

# SCGWL Presents: SoCal Slaughter 5!

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Welcome to the SCGWL Fifth Annual Fantasy Grand Tournament. Within this packet, you will find all of the needed scenarios, score sheets, and rules for this tournament. Any questions about this event may be directed to either Scott ([scott.tiveron@gmail.com](mailto:scott.tiveron@gmail.com)) or Quentin ([phazael.scgwl@gmail.com](mailto:phazael.scgwl@gmail.com)) for answers. This event will run with the following restrictions:

- 1) All Army lists must come from current Games Workshop Army books. The only exceptions are Dogs of War and Chaos Dwarves, who use their respective Games Workshop approved PDF files. Expansion lists are not permitted.
- 2) Rhinox Riders of any type are permitted for Ogre Kingdoms and Dogs of War armies only. No other Dogs of War allies are permitted in this tournament. They are Monsterous Cavalry.
- 3) An army may select up to one Special Character, provided it is not on the banned character list and originates from within their army book. An army may also select up to one single named unit champion from their army book. Dogs of War armies may select as many special characters and Regiments of Renown as they desire.
- 4) The following Special Characters are not permitted for use in SCGWL Tournaments this season and are considered part of our Ban List: Teclis, Thorek Ironbrow, Shadowblade, Skarsnict, Kairos Fateweaver, Slug Tongue, Villitch, or Karl Franz.
- 5) Army lists must be 2500 points or less. Each player must bring two additional copies of their army list; one for their opponent to review after the game and one to submit to the judges during registration. All hidden war gear and assassins must be clearly defined in the army list as to which unit it is a part of. Misrepresentation of army lists will be grounds for disqualification.
- 6) The following magic items are not permitted for use in SCGWL Tournaments this season and are considered to be part of our Ban List: Book of Hoath, Power Scroll, Folding Fortress, and Cupped Hands.
- 7) All 8<sup>th</sup> Edition Warhammer rules will be in full effect for this tournament. If you have any questions about how the rules will be implemented, please contact the head judge, Quentin Bohn via email ([phazael.scgwl@gmail.com](mailto:phazael.scgwl@gmail.com)) with your concerns.

## Event Registration Details:

This tournament will take place at the Gateway 2011 Gaming Convention at the Sheraton Gateway Hotel in Los Angeles, near the LAX airport. The dates for this event are September 3<sup>rd</sup> and 4<sup>th</sup>, with open gaming and a Warbands tournament occurring on the Friday night before the GT. A weekend pass for the convention is provided along with the GT ticket entry fee. The Sheraton Gateway has special rates available for convention goers, which can be referenced on the convention web site at [www.strategicon.net](http://www.strategicon.net), along with a complete listing of the many events at this gaming convention. In addition, there will be a meet and greet for all tournament players during the Warbands tournament on Friday night where the head judge will be available to answer any rules questions.

Event Registration is \$65 for general admission. You can mail checks to our treasurer or pay via PayPal ([treasurer@scgwl.com](mailto:treasurer@scgwl.com)). Anyone registering prior to July 4<sup>th</sup> will receive a reroll token. This token may be turned in to the main judge at any point during this or any other SCGWL event for the chance to reroll one single die. For mailing information, email our treasurer Mike Ulibarri ([mgu@earthlink.net](mailto:mgu@earthlink.net)).

All list submissions for the tournament are due no later than August 1st. Army lists should be sent directly to the Head Judge ([phazael.scgwl@gmail.com](mailto:phazael.scgwl@gmail.com)) in plain text, PDF, or Army Builder 3 format. All army lists will be reviewed by our three comp judges on a 0-5 scale, for a total judged comp rating of 0-15. The principle criteria for rating composition on armies includes overall power of the army, how enjoyable it is to play in most games, and how much it deviates from the standard accepted "power builds" commonly seen in tournament use. These judged comp scores will be used solely to pair the first two rounds of the tournament and will have no impact on any scoring or placements. The Judge Panel Comp scores will be posted during the first round, but are not subject to review or debate. Following the second round, all pairings are conducted solely by Battle Points.

## Terrain:

The terrain used in the tournament should be fairly universal. All tables should have two woods, two hills, and two or three miscellaneous pieces of terrain. All terrain used in SCGWL events follows the standard rulebook descriptions for rules and play, with the exception of buildings having a maximum capacity of 30 Infantry models or 10 Monstrous Infantry/Beast models in capacity. All forests, swamps, and rivers are considered to be mysterious and rolled for when first entered as per the relevant rulebook section. Special Terrain Features will be indicated on the table by way of laminated cards. Any feature that is neither special nor mysterious is considered to be a standard terrain piece of its type.

