

SLAUGHTER IN SPACE³

Presented by:

Southern California Games
Workshop League

Location:

Sheraton Gateway Los Angeles Airport
6101 West Century Boulevard
Los Angeles, CA 90045
(310) 642-1111



INTRODUCTION

Why all these rules? We want everyone who comes along to play a "Slaughter" to know what to expect, from how we score the competitive aspects of the event to the kind of behavior everyone can expect to see. With our expectations clearly spelled out, we want to manage your expectations. By purchasing a ticket you are agreeing to abide by the rules set out below.

HOW THE SLAUGHTER WORKS

Judges and their rulings

The slaughter setup defines a judge in the following manner. Judges are members of the SCGWL club who have been appointed judges for the purposes of this tournament. Judges are responsible for the adjudication of the rules, and providing direction for the participants. This responsibility means that a judge's ruling, decision, or safety warning is final. Participants are advised that the decisions of the judges will apply to them from the moment they enter the event. The judge will not entertain any discussion once they have made a decision. This includes safety warnings, rules, adjudication, army appearance point, sportsman points, composition points, and battle points. Judges will post current battle point totals with each new round of table assignments. If participants find that the battle points posted do not match with what they feel they have earned, they should address the possible discrepancy with the judges. There will be a single rules judge for the event to ensure that all rulings are consistent. The judge will not intercede in any game unless adjudication is requested by either or both of the players involved. Please note, adjudications are for the current event. Adjudications from past events will not be considered.

Number of Games

Competitors will play five (5) So Cal Slaughter games over the course of the weekend, three on Saturday and two on Sunday. Each game will always be against an opponent you have not played at that event. You are expected to be at your table about 10 minutes before the posted game time. This is time for introductions, exchanging army lists, and clarifying any issues. You will have 2.5 hours for each game. This game time is for the deployment of your troops and the playing of the game.

How Pairings Work

For the first two rounds you will be assigned to a table based on your army composition score. Judges will evaluate your army's composition using the army list you pre-submitted. Prior to the tournament, three judges will score each army list on a scale of 0 to 5. With 0 being the lowest or least composition friendly and 5 being the most composition friendly. The judges' scores are based on their own personal criteria of whether said list is reasonable, use of special characters, overwhelming any one phase, rules abusiveness, adequate use of unit selections, army fluff, and fun to play against. Walk in / Tournament Day submissions will be paired at the bottom of the pairings. This composition score does not affect any official scoring over the course of the weekend. It is only used for pairing. Some minor exceptions will be made for the pairing of players up or down to prevent people who traveled exceptional distances from playing people in their own club, but only for the first two rounds. For subsequent rounds we use Swiss Pairing System, where players face against those with relatively similar scores based on battle points only. If you end up paired against someone you have previously played in the tournament, please raise your hand and the judge will assign a new opponent (of similar caliber) for you.

Special Case

For round three if you are paired against someone you play against on a regular basis, we will be unable to switch pairings. It is simply too early in the tournament to relax this rule. For rounds 4 and 5 if you are paired against someone you play on a regular basis and you are ranked in the lower 50% of the field our judges can assign you a new opponent. If you are ranked in the upper 50% of the field, we cannot switch opponents for you as this may cause an imbalance in the final results.

Timing

The schedule for the event will be posted on line prior to the event. The schedule will also be posted at the event. Competitors are expected to be at their assigned tables prior to the start time of the round. (We expect you to be there 10 minutes before each round.) If your opponent does not arrive within 15 minutes after the start time for the game, then they will have been considered to have conceded the game. Raise your hand and our judges will find you a new opponent if possible. If you arrive late, and your opponent has been assigned a new opponent then there is a chance you may not play in that round. War waits for no one! DO NOT be late.

Tables and Terrain

All games will be played on a 6 x 4 surface. Each table will contain enough terrain for a competitive game. Terrain will be pre-placed by Slaughter Staff.

