

**Southern California Games Workshop League  
Presents**

**So Cal Min GT at the LA Battle Bunker**

Within this packet, you will find all of the needed scenarios, score sheets, and rules for this tournament. Please read the rules carefully before starting the first round of the tournament. Judges will be available should you have any questions. Any questions about this event may be directed to either Scott ([tiv@cox.net](mailto:tiv@cox.net)) or Quentin ([phazael.scgw@gmail.com](mailto:phazael.scgw@gmail.com)) for answers. This event will run with the following restrictions:

**Schedule:**

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Saturday, June 12<sup>th</sup> (Day One)  
12:00pm to 12:30pm Registration.  
12:30pm to 2:30 Round One–  
2:45pm to 4:45pm Round Two–  
5:00pm to 7:15pm Round Three–  
Cleanup

Sunday June 13<sup>th</sup> (Day Two)  
12:15 to 2:45 Round Four–  
3:00pm to 5:30 Round Five–  
5:30 to 6:00 Awards Ceremony

Note that Day one will have two hour rounds and day two they will be two and a half hour rounds.

**Armies:**

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- Armies will consist of no more than 2000 points using a standard force organization chart.
  - The following codexes are approved.
    - 5<sup>th</sup> edition Tyranid, Space Wolf, Imperial Guard and Space Marine – 4<sup>th</sup> edition – Black Templars, Tau Empire, Eldar, Dark Angels, Blood Angels, Chaos Demons, Orcs and Chaos Space Marine – 3<sup>rd</sup> edition – Deamonhunters, Dark Eldar, Necrons and Witch Hunters.
  - Only the main army lists may be used for the army in question. No appendix lists are permitted.
  - Units from the Forgeworld Imperial Armor Books are not allowed.

**What you need:**

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- You must bring all materials you needed to play :
  - Main Rule Book
  - Codex used for your army
  - FAQ for the main rule book and you codex used
  - Dice
  - Scatter Dice
  - Templates
  - pen/pencil
  - Measuring Tape

- o calculator
- o A separate printed army list is required for the judges (if not already submitted) and one each of your opponents.
- o Each player must also bring two objective markers seated on a 40mm round base.

**Rules Conventions:**

All current Games Workshop FAQs are in play. Any rules issues not addressed under the current Games Workshop FAQs may be discussed with the judges. As always, remember we are here to have fun and the rules are a means to that end, not an obstacle.

- If illegal units or rules violations are found in a player's list, at a minimum, the models in violation will be removed from all subsequent play. Tournament points may be deducted and award eligibility may be forfeited. Please use the feedback form on this website to ask any questions you may have regarding rules issues or legal units in advance!
- Tournament Judges' rulings are final and arguments or poor conduct by players will not be tolerated. Judges reserves the right to remove players from the tournament with no refunds allowed.
- Players who are found in violation of the rules will be penalized at the discretion of the judging staff.

**Terrain:**

**Terrain is static for all games. Do not move any of it.** There will be ample setup space on the side of your game table for your use. Consult the SCGWL Terrain table below for a general classification of all of our standardized terrain pieces and their in game effects.

**SCGWL Terrain Table for 40k Mini GTs**

	Type	Movement effect	Cover Save
Hills –	Infantry	None	Varies*
	Vehicles	None	Varies*
Woods–	Infantry	Difficult terrain	4+ cover
	Vehicles	Dangerous terrain	Varies*
Ruins –	Infantry	Difficult terrain	4+ cover
	Vehicles	Dangerous terrain	Varies*
Building –	Infantry	Difficult terrain	4+ cover
	Vehicles	Dangerous terrain	Varies*
Fences, Walls–	Infantry	Difficult terrain	5+ cover
	Vehicles	None	No Cover
Craters–	Infantry	Difficult terrain	4+ cover
	Vehicles	Dangerous terrain	No Cover

\* Remember 5<sup>th</sup> edition uses true Line of Sight rules so you have to check in each instance.