Terrain in this tournament is placed in the following fashion. The table is divided into six equal 2'x2' sections, three per side. The players then dice off and take turns placing terrain pieces. Until all sections have at least one piece, you may not place a piece where one has already been placed. The players then dice off for choice of deployment zone, as normal.

## Scoring the games:

Each round will include a scenario. Standard Victory point margins will give each player a Battle Point total ranging from zero to fourteen, as outlined in the chart below. In addition to this, there are six potential bonus points each round, allowing for a maximum battle point score of twenty in any given round. The standard Battle Point chart is as follows:

<i>Point Margin</i>	<i>Victory Type</i>	<i>Battle Points</i>
Lose by 1200 points or more	Massacred	0
Lose by 900 points to 1199 points	Major Loss	2
Lose by 300 points to 899 points	Minor Loss	5
Lose by 299 points or less –OR- Win by 299 points or less	Draw	7
Win by 300 points to 899 points	Minor Win	9
Win by 900 points to 1199 points	Major Win	12
Win by 1200 points or more	Massacre	14

In addition, each player scores their opponent on Sportsmanship and Composition checkboxes provided with the scoring sheets at the end of the packet. Sportsmanship and Composition are given a simple Good Game, Thumbs Up, or Thumbs Down grade by the player. A player all Good Game ratings scores 15 points in each category. Each Thumbs up adds a point to this total, which increases with each subsequent Thumbs up rating in the same category by one point. Each Thumbs Down rating penalizes the player by a similar amount. So, for example, a Player with two Thumbs up and one Thumbs Down would have a score of 15 +1 +2 -1 (for a total of 17). This is done separately for Composition and Sportsmanship. Any player who accumulates six or more Thumbs Down ratings of either category will not be eligible for any awards. Finally, the judges encourage accurate scoring and reserve the right to investigate any possible abuses of the scoring system, such as “low balling” people with intentionally low scores.

Painting is also judged in this tournament. This is done with a 40 point checklist from our standard Grand Tournament painting rubric. The painting judge is the final arbiter of all painting scores.

This means that each player can potentially score as many as 100 battle points, 30 sportsmanship points, 30 composition points, and 40 painting points, for a possible total of 200 points. Favorite’s votes will be used solely for tie breaking in categories and do not impact the scores in any manner. The awards are as follows, in order of prestige:

**Overall Champion-** This is the highest total score, including all scoring categories. The tie breakers for best overall are Best Army Votes, then Favorite Opponent Votes.

**Best General-** This is the highest total Battle Point score, with player scored composition then player scored sportsmanship being the tie breakers.

**Best Painted-** This is the highest painting score, with Best Army votes being the first tie breaker. The final tie breaker, if needed, will be the votes of the paint judges.

**Best Sportsman-** This is the highest Sportsmanship Score, with Favorite Opponent Votes then Composition Scores as the tie breakers.

**Players Choice-** This is the highest Composition Score, with Favorite Army Votes and then Sportsmanship scores breaking ties.

**Todd Ensley Award-** This is the award for lowest battle points, while still having impeccable soft scores. This individual will be immortalized by having the award named for them in the following Slaughter.

**Mission Awards-** These are minor awards handed out each round to the first player to accomplish some mission specific goal. The goals will be announced at the start of each round.

**Pirate Hobby Contest-** This is awarded to the player who had the most imaginative and well executed Booty Markers and Captain's Dingy model for the scenarios. The Paint Judges are the final arbiter of who wins this particular award.

## Round Schedule:

### ***Friday September 2nd:***

Early Registration and Hall Setup	Noon until 5pm
Warbands Tournament, Meet the Judges	6pm until 11pm

### ***Saturday September 3rd:***

Late Registration	8:15am until 9:15am
Round 1- Sack the Port	9:30am until Noon
Lunch Break	Noon until 1:00pm
Round 2- Pieces of Eight	1pm until 3:30
Round 3- Coastal Engagement	4:00pm until 6:30pm
Cleanup	6:30 until 7:00pm

### ***Sunday September 4th:***

Round 4- Hoist the Jolly Roger	9:30am until Noon
Lunch	Noon until 1:00pm
Round 5- Dead Men Tell No Tales	1:00pm until 3:30pm
Cleanup and Final Scoring	3:30pm until 4:00pm
Awards Ceremony	4:00pm until 5:00pm
Teardown and Departure	5:00pm until 6:00pm

## **Conduct:**

All players are expected to conduct themselves in a sporting and courteous manner. Poor behavior and violations of the facility policies of the Sheraton Gateway Hotel will be handled at the discretion of the SCGWL judging staff. Any willful misrepresentation of dice rolls or army capabilities will result in severe discipline by the staff and may include penalties as severe as ejection from the tournament.

