

# ex illis open



## — Ex illis Open – August 6<sup>th</sup>-7<sup>th</sup> 2010 —

The first edition of the *Ex illis* Open will take place during the Gen Con Indy 2010. It is divided into 2 activities: a gameplay tournament and a painting contest.

### — The Gameplay Tournament —



Conditions: As places are limited, you need to reserve your spot. To do so, you must have an *Ex illis* account with at least one miniature registered. You also have to fill out the registration form and [submit](#) it by July 26<sup>th</sup>. Bastion will publish the list of 30 players and the waiting list as soon as all places are taken. Then, players on the list will be invited to Bastion's booth #1109 before Friday 5 p.m. Those on the waiting list must report to the booth at 5:30 p.m. Registrations will be processed on a "first come first served" basis.

As mentioned above, places are limited and thus, if a registered player fails to physically confirm his/her participation before 5 p.m., the next person on the waiting list will be granted entrance. Tournament entries are limited to 30, plus a 10 player waiting list.

Depending on the number of participants, each contestant should play a minimum of 2 games. At the end of the qualifying rounds, the number of games won and the point differential average will be calculated to determine the top 8 players. The quarter finals, semi-finals and the grand final will be single-elimination rounds.

Should the number of participants be an odd number, a random player will get to choose a Bastion team member to face in each qualifying round. Note that every developer will have a designated muster ready for the occasion; choosing the developer equals choosing the muster!

Each player will start with a 25 minute playing time bank. The game ends as soon as occurs any of the following:

- A player wins the battle;
- A player surrenders;
- A player runs out of playing time.

### — The Painting Contest —



Conditions: Only *Ex illis* miniatures can be used in the contest. Every contestant will be judged by the Gen Con crowd present at our booth based on general appreciation. To enter the contest, you need to fill out the form and [submit](#) it by July 26<sup>th</sup>, and report at booth #1109 before 5 p.m. on August 6<sup>th</sup>.

### — Prizes —



The gameplay tournament winner will receive an iPad or a \$1000 voucher and the second place will win an iPod Touch or a \$500 voucher. Similarly, the painting contest winner will receive an iPad or a \$1000 voucher while the second place will win an iPod Touch or a \$500 voucher. All vouchers are to be spent on hobby products of your choice at Atlantis Games & Comics.

This rule set is designed for the Gen Con *Ex illis* Open 2010. All rules and references were written by Bastion Studio. All competitors should be aware that if any rule should be interpreted, the Bastion standard will be upheld, and any particular contentious issues will be settled by the main referee, who will be an official Bastion Member.

# Ex illis Open – General Rules

## General Rules - Gameplay Tournament



### Gameplay

#### Terrain features

All terrain features will be provided by Bastion Studio. Players are not allowed to bring their own terrain features. The tournament will be played on a 4x5 board. Terrain features will be randomized or determined before each game by the Bastion Team.

#### Points and musters

All players must field a level 10 army worth 1000 points (all units in the muster must be level 10. Musters must be created and ready prior to the tournament; no mustering will be allowed on site. Players are allowed any mustered army they want, as long as they respect the 1000 points limit and the level 10). If you don't have a muster, a default one will be provided.

Players will not be allowed to switch musters between games.

#### Equipment

The tournament will be played on a Bastion computer without exception. Players will not be able to play with their own computer or device. Players are free to bring any printed tactica they want. Tacticas will not be allowed during game time. Players will be able to consult these PDFs between rounds, but away from the main playing area. Players can bring their own army. Bastion will lend a painted army to any player who does not have one in which case a default muster will be imposed. All devices will use the latest version of the *Rule Keeper* software.

### Registration

#### Players

All players registering for the tournament must make sure they own an active *Ex illis* account. This account will be checked before you enter the tournament.

#### Deadline

All players must be signed up in the tournament before July 26<sup>th</sup>.

### Behavior

#### Language

Respect is the key to having fun! All players must respect each other: no trash talking. All players who do not respect this rule will be forced to forfeit from the tournament.

#### Winning the game

To win the game, players must play until the software determines a winner. Players will not be able to retreat to end the game. Games must be played until the last unit dies.

#### Software crashes

If the game crashes, it will be resumed at the last move the player made. The player must replay the same move he/she made before the software crashed.

## General Rules - Painting Contest

### Miniatures

*Ex illis* products must be used exclusively in this contest. You may use any *Ex illis* miniature. Only one entry per person and 1 to 8 *Ex illis* miniatures per entry.

Every single miniature must be mounted on the appropriate base. We welcome miniatures with converted bases, but these should be consistent with the atmosphere of the *Ex illis* world and Bastion's spirit. The Bastion team reserves the right to remove any miniature from the tournament and force any contestant that has not respected these rules to forfeit.

Miniatures entered in the painting contest cannot be used at the gameplay tournament.

All models should be left in display until 6:00 p.m. on August 7<sup>th</sup>. Every participant has until 2:00 p.m. on August 8<sup>th</sup> to claim his/her pieces; passed that deadline, Bastion cannot be held responsible for any item.

Winners will be announced and congratulated on Sunday, August 8<sup>th</sup> at 12:00 p.m.

### Scenic Display

Many people like to mount their models upon large scenic display bases or plinths. This will be permitted providing the individual model can be removed and stand upon an appropriate gaming base. If the scenic base is permanently attached to the model, you will be disqualified. Models on display bases will be removed from the base when being judged.

### Judges

The judges will be Gen Con Indy 2010 attendees visiting our booth during the 3 first days of the convention. Judges will be asked to vote for their favorite painted miniature. In all cases, the judges' decisions are final. We will not discuss any judges' decision.

We reserve the right to refuse entry to the competition. Everyone interested in competing must fill out the form and [submit](#) it by July 26<sup>th</sup>, and report at booth #1109 before 5:00 PM on August 6<sup>th</sup>. We will not accept any entry from competitors who do not attend the event. All entries must be collected from the show stand at the specified times and by the person registering.

All models should be the work of a single hobbyist. All steps of the work on the models entered into the contest must have been performed entirely by the entrant, including painting, modeling, converting, after-market sculpting, and basing. Neither models obtained from someone else in any state of completion, nor collaborative efforts may be registered. Anyone violating this rule will be immediately disqualified and forbidden from entering future *Ex illis* painting contests. All competitors will be fully responsible for transporting their work to and from the competition, and for storing their own transport and packing materials on the day of the event.

Please do not ask us to look after carrying cases and giant cardboard boxes. Once entries are registered, we will, of course, look after them with much care. However, we cannot accept the responsibility for loss or damage to individual entries.

Models are entered into the competition at the competitor's own risk. Entry to any of the competitions gives Bastion the right to photograph and publish the details of models entered as we see fit.

Finally, remember the point of the competition is to showcase the efforts of our hobbyists and to have fun. You may not agree with the final outcome, but please bear in mind that the judges' decisions are final and absolute. We will not enter into any argument regarding them.

Register Now!