**Scoring:**

Rounds will be scored by both players using the attached worksheets. Once the game is complete, both players will fill out attached scoring sheets with accurate battle, sportsmanship, and composition scores. The players will then both submit their scoring **sheets together** to the Scoring Judge. Any discrepancies in scores will be resolved per the judge's discretion. Battle Points are awarded as follows under the mission objectives.

This means that it is possible to score zero to twenty battle points in each round. The scoring sheets also have six point checklists for both Sportsmanship and Composition, which each player should endeavor to objectively and accurately record. Finally, the painting judges will be using a

modified checklist that similar to the GW Grand Tournament, with a maximum of 40 painting points awarded. This means there are 100 possible Battle Points, 30 Possible Sportsmanship points, 30 Composition Points, and 40 Painting Points to be gained, for a maximum possible score of 200. In addition, there will be player votes tallied for Best Army, Best Painted, and Favorite Opponent to be used as tie breakers.

### **Awards:**

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The awards are tallied in this order of prestige:

**Overall Champion**– The sum total of all scores with total Best Army and Favorite Opponent votes being used as a tie breaker

**Best General**– Total Battle Points with player scored composition being the tie breaker.

**Best Painted**– Total Painting Score with the Best Painted votes, then the head painting judge breaking ties.

**Best Sportsman**– Sportsmanship Score with Favorite Opponent Votes, then Composition score breaking ties.

**Player's Choice**–Total Player Composition Score with Best Army, then Sportsmanship Score breaking ties.

**The Basement Award**– Awarded to the person with the lowest battle points but with impeccable sportsmanship scores. To be named after the new recipient next year.

### **Sportsmanship:**

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Remember that Warhammer 40,000 is a game, a hobby and a pleasure.

Please help to make it a fun weekend for everyone!

Our tournaments are not meant to be cut-throat, win-at-all costs competitions, and because of this we expect and require participants to compete in an especially friendly manner. Please keep in mind that things which your regular opponents find acceptable may cause offence to a stranger, so please be on your very best behavior, and try to go out of your way to make the game as enjoyable an experience as possible for your opponent.

Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves!

### **Pairings:**

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In order to insure that everyone gets the best possible tournament experience and fair competition, the first round will be random pairings. Some minor exceptions will be made to pair people up or down to prevent people who traveled exceptional distances from playing people from their own crew, but only for the first round. After that, all pairings are done strictly by Battle Points with the Total point as a tie breaker, if necessary.

- The only exception is that you can never play the same opponent twice in the tournament. If, for some reason, you are paired against someone you have already played the scoring judge will move the person with the fewer battle points down one pairing and the higher of the lower pairing will move up unless they have also played. In that case we will then pair upwards with the person with fewer battle points from the upper pairing moving down.
- The pairings for each round will be announced as soon as they are determined. **Please be sure to arrive at your table ready to play and on time.** We ask that each player be conscious of the time and that you play at a regular and steady pace to complete the game. Anyone found slow playing or deliberately stalling for any reason will be penalized.



### **Player Conduct:**

Only you and your opponent play the battles. Guests and visitors to the tournament are welcome but all visitors are asked to refrain from interfering in games. This is a competitive environment between 2 players and visitors may provide an unfair advantage to a player.

Please refrain from picking up models from a game in progress especially without a player's permission.

Although visitors are encouraged to cheer on their friends please refrain from making rules calls, tactical suggestions, pointing out things a player missed or otherwise interfering with game play.

An opponent may request that a judge have a visitor removed if they feel they are interfering with a game. We will do our best to ensure that this request will not affect the sportsmanship score.

Any instance of willful cheating will be dealt with summarily, resulting in actions up to and including the ejection of the offending player along with alerting the GW Indi GT Tournament Circuit Council of the identity of the offending player.

