and **Rough** keywords.
- •After this, each player takes turns placing 2 Objective Marker each (for a total of 4 in play) anywhere in No Man's Land, as long as it is not placed within 4" of another Objective Marker, the Mega Bomb, or the board edge.
- •Objective Markers are a terrain feature with the **Does Not Block Line of Sight** and **Rough** keywords.

RULES
- •A model may spend 1 AP while in contact with the Mega Bomb to attept to push it. First, roll a d20, on a 16+ something has gone wrong. All models within 2" of the Mega Bomb suffer a PW: 5x2 hit. Once this d20 roll has been made, the model may make a Melee PW Check *(they must roll equal to or under the highest PW Value they have on a **Melee Attack** ((ignore Power Multipliers)).* On a success they may force the Mega Bomb 2" directly away.
- •If models would block the Mega Bomb from completing its forced move, move those models directly out of the way *(by the shortest distance)* in order to place the Mega Bomb Marker.
- •At the end of each Game Round, if the Mega Bomb is closer to an opponent's Deployment Zone than yours, you score 1 Victory Point.
- •At the beginning of any round, if an opponent ever has 0 non-Dying (or otherwise incapacitated) models remaining on the battlefield then this Primary Objective deactivates, meaning no further Victory Points may
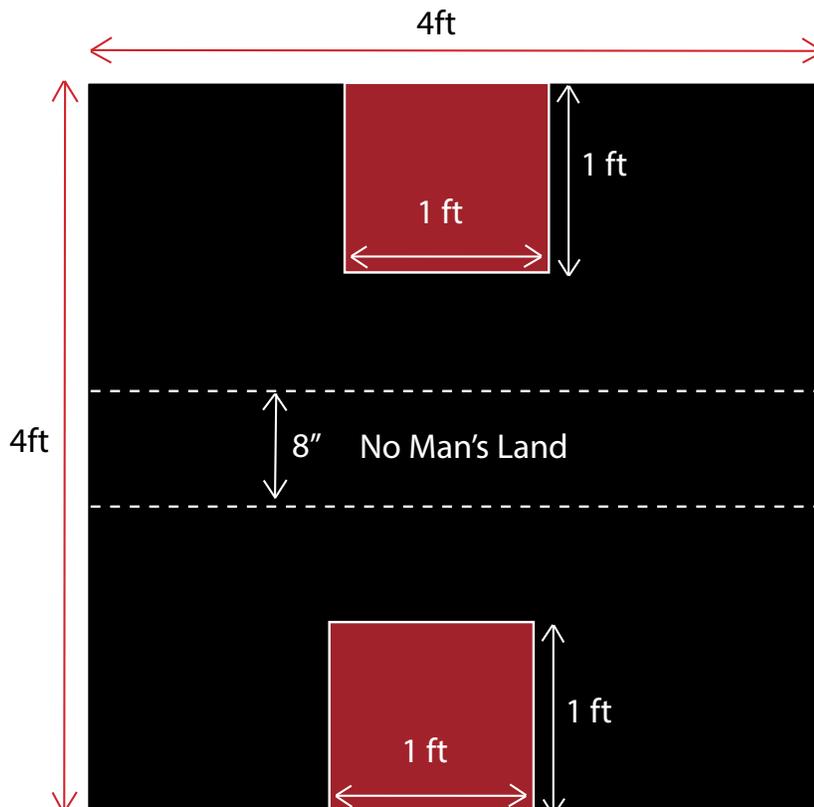
KING SLAYER

OBJECTIVE
Kill the highest **Point Value** enemy model in play.

SPECIAL
If there are multiple enemy models with the highest Point Value in play, this Objective is completed if any of those models are killed.
This Objective awards 2 Victory Points when completed.

PATROL

OBJECTIVE
End the round with friendly models in contact with 3 different Objective Markers.

SPECIAL
This Objective awards 2 Victory Points when completed.

INFILTRATE

OBJECTIVE
End the round with 1 or more friendly models in an enemy **Deployment Zone**.

ANNIHILATION

OBJECTIVE
Kill 3 or more enemy models this round.

GRISLY REMINDER

OBJECTIVE
Reveal this Objective when an enemy model is killed by a **Melee Attack**. Give the model that killed it 1 Head Counter. While in contact with an Objective Marker, this model may spend 1 AP to discard its Head Counter to complete this objective.

SPECIAL
Discard this Objective if the model carrying the Head Counter is killed.

FORWARD LOCATION

OBJECTIVE
End the round with 1 or more friendly models in contact with the Objective Marker on your opponent's side of **No Man's Land**.

