

MINI-MEG III

(Lanyon Vikings Club, Conder ACT, 19 May 2019)

PLAYER INFO

Entry

- To enter, let us know at mortemetgloriam@olympiangames.com.au
- Entry is free*, and beginners are welcome!
* though joining the Vikings Club is recommended if you are local – it costs \$8/year, but you quickly get that back in discounted food and drink.

Rules

- Mortem et Gloriam 'Pacto':
<http://olympiangames.com.au/resources/03/13827/Other/MEG%20PACTO%20Mini-MeG%20III.pdf>
This is a tidied-up local draft. Make sure you use this version!
- Using this **local draft version** of the QRF:
<http://olympiangames.com.au/resources/03/13827/Other/MeG%20PACTO%20QRS%20Mini-MeG%20III.pdf>
N.B. this is different from the full MeG one.
- Except as amended by the 'Pacto' variant, the 2019 MeG rules apply.
- The 'Fog of War' optional rules (Chapter 10), will **not** be used in this tournament. It is required that all troop bases be defined fully at deployment, and at other times if your opponent requests.

Scale / Figures / Terrain

- Figure scale is 15mm (10mm – 20mm figures will be acceptable for this tournament). All figures should be a reasonable depiction of the troops they represent.
- Standard base width is 4cm, though the Pacto unit of measurement (PU) is 2cm.
- All figures should be painted at least to a basic level – no bare metal or undercoat,

please! With sufficient notice, figures or armies may be available for loan.

- Some terrain will be available, but you are advised to bring your own. Note that the terrain sizes in Pacto are smaller than in full MeG.
- Pacto-sized playing boards will be provided!
- Let's keep our games neat and attractive– check out the author's "tidy tables":
<https://the-wargames-zone.co.uk/wp/wp-content/uploads/2018/12/TIDYTABLES.pdf>

Army Lists

- Players will use same army in each game
- Armies may be taken from any published **2019** MeG list, as modified by the Pacto rules. The lists are available here:
<https://the-wargames-zone.co.uk/wp/theancientszone/army-lists/>
- Armies **must not exceed 3,500** points.

List Checking

- Army lists need to be prepared using this **revised Pacto** version of the Army builder spreadsheet:
<http://olympiangames.com.au/resources/03/13827/Other/MeG%20PACTO%20ArmyBuilder%20Mini-MeG%20III.xls>
- And submitted for checking prior to the event: send to mortemetgloriam@olympiangames.com.au, by no later than Friday 17 May.
- To be approved, you need to include your name, army name, an exact year for your army, and put a name for all UGs in a way that allows the checker to see what line of the army lists the UG corresponds to. If

downgrading any UGs, please indicate this in the UG name.

- If your list is not submitted for checking and found to contain errors on the day, you will lose all your VPs earned so far, then any illegal items are removed from the list, with no substitutions! It's important your army is legal!

Tournament Format

- There will be three games, each with a time allowance of up to 2 hours. "Time" will be called at a random time around the scheduled time, after which players will finish the current **sub-phase**, but not start a new one (i.e. not go to a new line on the QRF turn sequence). So players won't know exactly when the last phase will be.
- Provisional timetable (may be half an hour earlier if we can arrange with the venue):
pre-10:00 Setup & announce draw
10:00-12:00 ROUND 1
Lunch
13:00-15:00 ROUND 2
15:00 – 17:00 ROUND 3
17:00-17:30 Pack-up / Prizes
- Scoring will be standard, as per the rules.
- There will be 2-3 playing umpires nominated. If you can't find the answer to your query in the rules or clarifications, get an umpire from another table to adjudicate. Go with their decision, even if it's wrong!
- It really helps if you read both the Pacto modifications and the main rules again from cover to cover before the tournament!
- Everyone has come to have fun. By all means play competitively, but don't be a dick.

Draw

- Players will not play the same opponent more than once
- In the first round:
 - o players from the same club/playing group won't play each other (please

nominate a club affiliation if you want this to apply).

- In subsequent rounds:
 - o Starting with the player on the highest score, each player will be drawn against the player with the next highest score.
 - o If scores are equal, the closest army date will be used (after that, random).
- If a bye is required, the first bye will be taken by the TO, otherwise by the player with the lowest score.

Placings and Prizes

- Placings will be determined by cumulative victory points won (including bonuses). Byes will be scored as the average of the player's scores in their other non-bye games.
- For players on equal points, final ranking will be determined by (1) head-to-head result, (2) sum of opponent's scores, (3) lowest army list point value.
- Trophies and prizes will be given for first, second and last place.

Contact

Further info, comments or suggestions,
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