## Mission 1: Advancement

“One step forward and two steps back…”

### Objective:

Get more of your troops in your opponents' deployment zone while denying your enemy the same.

### Deployment:

This scenario uses standard pitched battle rules.

Step One: Discuss terrain features with your opponent.

Step Two: Deployment zones will be 12” from the long table edges. (See diagram)

Step Three: players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the deployment zones and deploys his/her forces.

Step Four: His/her opponent then deploys in the opposite deployment zone.

Step Five: (4 Total objectives) Starting with player one, each player alternates placing their two objectives.

Step Six: Deploy any infiltrators and make any scout moves. (p. 75, 76 Rule Book)

Step Seven: The player who deployed second may attempt to Seize the Initiative! (p. 92 Rule Book)

Step Eight: Shake hands and Start the game!

### Special Rules:

Reserves, Deepstrike, Infiltrators, and Variable game length.



### Scoring:

Primary:(14 Points) if you have more kill points in your opponents' deployment zone.

(5 Points) if you have the same amount of kill points in your opponents' deployment zone.

Secondary: (4 Points) Whoever controls the most objectives at the end of the game. Objectives can only be claimed by standard scoring units. (2 points) if you control the same number of objectives.

Bonus: (2 points) If you keep all of your opponents units out of your deployment zone at the end of the game.

## Mission 2: Hold the Objectives

“It can't hold much more of it ...”

### Objective:

Gain control of the objectives and hold them longer than your opponent.

### Deployment:

Step One: Discuss terrain features with your opponent. (Reference Chart)

Step Two: Deployment zones will be 12" from the table edges along a table corner spanning half the length of the long and short board edges. (See diagram) Reserves enter through your deployment zone.

Step Three: (3 Total objectives) Place objects on the table as seen in the diagram.

Step Four: The players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the deployment zones and deploys his/her forces.

Step Five: His/her opponent then deploys in the opposite deployment zone.

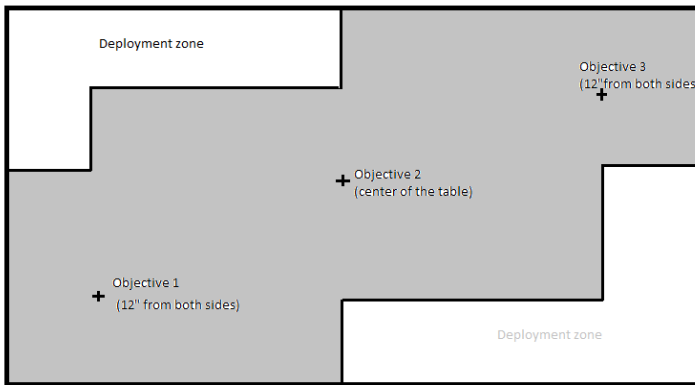
Step Six: Deploy any infiltrators and make any scout moves. (p. 75, 76 Rule Book)

Step Seven: The player who deployed second may attempt to Seize the Initiative! (p. 92 Rule Book)

Step Eight: Shake hands and Start the game!

### Scenario Rules:

Deep Strike, Infiltrate, Reserves (Enter from your deployment zone), and Outflank.



### Objectives:

*Primary:* (14 Points) whoever has accumulated the most controls markers at the end of the game wins the primary objective. Objectives can only be claimed by scoring units. The units must be disembarked in order to control the objective. At the end of a game turn if you are in sole control of an objective you receive one control marker. Any units can contest except immobilized vehicles. (5 points) If both players have an equal number control markers.

*Secondary:* (4 Points) If you have destroyed more standard victory points than your enemies at the end of the game.

*Bonus:* (2 Points) Destroy all scoring units.

(1 Point) Destroy an enemy's HQ choice.

## Mission 3: Lights out

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“I don't hear no fat lady singing ....”

### Objective:

Gain control of more territory than your opponent while trying to eliminate his command.