CONVERGENCE

OBJECTIVE
End the round with 3 or more friendly models in contact with the same Objective Marker.

BURN IT DOWN

OBJECTIVE
Reveal this Objective at any time, and then select 1 Objective Marker. Friendly models may attack that Objective Marker, treating it as an enemy model for all purposes.
This Objective is completed when the selected Objective Marker has been reduced to 0 HP (It is not removed from the battlefield).

OBJECTIVE MARKER
Defense: 10
Armor: 14
HP: 3
This Objective Marker is not affected by *Special Abilities* or *Weapon Abilities*.

BOUNTY HUNTER

OBJECTIVE
Kill 1 enemy **Character**.

RAMPAGE

OBJECTIVE
1 friendly model kills 2 or more enemy models in the same activation.

REVENGE

OBJECTIVE
Reveal this objective when a friendly model is killed. Give the model that killed it 1 **Revenge Counter**. **This Counter cannot be removed.** This Objective is completed when the model with the **Revenge Counter** is killed.

CALL TO GLORY

OBJECTIVE
1 friendly model kills 1 enemy with a higher **Point Value**.

BULLY

OBJECTIVE
1 friendly model kills 2 or more enemies with lower **Point Values** in 1 activation.

SURPRISE ATTACK

OBJECTIVE
Kill 1 enemy model that has not activated this round.

COUNTERATTACK

OBJECTIVE
1 friendly model kills an enemy model that was within 2" at the start of this model's activation.

ADVANCE

OBJECTIVE
Have all remaining friendly models in **No Man's Land** at the end of any round.

ASSASSINATION

OBJECTIVE
Kill 1 **(and only 1)** enemy model this round.

CLAIM TERRIRORY

OBJECTIVE
Reveal this Objective at any time. Friendly models may spend 1 AP to place 1 **Claim Counter** on an Objective Marker they are in contact with. This Objective is completed when 3 Objective Markers have Claim Counters on them.

SCAVENGE SUPPLIES

OBJECTIVE
Reveal this Objective at any time. Friendly models may spend 1 AP while in contact with an Objective Marker to gain 1 **Supply Counter**. This Objective is completed when friendly models have a total of 4 or more Supply Counters at the end of any round.

SPECIAL
Supply Counters are discarded if the model carrying them is killed.

GANG VIOLENCE

OBJECTIVE
Kill an enemy model that is in contact with at least 3 friendly models.

SHARPSHOOTER

OBJECTIVE
Kill 1 enemy model with an **Aimed Ranged Attack**.

BRUTAL ASSAULT

OBJECTIVE
Kill 1 enemy model with a **Charge Attack**.

SPOILS OF WAR

OBJECTIVE
Reveal this Objective when an enemy model would be killed. Place a 30mm Base in contact with that enemy before it is removed. Friendly models may spend 1 AP while in contact with this 30mm Base to gain 1 **Loot Counter**. This Objective is completed when friendly models have a total of 4 or more Loot Counters at the end of any round.

SPECIAL
Loot Counters are discarded if the model carrying them is killed.
This Objective awards 2 Victory Points when completed.

DEAD DROP

OBJECTIVE
Reveal this Objective at any time. Friendly models may spend 1 AP while in contact with the closest Objective Marker to your **Deployment Zone** to gain 1 **Bomb Counter**. This Objective is completed when a model with a Bomb Counter spends 1 AP while in contact with the Objective marker closest to the enemy **Deployment Zone**.

SPECIAL
Bomb Counters are discarded if the model carrying them is killed.
This Objective awards 2 Victory Points when completed.

TEAMWORK

OBJECTIVE
Kill 1 enemy model that another friendly model has attacked this round.

GIANT KILLER

OBJECTIVE
1 friendly model kills an enemy with a larger **Size**.

CULL THE WEAK

OBJECTIVE
Kill the lowest **Point Value** enemy model in play.

SPECIAL
If there are multiple enemy models with the highest Point Value in play, this Objective is completed if any of those models are killed.

SENTRY

OBJECTIVE
Reveal this Objective at any time, and then select 1 Objective Marker. This Objective is completed when 1 friendly model begins and ends the same activation in contact with the Objective Marker.

RELAY SIGNAL

OBJECTIVE
Reveal this Objective at any time, and then select 1 Objective Marker. Your opponent then selects 1 Objective Marker. Friendly models may spend 1 AP while in contact with either Objective Marker to gain 1 **Relay Counter**. This Objective is completed when, at the end of any round, you have a friendly model with a Relay Counter in contact with each chosen Objective.

KILLING BLOW

OBJECTIVE
Kill an enemy model that is missing 1 or more HP.