Alcoholic beverages purchased from the hotel are allowed within the event room. Attempts to smuggle in offsite beverages or poor self control due to excessive intoxication undermine our ability to have this privilege and will not be tolerated. We ask that all our players and guests exercise good judgment and utilize designated drivers when appropriate.

## **Acknowledgements:**

We wish to thank, in no particular order, the groups who have repeatedly contributed to the growing success and execution of our tournament. These include James "Tony" Bell of the LA Battle Bunker, the entire staff of Strategicon, Toby and Catherine Walker from GMI Games, members of The Chosen and Leadership 2 gaming clubs, and our own SCGWL League for their continued participation. Special thanks to Mike and Amanda Garner, along with Touradj Mansouri, for getting it all going by founding the So Cal Slaughter Grand Tournaments.

## **SCGWL Staff:**

Quentin Bohn – Head Judge, Scenario Design ([phazael.scgwl@gmail.com](mailto:phazael.scgwl@gmail.com) )

Scott Tiveron- Co-Commissioner, Logistics ([Scott.Tiveron@gmail.com](mailto:Scott.Tiveron@gmail.com) )

Carol Tiveron- Terrain Design, Lead Paint Judge

Jennifer Starling- Terrain Design, Treasurer ([guyrean@yahoo.com](mailto:guyrean@yahoo.com))

Matt Manders- Scoring Judge

# Scenario 1: Sack the Port

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*“Ok men! Let’s kill the men, pillage the fields, and rape the women.... And for god’s sake get it right this time!”*

## **Deployment:**

This scenario uses the standard deployment rules for Battle Lines.

## **Objective:**

Under cover of fog, your raiding forces emerge to fight the enemy. Take everything that is not nailed down and rout the enemy.

## **Special Rules:**

Wood Elven players may use the Woodland Ambush Rule.

There is an enveloping fog in play for the first game turn. It makes visibility poor and footing uncertain along the shores of the island. During the first turn, any unit that attempts to march must take dangerous terrain tests, representing uncertain footing and terrain. Any unit that is the target of a ranged spell, shooting attack, or similar ability receives a 4+ ward save to represent the cover of fog obscuring them. Models with the Mark of Tzeench may not improve this ward save.

## **Scoring:**

**Margin of Victory (as outlined in the packet)** - Score 0-14 points, based on the difference in Victory Point totals.

**Bonus 2 Battle Points** – Have your General end the game in the enemy deployment zone.

**Bonus 2 Battle Points** – Control at least one Hill feature with a unit that possesses a Unit Standard at the end of the game.

**Bonus 2 Battle Points** – Destroy all of your opponent’s Rare choices. You score this automatically if your opponent does not have any such units in his army.

# Scenario 2: Pieces of Eight

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*"If money can't buy happiness, I guess I'll have to rent it!"*

## Deployment:

Prior to deployment, each player must take turns placing all three of their Booty counters in the terrain pieces. The first is placed in their own deployment zone, the second in the opposing deployment zone, and the final in the no-man's land between deployment zones. Deployment is then done using the standard Battle Lines rules.

## Objective:

There is buried treasure out there and you must get it.

## Special Rules:

At the end of each game turn, any unit that either has at least one command model may search a terrain piece it is in contact with that has one or more Booty Counters, provided that no enemy units are in contact with the terrain piece. To do this, roll a d6 for each Booty Counter present. On a roll of 4+, the unit claims the counter. On a roll of 1, a trap forces the entire unit to take a Dangerous Terrain test.

Any unit with one or more Booty Counters is considered to be Steadfast (crumbling units halve their crumble wounds instead), but as the treasure is cursed, each Booty Counter controlled by the army reduces its Winds of Magic dice pools by one, as well. Units that flee for any reason or are destroyed will immediately drop their Booty Counters where the last command model stood. These counters may be picked up by any unit with a command model, either as part of a Victory Reform or in a subsequent Remaining Moves phase.