### Deployment:

Step One: Discuss terrain features with your opponent. (Reference Chart)

Step Two: Deployment zones are 12” in from each long table edge and 6” in from each short edge, as shown.

Step Three: The players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the deployment zones and deploys his/her forces.

Step Four: His/her opponent then deploys in the opposite deployment zone.

Step Five: Starting with player one, each player alternates placing their two objectives. These objectives must be placed at least 6” from any table edge and more than 12” away from other objectives.

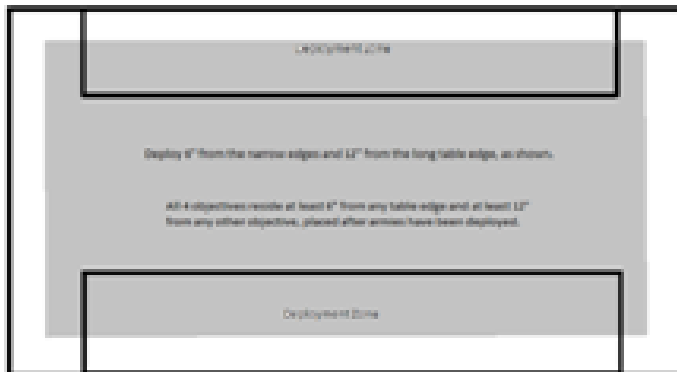
Step Six: Deploy any infiltrators and make any scout moves. (p. 75, 76 Rule Book)

Step Seven: The player who deployed second may attempt to Seize the Initiative! (p. 92 Rule Book)

Step Eight: Shake hands and Start the game!

### Scenario Rules:

Deep Strike, Infiltrate, Reserves (Enter from your long table edge), and Outflank. Night fight starting turn 5 lasting until game ends.



### Objectives:

*Primary:* (14 Points) For whoever controls more table quarters than your opponent at the end of the game.

(5points) if you control the same number of table quarters at the end of the game.

*Secondary:* (2 Points) For each of your objectives that remain at the end of the game.

*Bonus:* (1 Point) For each of the enemy objectives you destroy. To destroy an object you must have a infantry model with in base contact and be in sol control at the end of a game turn.

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## Mission 4: Objective to Far

“you must take and hold as many object until reinforcements arrive…”

### Objective:

Gain control and hold the objectives until the end of the game.

### Deployment:

Step One: Discuss terrain features with your opponent. (Reference Chart)

Step Two: Deployment zones are formed by making two triangles that are formed by measuring 18” away from the two adjacent corners. The other triangle is formed by doing the same in the opposite corner. (See diagram)

Step Three: The players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the deployment zones and deploys his/her forces.

Step Four: His/her opponent then deploys in the opposite deployment zone.

Step Five: Beginning with player one, each player alternates placing their two objectives within the area between the deployment zones and at least 12” away from other objectives.

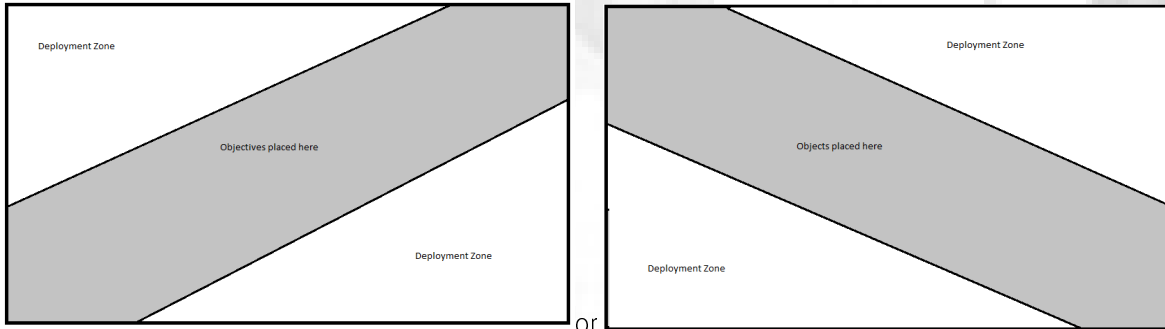
Step Six: Deploy any infiltrators and make any scout moves. (p. 75, 76 Rule Book)

Step Seven: The player who deployed second may attempt to Seize the Initiative! (p. 92 Rule Book)

Step Eight: Shake hands and Start the game!