SCGWL Terrain Table for 40k

Terrain Feature	Unit 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*
Buildings-	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 5th edition uses true Line of Sight rules so you have to check in each instance.

Filling Out Your Result Sheets

Each Slaughter packet will contain 5 slaughter results sheets. Each needs to be completed and turned in swiftly upon the completion of the round. Once you have finished your game and completed your sheet, you and your opponent together, must bring your sheets to the judges table. The results will be entered into the tournament database. It is important that you fill in the information as quickly and accurately as possible; this will decide your ranking and ultimately the winner of the tournament. This will generate the new pairings for the next round. After round 5 there will be an additional score sheet that needs to be completed. The information you provide on this additional sheet can be used for tie breakers.

Army Lists Allowed

The Slaughter is allowing only those Army Lists that have an officially printed codex, army book, or source book. For greater detail see the army list rules described below. This will ensure armies you will be facing at the Slaughter will have been play tested, and all participants will have equal access to the army book lists prior to the event. This is considered an open tournament, where you are expected to show your army list to your opponent prior to the game and answer any reasonable questions about your list.

In addition, we have a standing rule: if a new edition of an army book or codex less than thirty days prior to the event, the previous edition will be used. This is to give everyone a chance to read the new list and understand the way it now affects the game at large. For complete clarity you should keep an eye on the updates page of the Games Workshop web site for the latest information.

Armies will consist of no more than 2000 points using a standard force organization chart.

The following codexes are approved:

5th edition - Dark Eldar, Blood Angels, Tyranid, Space Wolf, Imperial Guard and Space Marine –

4th edition - Black Templars, Tau Empire, Eldar, Dark Angels, Chaos Demons, Orcs and Chaos Space Marine –

3rd edition – Necrons and Witch Hunters.

The new Grey Knights "DaemonHunters" will be allowed. Copies are viewable at most Games Workshop Stores.

Only the main army lists may be used for the army in question. No appendix lists are permitted.

Rules from the ForgeWorld Imperial Armor Books are not allowed.

You must use the same army for each game, including the same wargear.

You are required to comprise this army based upon the latest codices, FAQs, errata, and you must itemize your army list to detail wargear, options, Physic powers, etc.

A copy of your detailed army list must be provided to each of your opponents and should have your name atop it. Your list should be typed.

OTHER IMPORTANT THINGS

Submitting your army list

All army lists must be submitted to the Slaughter Staff at least two(2) weeks prior to the event. Army lists can be sent to us at SIS@SCGWL.com.

Acceptable and Unacceptable Behavior

This is a fairly simple one. Acceptable behavior is that which you could expect to be comfortable with in regular, everyday life. Unacceptable behavior can include, but is not limited to, physical abuse, verbal abuse, drunkenness, and other behaviors deemed unacceptable by the judges at the event. Be aware that, depending on the situation, unacceptable behavior may result in your ejection from the event.

Age Restrictions

The Slaughter is designed as an event for our veteran hobbyist to compete against other hobbyists of similar experience. As such we have the following age restriction. All players must be 16 years or older. Players under 18 years of age must be accompanied by parent or guardian. By accompanied, we mean the parent or legal guardian must be present in the game hall during the grand tournament games.

Painting and Modeling

There are a number of things to note here: The Painting Requirement and the consequences for not having a fully painted army, and the Awards available to those who field armies they did not paint themselves.

As everyone who is competing at a Slaughter has put a great deal of time and effort into their army it is only reasonable to expect that their opponents have done the same. Therefore, any player who fields an unpainted army will be ineligible for the Best Overall, and the Best Painted Awards. While it may seem strange, some people will not read these rules before they attend the event and expect they can win with an unpainted army.