## Scoring:

**Plunder! (2 per Counter)** - Score 2 Battle Points per Booty Counter you hold at the end of the game.

**Victory Points (5 Battle Points)** - The side that scored the most Victory Points scores this objective, regardless of the margin of victory.

**Bonus 3 Battle Points** – Claim at least one Booty Counter formerly held by the enemy at any point in the game.

# Scenario 3: Coastal Engagement

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*“The few, the Proud, the Dead on the Beach.”*

## Deployment:

This scenario uses deployment rules for Battle Lines. In addition, each player places his Pirate Dingy model on one of the corners of his table edge. This is done when characters are placed.

## Objective:

Raid the beach while cannons fly overhead!

## Special Rules:

The Captain’s Dingy has the following profile:

Unit	Move	WS	BS	S	T	W	A	I	Ld	Special
Dingy	6	3	3	7	7	7	4	4	10	Carronade, Unbreakable

Unit Type: Special, Large Target, Unbreakable, Thunderstomp (Ram)

The Captain’s Dingy moves 12” each turn along the table edge towards the opposite corner from which it started, moving through other units as needed and leaving combat if necessary. During the shooting phase, it may fire its Carronade using the normal rules for cannons found in the main rulebook, with any misfires simply causing one wound to the Dingy with no further effect. The Carronade is S7 and only causes D3 wounds, however. If the Captain’s Dingy model is not a painted and based conversion, the first artillery dice roll is doubled when firing its cannon. If it is properly painted and based, it has all of the effects of a Battle Standard bearer on units within 12” of its position.

## Scoring:

**Margin of Victory (as outlined in the packet)** - Score 0-14 points, based on the difference in Victory Point totals.

**Bonus 3 Battle Points** – Sink the enemy Captain’s Dingy by any means.

**Bonus 2 Battle Points** – Have the most units with command models within 12” of the table’s center at the game’s end.

**Bonus 1 Battle Points** – Kill at least one enemy model with the Captain’s Dingy.

# Scenario 4: Hoist the Jolly Roger

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*"Yo! Ho! Ho!"*

## Deployment:

This scenario uses the standard deployment rules for Battle Lines.

## Objective:

Win the battle of wills by showing off your army standards, or take the enemy banners instead!

## Special Rules:

Wood Elven players may use their Woodland Ambush rule.

Any unit capturing a standard must be marked as holding an enemy banner, either by placing the enemy banner bearer with the unit or a counter. If a unit holding enemy banners flees from combat or is destroyed, it loses any enemy banners it was holding.

## Scoring:

**Hold and Collect Standards** – At the end of the game, each side counts the total number of standards that they either still possess with their own units or have captured from the enemy, including Battle Standards. If you hold no standards, you score zero Battle Points. If you held less than your opponent, you score 3 Battle Points. If you hold as many as your opponent, you score 5 Battle Points. If you hold more than your opponent, you score 7 Battle Points. If you hold more than double what my opponent has or you hold the only standards, you score 10 Battle Points.

**Victory Points (4 Battle Points)** - The side that scored the most Victory Points scores this objective, regardless of the margin of victory.

**Bonus 2 Battle Points** – Destroy the enemy Battle Standard bearer. You score this automatically if the enemy has no such unit.

**Bonus 3 Battle Points** – Have at least one standard of any type (captured or controlled) within twelve inches of the table center at the end of the game.

**Bonus 1 Battle Points** – Capture at least one unit standard in combat.

# Scenario 5: Dead Men Tell No Tales

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*"At the end of all tracks and trails, Dead Men Tell No Tales!"*

## **Deployment:**

This scenario uses the standard deployment rules for Battle Lines. Each player must also assign their three Booty Counters to any unit possessing at least one command model. Only one Booty Counter may be assigned per unit during deployment. If a player lacks eligible units, then the remaining counters that he is unable to place are instead placed anywhere along the center line of the table and treated as Dropped Counters.

## **Objective:**

Take the Plunder back to your boat and kill anyone who gets in your way.

## **Special Rules:**

Wood Elven players may use their Woodland Ambush rule.