### Scenario Rules:

Deep Strike, Infiltrate, Reserves (Enter from your long table edge), and Outflank. Night fight turn 1.



### Objectives:

Primary: (14 Points) for whoever controls the most objectives at the end of the game.

(5 points) if you control the same number at the end of the game.

Secondary: (4 Points) whoever has the most kill points alive at the end.

Bonus: (2 Points) Eliminate 2 or more force org slots of you opponents.

(1 Points) Destroyed at least one of your enemies HQ choices.

## Mission 5: Chop with Chainsword

"I'm going to Chop with Chainsword!"

### Objective:

There can be only one, so it might as well be you.

### Deployment:

This scenario uses standard pitched battle rules.

Step One: Discuss terrain features with your opponent. (Reference Chart)

Step Two: Deployment is Spearhead type deployment (page 93 Rule Book). (See diagram)

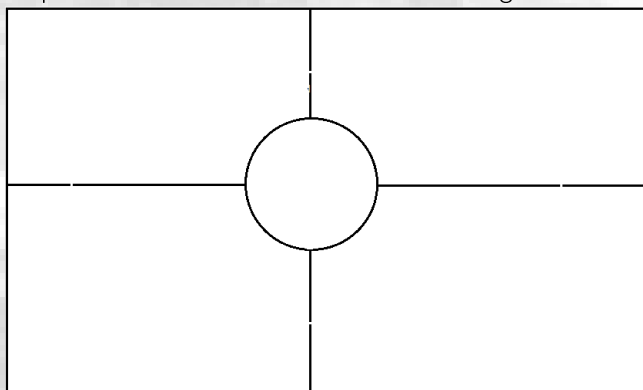
Step Three: The players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the deployment zones and deploys his/her forces.

Step Four: His/her opponent then deploys in the opposite corner deployment zone.

Step Five: Deploy any infiltrators and make any scout moves. (p. 75, 76 Rule Book)

Step Six: The player who deployed second may attempt to Seize the Initiative! (p. 92 Rule Book)

Step Seven: Shake hands and Start the game!



### Special Rules:

Reserves, Deepstrike, Infiltrators, and Variable game length.

### Scoring:

Primary: (12 Points) Battle Points if you have standard victory points. (5 Points) if you have the same amount of kill points.

Secondary: (2 Points per) table corner you control. To control a corner, you must have the most non-vehicle kill points within the corner. Maximum of 8 points for having all corners.

### Battle Results– Round 2: Hold the Objectives

Player Name: \_\_\_\_\_ Battle Points: \_\_\_\_\_

Opponent: \_\_\_\_\_ Battle Points: \_\_\_\_\_

#### Sportsmanship:

- ◇– My opponent was prepared and on time.
- ◇– My opponent played his turns in a reasonable amount of time.
- ◇– My opponent conducted measurements in a transparent and accurate manner throughout the game.
- ◇– My opponent resolved rules and game issues in a reasonable manner.
- ◇– My opponent played with a pleasant demeanor and I would enjoy playing them again in the future.
- ◇– My opponent played in the complete spirit of the game in all ways and is a credit to the hobby.

#### Composition:

- ◇– My opponent's army was accurately represented or clearly defined in advance if not WYSIWYG.
- ◇– My opponent's army was not designed to abuse clear rules loopholes.
- ◇– My opponent's army had a discernable theme and unit selection reflected that theme.