There has also been much discussion about those people who bring armies they did not paint themselves, either because they feel they lack the time and/or skill to paint their army. As the intent of the event is for everyone involved to have a fun, nerdy weekend pushing cool toy soldiers about over cool terrain against other enthusiastic hobbyists, anyone can field an army they did not paint themselves. You will be asked if you painted your own army. Those that did are eligible for all the awards we will present at the end of each event. Those that did not are not eligible for the Best Painted Award. All awards are described in the Scoring Section.

Note: We know there will be gray areas (people fielding the odd model that was painted by their son/wife/best friend.) If you converted and painted 95% or more of the model count of your army yourself, then you are considered to have painted your army.

Conversions, WYSIWYG, and "Counts As"

Non-Games Workshop Miniatures are not allowed in the Slaughter. Conversions must begin as a Citadel Miniature and contain a majority of Citadel components. All other models will be removed from the table. They must be of the appropriate type for the troops they represents and comply with the "Counts As" rule below.

ForgeWorld miniatures may be used to represent models or options from the Codices and Army Books allowed. This means you can use a ForgeWorld Demolisher turret or Death Korps of Krieg troopers in your Imperial Guard army but would not be allowed to use Heavy Mortars or Centaurs. The army should be WYSIWYG (What You See Is What You Get). This means that the weapons, armor, options, and upgrades chosen from the army list should be shown on the character and a majority of the models in a unit or squad. Should you wish to field certain models in your army that "count as" something different in your list than the model that was originally intended you need to follow these basic rules: the model must be roughly the same size as those you are substituting them for (eg. You cannot use Imperial Guard Ogryn to represent IG Conscripts), you must be consistent throughout your army (eg. if both of your space Marine Dreadnaughts have twin-linked heavy bolters – an option no longer present in the Codex – you could field them both as assault cannons, but not one of them as an assault cannon and the other as a twin-linked lascannon). Finally you must be very clear with your opponent prior to the game, going over anything that may cause confusion. It may be appropriate to create a "cheat sheet" for your opponent that has pictures of the units accompanied by a description of each unit and its equipment.

The Scoring System

Everyone likes to know exactly how the scoring systems work for tournaments. The scoring for the Slaughter is straight forward and simple. There will be a total of 100 Battle Points, 30 Sportsmanship Points, 30 Composition Points, and 40 Appearance Points possible for a total of 200 points available for the Tournament.

Battle Points

Victory on the battlefield is the easiest thing to award points for, as the results are indisputable. For the Slaughter, Battle Points for each game will be awarded based on the completion of mission. The Primary Mission Objective in each round is the most important and will determine the overall winner of each game. However, a battlefield is a demanding environment and the harsh reality is that war is hell! Any Commander with an arsenal of skilled soldier and weapons of mass destruction can take a hill! However, skilled Commanders with highly flexible forces ready to also complete the bonus objective in a single match are a rare find indeed. The Battle scenarios of the Slaughter are designed to test your mettle and to determine just how good you really are. So pin on your chevrons, tighten your helmet, and put your money where your mouth is, The Slaughter is in town! The scoring system used for scoring Battle Points is listed below.

20 Battle Points per game can be won for a total of 100 Battle Points

The Slaughter is all about bringing you a new and exciting way to test your skills on the battlefield. None the Slaughter Missions are book missions. There is the primary objective and a bonus objective in each mission. The Primary objective determines the winner and the loser of the game and is thus worth the most points. The bonus points that can be gained will be listed on each mission.

Sportsmanship Points

The Slaughter Staff believe good sportsmanship is an essential part of an enjoyable tournament experience. Its overriding goal is to give feedback to players at the end of the tournament as to how their behaviors were perceived through the tournament. This encourages people to bring their best behavior and positive attitude, reinforcing the goal that this is supposed to be a fun weekend of playing with toy soldiers and meeting other gamers. If you feel you cannot bring a positive attitude and contribute to this type of atmosphere we ask you to please consider your participation at the Slaughter. It may not be the venue and activity for you. The checklist we will be using is at the end of the packet.