Booty Counters are dropped if the unit carrying them flees or is destroyed. Dropped counters can be picked up by any unit (even without command models) in the remaining moves phase or as part of a charge move. If a unit loses a round of combat, the enemy gets to take any Booty Counters they possessed and distribute them among their units involved in the combat, prior to any break test. The Booty Counters grant a cumulative bonus of +1 Combat Resolution in any combat involving a unit carrying one.

## **Scoring:**

**Margin of Victory (as outlined in the packet)** - Score 0-14 points, based on the difference in Victory Point totals.

**Secure the Booty (1 Battle Point per Counter)** – Score this for each Booty Counter your units hold.

## Round 2: Pieces of Eight

		Battle Points Scored:
<b>My Name:</b>	_____	_____
<b>Opponent:</b>	_____	_____

### Sportsmanship:

- **Thumbs Up:** This is a potential Favorite Opponent candidate whom I would recommend to others.
- **Good Game:** This was a fair opponent, who I would willingly play again.
- **Thumbs Down:** This guy was no fun to play and/or engaged in shady behavior during the game.

### Composition:

- **Thumbs Up:** This is a fluff bunny list with clear weaknesses designed for theme and/or casual play.
- **Good Game:** This was a standard tournament army that most would get a good game from.
- **Thumbs Down:** This army was taken to extremes and creates non-tactical dice rolling contests.

## Round 1: Sack the Port Round

		Battle Points Scored:
<b>My Name:</b>	_____	_____
<b>Opponent:</b>	_____	_____

### Sportsmanship:

- **Thumbs Up:** This is a potential Favorite Opponent candidate whom I would recommend to others.
- **Good Game:** This was a fair opponent, who I would willingly play again.
- **Thumbs Down:** This guy was no fun to play and/or engaged in shady behavior during the game.

### Composition:

- **Thumbs Up:** This is a fluff bunny list with clear weaknesses designed for theme and/or casual play.
- **Good Game:** This was a standard tournament army that most would get a good game from.
- **Thumbs Down:** This army was taken to extremes and creates non-tactical dice rolling contests.

## 4: Hoist the Jolly Roger

		Battle Points Scored:
<b>My Name:</b>	_____	_____
<b>Opponent:</b>	_____	_____

### Sportsmanship:

- **Thumbs Up:** This is a potential Favorite Opponent candidate whom I would recommend to others.
- **Good Game:** This was a fair opponent, who I would willingly play again.
- **Thumbs Down:** This guy was no fun to play and/or engaged in shady behavior during the game.

### Composition:

- **Thumbs Up:** This is a fluff bunny list with clear weaknesses designed for theme and/or casual play.
- **Good Game:** This was a standard tournament army that most would get a good game from.
- **Thumbs Down:** This army was taken to extremes and creates non-tactical dice rolling contests.

## Round 3: Coastal Engagement

		Battle Points Scored:
<b>My Name:</b>	_____	_____
<b>Opponent:</b>	_____	_____

### Sportsmanship:

- **Thumbs Up:** This is a potential Favorite Opponent candidate whom I would recommend to others.
- **Good Game:** This was a fair opponent, who I would willingly play again.
- **Thumbs Down:** This guy was no fun to play and/or engaged in shady behavior during the game.

### Composition:

- **Thumbs Up:** This is a fluff bunny list with clear weaknesses designed for theme and/or casual play.
- **Good Game:** This was a standard tournament army that most would get a good game from.
- **Thumbs Down:** This army was taken to extremes and creates non-tactical dice rolling contests.

## Round 5: Dead Men Tell No Tales

		Battle Points Scored:
<b>My Name:</b>	_____	_____
<b>Opponent:</b>	_____	_____

### Sportsmanship:

- **Thumbs Up:** This is a potential Favorite Opponent candidate whom I would recommend to others.
- **Good Game:** This was a fair opponent, who I would willingly play again.
- **Thumbs Down:** This guy was no fun to play and/or engaged in shady behavior during the game.

### Composition:

- **Thumbs Up:** This is a fluff bunny list with clear weaknesses designed for theme and/or casual play.
- **Good Game:** This was a standard tournament army that most would get a good game from.
- **Thumbs Down:** This army was taken to extremes and creates non-tactical dice rolling contests.

**Favorite Army:** \_\_\_\_\_

**Favorite Opponent:** \_\_\_\_\_

**Favorite Scenario:** \_\_\_\_\_

**Least Favorite Scenario:** \_\_\_\_\_

**Other Feedback:** \_\_\_\_\_