(Check only one of the below)

- ◇– [3pts] This army was extremely fair to play against. It was by no means a "power army" and I would not really expect to see something like it at a high level tournament. My opponent's army was themed and the units all contributed to that theme.
- ◇– [2pts] The army was powerful, but not over the top. This is the caliber of army of army I would expect to see at a high level tournament. Many would describe this army as competitive, but it could be much worse.
- ◇– [1pt] This army is extremely powerful, and it seems that fairness was not in mind when creating this army. Many would call this army "cheese," and I think so too.
- ◇– [0pts] This army was not fair at all. In fact, it was way too powerful and no one should be burdened by playing against it.

### Battle Results– Round 1: Advancement

Player Name: \_\_\_\_\_ Battle Points: \_\_\_\_\_

Opponent: \_\_\_\_\_ Battle Points: \_\_\_\_\_

#### Sportsmanship:

- ◇– My opponent was prepared and on time.
- ◇– My opponent played his turns in a reasonable amount of time.
- ◇– My opponent conducted measurements in a transparent and accurate manner throughout the game.
- ◇– My opponent resolved rules and game issues in a reasonable manner.
- ◇– My opponent played with a pleasant demeanor and I would enjoy playing them again in the future.
- ◇– My opponent played in the complete spirit of the game in all ways and is a credit to the hobby.

#### Composition:

- ◇– My opponent's army was accurately represented or clearly defined in advance if not WYSIWYG.
- ◇– My opponent's army was not designed to abuse clear rules loopholes.
- ◇– My opponent's army had a discernable theme and unit selection reflected that theme.

(Check only one of the below)

- ◇– [3pts] This army was extremely fair to play against. It was by no means a "power army" and I would not really expect to see something like it at a high level tournament. My opponent's army was themed and the units all contributed to that theme.
- ◇– [2pts] The army was powerful, but not over the top. This is the caliber of army of army I would expect to see at a high level tournament. Many would describe this army as competitive, but it could be much worse.
- ◇– [1pt] This army is extremely powerful, and it seems that fairness was not in mind when creating this army. Many would call this army "cheese," and I think so too.
- ◇– [0pts] This army was not fair at all. In fact, it was way too powerful and no one should be burdened by playing against it.

### Battle Results– Round 4: Objective to Far

Player Name: \_\_\_\_\_ Battle Points: \_\_\_\_\_

Opponent: \_\_\_\_\_ Battle Points: \_\_\_\_\_

#### Sportsmanship:

- ◇– My opponent was prepared and on time.
- ◇– My opponent played his turns in a reasonable amount of time.
- ◇– My opponent conducted measurements in a transparent and accurate manner throughout the game.
- ◇– My opponent resolved rules and game issues in a reasonable manner.
- ◇– My opponent played with a pleasant demeanor and I would enjoy playing them again in the future.
- ◇– My opponent played in the complete spirit of the game in all ways and is a credit to the hobby.

#### Composition:

- ◇– My opponent's army was accurately represented or clearly defined in advance if not WYSIWYG.
- ◇– My opponent's army was not designed to abuse clear rules loopholes.
- ◇– My opponent's army had a discernable theme and unit selection reflected that theme.

(Check only one of the below)

- ◇– [3pts] This army was extremely fair to play against. It was by no means a "power army" and I would not really expect to see something like it at a high level tournament. My opponent's army was themed and the units all contributed to that theme.
- ◇– [2pts] The army was powerful, but not over the top. This is the caliber of army of army I would expect to see at a high level tournament. Many would describe this army as competitive, but it could be much worse.
- ◇– [1pt] This army is extremely powerful, and it seems that fairness was not in mind when creating this army. Many would call this army "cheese," and I think so too.
- ◇– [0pts] This army was not fair at all. In fact, it was way too powerful and no one should be burdened by playing against it.