6 Sportsmanship Points can be earned each game for a total of 30 Sportsmanship Points.

Composition Points

The Slaughter Staff believe good Army Composition is an essential part of an enjoyable tournament experience. This encourages people to bring a good and well balanced army list (this is not "ard Boys). The list is expected to be competitive but not a win at all costs, reinforcing the goal that this is supposed to be a fun weekend of playing with toy soldiers and meeting other gamers. If you feel you cannot bring a army list that you would not enjoy playing against to this type of atmosphere we ask you to please consider your participation at the Slaughter. It may not be the venue and activity for you. The checklist we will be using is at the end of the packet.

6 Composition Points can be earned each game for a total of 30 Composition Points.

Army Appearance Points

The Army Appearance checklist is a modified version of the one Games Workshop currently has in place. It is one of the most comprehensive checklists currently in use for determining a value to appearance of an army. The spread of points allowed provides for dispersion between beautifully painted and expertly converted armies. A copy of this check list is attached at the end of your packet.

A total of 40 Appearance Points can be awarded to you by the Painting judges.

The Slaughter uses a different kill point system than is in the rule book for all missions at the Slaughter. If kill points are used they are Slaughter Style Kill Points. Below are some examples of how it varies from regular kill points.

Slaughter Style Kill Points (Referred to as SS Kill Points)

Troops units and Troop dedicated transports are worth 1 kill point for every full 100 points. Each troop unit and transport is worth a minimum of 1 Kill Point each.

Example:

10 Marines with upgrades = 185 Points = 1 Kill Point (Rounding down to a minimum of 1)

In a Rhino with upgrades = 50 Points = 1 Kill point (Rounding down to a minimum of 1)

HQ's, Elites, Fast Attack, and Heavy Support Selections and their dedicated transports are worth 1 Kill point for each partial 100 points.

Example:

5 Marine Terminators with upgrades = 270 Points = 3 Kill Points (Rounding up)

In a Drop Pod = 50 Points = 1 Kill Point

In a Land Raider = 250 Points = 3 Kill Points (Rounding up)

The kill point value of a unit is determined at the time it is deployed. Units split into combat squads will split the original point cost of the unit regardless of where weapons are allocated. Units merged with other units are worth the Kill point value of the total value of the unit.

Example:

10 Devastator Marines with upgrades = 295 Points = 3 kill Points

Deployed as two 5 man combat squads = 147.5 Points = 2 Kill Points each

Example:

Three Imperial Guard squads worth 80 points each. = 80 Points Each = 1 Kill Point Each

Deployed together as a single squad worth 240 points = 240 Points = 2 Kill Points

A squadron of vehicles is considered a single unit.

AWARDS

Keeping in line with the current Grand Tournament practices, we have a cascading award hierarchy. If you win Best Overall, you are ineligible to win another Slaughter determined award. If you win a Best General award you are ineligible for a Sportsmanship or Army Appearance award and so on. Winning a Slaughter determined award does not put you out of the running for player determined or special awards.

Best Overall Award

This prize will go to the competitor with the highest combined scores for the Battle, Sports, Comp, and Army Appearance categories. In the case of a tie, the Best Overall prize will go to the competitor with the highest Battle Points, the Sportsmanship Points.

Best General Awards

Three awards for Best General will be awarded:

- Best General – 1st Place
- Best General – Runner-up

These awards will go to the players who have achieved the best score in the Battle Points category over the course of the Tournament. In the case of a tie, we will compare “strength of schedule”, when the player who played against the toughest opponents will win. If there is still a tie, the awards will be given in order of the competitor with the highest Sportsmanship points, then Composition, then Army Appearance Points.

Best Sportsmanship Awards

Three awards for Best Sportsmanship will be awarded:

- Best Sportsmanship – 1st Place
- Best Sportsmanship – Runner-up

These awards will go to the players who have achieved the best score in the Sportsmanship category over the course of the Tournament. In the case of a tie, we will give the awards in order of the competitor with the highest Battle Points, then Composition, then Army Appearance Points.

