



Age of Slam

“There's nothing in the rules that says a centaur can't play basketball.”



Hello, and welcome to the *Age of Slam*, an epic basketball tournament featuring players from across time and space. *Age of Slam* is played using the *Warptime Creation Engine* as either a campaign “season” using a single mission type and purchased teams starting at 750 gold or with the one-time-only game rules at 1,500 gold for random pickup games against people in your local gaming club. The victor is the last team to *Rout*. If no team *Routs*, the victor is the team with the most Slam Points at the end of 20 game cycles. All units must be deployed in their stands or within 8” of their hoop to start.

The Rock

A Skull with the *Dæmon* and *Recover* rules is used as a ball, henceforth called the Rock, and is deployed in the centre of the table. The Rock is a talking skull encased in an orange magical bubble that will never shatter due to being used as a thrown weapon. If the Rock is ever destroyed it is replaced in the centre of the table at the beginning of the next game cycle.

Bounce: The Rock scatters 1d6” from its target in a random direction twice if it is not caught after being thrown by a model. If the Rock winds up in the Stands, keep scattering it 4d6” until comes back into the Court. If no model is holding the Rock at the beginning of the game cycle, it rolls 1d6” in a random direction. The Rock can never *Bounce* off the table.

Dribble: In addition to being thrown as a weapon, the Rock may be handed off to other models as a regular item as normal, and can also be passed to any model within 3” using a *Dribbling* action. One *Unlocked* model within 3” of a *Dribbling* model may attempt to *Steal* the Rock and add it to their equipment by comparing their F+I to the *Dribbling* model's F+I, and rolling on The Chart™. If this roll is successful then the *Dribbling* model's unit turn immediately ends. The *Stealing* model then gains the Rock and must immediately take their unit turn. The Rock may also be taken by a successful use of the *Disarm* Melee talent as if it were a melee weapon instead of an item or thrown weapon.

The Court

A four foot square table is halved horizontally and each half is given to a player as their Campsite. The table is then divided again into a centre segment of 24” by 48” called “The Court” where the game is played, and two side segments called “The Stands” which are full of anti-matter chavs and other violent, multiversal drunkards. There is never terrain except what you purchase. You may want to consider buying buildings in the stands that your wizards and reserve players can relax in or investing in mazes, arrow traps, and lava moats on your half of the Court to protect your hoop from enemy players.

The Stands: The stands include deployed models such as cheerleaders, corpse tokens, and purchased sniper towers. If a player moves into the stands, or is pushed, tossed or dropped into the stands for any reason, they are *Attacked By The Crowd* and immediately suffer 2d6 AP0 primitive wounding blows as an *interrupt*. They are *Attacked By The Crowd* again at the beginning of their Movement phase each turn they remain. If they survive, you may redeploy them after the next Slam Point is scored. Models flying over top of the stands will not be attacked unless they land. Purchased buildings, as well as any models deployed within them, will never be *Attacked By The Crowd*. Models inside buildings may move and act normally, but forfeit the game if they set foot on the Court during the game cycle. Whenever a Slam Point is scored you may redeploy, substitute or swap any of your models between buildings and the Court without them being *Attacked By The Crowd*.

The Hoops: Each short edge of the court has an invulnerable pole in the middle with a hoop 10” off the ground. The hoop has T8, W8, E0, and can be targeted normally or passed to (at) like a unit. A hoop that has been destroyed cannot be scored upon until it is automatically replaced by wizard refs at the beginning of the next Game Cycle.

Slam Points: Throwing the Rock through the enemy hoop earns your party 2 Slam Points. Jumping, Leaping, Jump Thrusting, Flying or using a grappling hook to move into Base (1) Contact with the enemy hoop while holding the Rock is a *Dunk* and earns your party 3 Slam points. The party with the most Slam Points at the end of twenty (20) game cycles is the winner. Whenever a Slam Point is earned by either party, immediately redeploy all models anywhere in their own halves of the table, *unlocked*. The player whose hoop was just scored upon must then give the Rock to any one model from their team, and start a new game cycle by taking a single unit turn with one of their *unlocked* models.

Overtime: If there is a tie at the end of 20 game cycles, the game goes into *Overtime*. During *Overtime* game cycles, all models gain +1M and must reroll any failed attack rolls. Models that do not *Connect* with a Wounding Blow against an enemy model during their unit turn immediately suffer d6 L1, S1, AP0, *Primitive* attack rolls from jeering fans throwing bottles and food from the stands above as an *interrupt*. Continue to play *Overtime* Game Cycles until an additional Slam Point is scored and the game's victor is decided.