### Battle Results– Round 3: Lights out

Player Name: \_\_\_\_\_ Battle Points: \_\_\_\_\_

Opponent: \_\_\_\_\_ Battle Points: \_\_\_\_\_

#### Sportsmanship:

- ◇– My opponent was prepared and on time.
- ◇– My opponent played his turns in a reasonable amount of time.
- ◇– My opponent conducted measurements in a transparent and accurate manner throughout the game.
- ◇– My opponent resolved rules and game issues in a reasonable manner.
- ◇– My opponent played with a pleasant demeanor and I would enjoy playing them again in the future.
- ◇– My opponent played in the complete spirit of the game in all ways and is a credit to the hobby.

#### Composition:

- ◇– My opponent's army was accurately represented or clearly defined in advance if not WYSIWYG.
- ◇– My opponent's army was not designed to abuse clear rules loopholes.
- ◇– My opponent's army had a discernable theme and unit selection reflected that theme.

(Check only one of the below)

- ◇– [3pts] This army was extremely fair to play against. It was by no means a "power army" and I would not really expect to see something like it at a high level tournament. My opponent's army was themed and the units all contributed to that theme.
- ◇– [2pts] The army was powerful, but not over the top. This is the caliber of army of army I would expect to see at a high level tournament. Many would describe this army as competitive, but it could be much worse.
- ◇– [1pt] This army is extremely powerful, and it seems that fairness was not in mind when creating this army. Many would call this army "cheese," and I think so too.
- ◇– [0pts] This army was not fair at all. In fact, it was way too powerful and no one should be burdened by playing against it.

**Battle Results– Round 5: Chop with Chainsword**

Player Name: \_\_\_\_\_ Battle Points: \_\_\_\_\_

Opponent: \_\_\_\_\_ Battle Points: \_\_\_\_\_

**Sportsmanship:**

- ◇– My opponent was prepared and on time.
- ◇– My opponent played his turns in a reasonable amount of time.
- ◇– My opponent conducted measurements in a transparent and accurate manner throughout the game.
- ◇– My opponent resolved rules and game issues in a reasonable manner.
- ◇– My opponent played with a pleasant demeanor and I would enjoy playing them again in the future.
- ◇– My opponent played in the complete spirit of the game in all ways and is a credit to the hobby.

**Composition:**

- ◇– My opponent’s army was accurately represented or clearly defined in advance if not WYSIWYG.
- ◇– My opponent’s army was not designed to abuse clear rules loopholes.
- ◇– My opponent’s army had a discernable theme and unit selection reflected that theme.

(Check only one of the below)

- ◇– [3pts] This army was extremely fair to play against. It was by no means a “power army” and I would not really expect to see something like it at a high level tournament. My opponent’s army was themed and the units all contributed to that theme.
- ◇– [2pts] The army was powerful, but not over the top. This is the caliber of army of army I would expect to see at a high level tournament. Many would describe this army as competitive, but it could be much worse.
- ◇– [1pt] This army is extremely powerful, and it seems that fairness was not in mind when creating this army. Many would call this army “cheese,” and I think so too.
- ◇– [0pts] This army was not fair at all. In fact, it was way too powerful and no one should be burdened by playing against it.

**Favorites:**

Your Name: \_\_\_\_\_

My Favorite Opponent (that you played): \_\_\_\_\_

The Best Painted (that you saw): \_\_\_\_\_

Players Choice (favorite themed army you saw): \_\_\_\_\_

Favorite Mission: \_\_\_\_\_ WHY: \_\_\_\_\_

Least favorite Mission: \_\_\_\_\_ WHY: \_\_\_\_\_

**Player Registration Form:**

Player Name: \_\_\_\_\_

Army Played: \_\_\_\_\_

Did you Paint your own army? (Y/N): \_\_\_\_\_

Game Club Affiliation: \_\_\_\_\_

Street Address: \_\_\_\_\_

City, State, Zip: \_\_\_\_\_

Email Address: \_\_\_\_\_

SCGWL will only use contact information for the purpose of tournament announcement and will under no circumstances distribute any personal information to any other party.