IIIIIN THE PYRAMIDS OF ITZA BORN AND RAISED.
ON THE BATTLEFIELD'S WHERE I SPENT MOST OF MY DAYS.
KILLIN' BOUTS, HACKIN' SKIN, PUTTIN' AXES IN FOOLS.
AN SHOOTIN' SOME B-BALL OUTSIDE THE SPAWNING POOL.

WHEN A COUPLE OF DEVELOPERS WHO WERE UP TO NO GOOD
STARTED MAKING RULES THAT NO ONE UNDERSTOOD...
BLEW UP ONE LITTLE MOON AND MY INVESTORS GOT SCARED,
THEY SAID "YOU'RE MOVING WITH YOUR SCANTY, NONFUNCTIONAL RULES IN AZYR!"

WELL I LANDED ON THE PLANE AND IMMEDIATELY HAD DOUBT.
THERE WAS A SUIT WITH A LAPTOP PLANNING ALL THEIR TRADEMARKED NAMES OUT.
I AIN'T TRYING TO GET INVESTED YET I JUST GOT HERE.
HE SANG "BUT ARE YOU QUICKNESS LIKE LIGHTNING? HAVE A CAREER."

I WHISTLED AT THE COURT AND WHEN THE BALL ROLLED NEAR,
I PICKED IT UP HOT AND SHOT IT THROUGH THE NET CLEAR.
SO NOW I SLAM HOOPS WITH A VENGEANCE, GIVING SKELETONS A SCARE.
MY PAST LIFE? FORGET IT. MY HOME IS MIDAIR!

DEATHS ON THE COURT? IVE SEEN SEVENTY EIGHT.
YELL AND GET STABBY. FIGHT AND PUNCH OUT A GATOR.
LOOKING DOWN ON MY KINGDOM IT'S TIME TO SHARE,
AS I RETIRE TO MY THRONE NOW THE AGE OF SLAM'S HERE.

Any model may purchase the following as Primary Access talents:

Cheerleader (X) 50 gold per level

This model cannot ever take part in the game on the Court but is deployed in the stands and can be shot at with projectiles and magic normally. They cannot move, and will never be affected by *Attacked By The Crowd*. For each level of this talent, you may reroll one die rolled by a model on the Court until the next Slam Point is scored. This ability then resets.

Hoop Drills 100 gold

This model has trained with the Court's legions of coaches, and thus gains the *Pro Catcher* Speed talent. Additionally, this model gains the *Practice Makes Perfect* Shooting talent on shooting actions made with the Rock.

I Ain't Sayin' She A Gold Digger, But She Ain't Messing With No Broke Lizard 30 gold

For every full 100 experience/gold spent on new talents, this player gains an upkeep of one gold per game in addition to any upkeep they may have already had. However, their skill and celebrity allow them to purchase *Strength* and *Speed* talents as Primary Access talents if not normally allowed to do so or at half price (round up) if they were. Furthermore they may purchase the *Cheerleader*, *Hoop Drills* and/or *Popular* talents at half price.

Popular (X) 40 gold per level

For each level of this talent you may ignore one *Attacked By The Crowd* result per game or ignore one enemy player's use of the *Popular* talent. It is possible to expend all popularity in a single moment.



Age of Slam Campaigns

As they fight and kill their way through the shady undercourts, new teams dream of one day making it to the top brackets.

The Post Game Sequence

Models gain experience normally but can never make Exploration Post-Game Actions. Instead, an *Age of Slam* team automatically earns 10 gold for each Slam Point they scored during the game. An *Age of Slam* team always earns a minimum of 30 gold just for playing, even if they didn't score at all.

Additionally, if an *Age of Slam* team's total levels of the *Popular* talent are greater than the opposing team's, they may roll the difference in dice and gain the result as a bonus sum of gold from crowd concessions. You may then add +1 gold to this total for each level of the *Barter*, *Streetwise* or *Wiley Explorer* talents in your party, and for any model that would normally be allowed to reroll or alter a die in the exploration phase.

Betting

Before a match, you may bet any amount of gold you have on the outcome.

Declare your team is placing a bet with the bookie, then write down your bet on a piece of paper and fold it up until after the game. If the team you bet on wins the match, the bookie pays your team the amount you bet. If the team you bet on loses the match, you pay the bookie the amount bet instead. If you cannot pay the bet, begin to delete one model at a time selected randomly from your team roster, along with all equipment they are carrying and any mount they were most recently assigned, until the value of the bet has been completely satisfied with interest by their total value in gold. Court Bookies are known to hire elder dragons as enforcers, and not a single coin is permitted to go unaccounted for.

Yo.

Yo.

Lizards toss the rock like big cock shock jocks.

A blizzard of free throws and dope flows are all you've got in store as we drop you on the floor like Be'lakor.

Bustin' through hoops with newly spawned troops like "hey bitch it's on!" taking rude poops on groups 'cause y'all can't handle the song of the Seraphon.