Best Army Appearance Awards

Three awards for Best Army Appearance will be awarded:

- Best Army Appearance – 1st Place
- Best Army Appearance – Runner-up

These awards will go to the players who have brought, in the minds of the judges, the coolest looking armies to the event. In the case of a tie, the Paint Judges will cast a tie breaking vote.

Other Awards

Games Workshop has the right idea with the whole “more awards to more people idea” so, at each Slaughter, we will present the player-determined awards of Favorite Opponent and Player’s Choice.

Favorite Opponent

At the conclusion of your final game you are required to fill out your voting slip from within the rules packet you receive at the event. Enter the name of your Favorite Opponent at the event. This is the person you had most fun playing against and would like to play again on a regular basis. The winner will be the player with the most votes. In the case of a tie, we will check Sportsmanship scores.

Player’s Choice

Between the second and third games on Saturday we will ask all players to leave their army set up for Player’s Choice voting. It is not compulsory to set up your army, nor is it compulsory to vote. You will need to hand in your voting slip with the name of the person who brought the army you would most like to take home with you. This could be because of the great army list, the awesome paint job, or the cool conversions. It is up to you.

In addition to these established awards we may also present a few random and/or timely awards!

SCHEDULE

Friday, May 27th – Setup and Registration

3 to 7pm - Early Registration and open gaming at the convention hotel.

Saturday, May 28th (Day One)

8:15am to 8:40am Final Registration and check-in.

9:00am to 11:30 Round One -Joint the Fallen

11:30 to 12:30 Lunch Break

12:30 to 3:00pm Round Two – Mark The Graves

3:15 to 5:45 Round Three- Search for Dead

Sunday May 29th (Day Two)

9:00 to 11:30 Round Four- Seek Vengeance

11:30 to 12:30 Lunch

12:30 to 3:00 Round Five- Protect the Fallen

3:30 to 4:00 Awards Ceremony

5:00 to 6:00 Teardown

WHAT YOU NEED:

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

calculator

Three(3) copies of your army list

MISSION 1: JOIN THE FALLEN

MISSION SPECIAL RULES:

Deep Strike	Prior to deployment pick three non-vehicles units and roll on the chart to	2 – Slow and Purposeful	8 – Fearless
Reserves	determine which “Universal Special Rule” they gain. Reminder they	3 – Stubborn	9 - Fleet of Foot
Infiltrate	count for Double SS Kill Points.	4 – Hit and Run	10 – Rage
Scout		5 - Relentless	11 – Counter Charge
Outflank		6 – Scout	12 – Furious Charge
		7 – Move Through Cover	

Units fall back towards their own table edge

SETUP

1. Discuss terrain features with your opponent (p. 13 Rule Book or Reference Chart)
2. Determine deployment Zones (see diagram below)
3. **Nominate the three units and roll for “Universal Special Rule.” (if unit already has that ability they gain no additional benefit and they are still worth double SS Kill Points)**
4. Players roll off and winner starts by placing their “Fallen” objective and scattering it d6” twice and then the other player does the same. If a hit is rolled then you may chose which direction it scatters.
5. Players roll off and winner chooses to go first or second. The player going first chooses their deployment zone.
6. The player going first deploys their forces.
7. The player going second deploys their forces.
8. Deploy any infiltrators and make scout moves. (p. 75,76 Rule Book)
9. The second player may attempt to “Seize the Initiative!” (p. 92 Rule Book)
10. Start the game and have fun!!

VICTORY CONDITIONS

At the end of the game who ever has more “Slaughter Style Kill Points” than your opponent is victorious. The three units you assigned a “Universal Special Rule” to are worth double their normal points. See Chart below for the margin of victory.

Equal Number of Kill points	– Draw = 9 points Each
1 – 6 Kill points more	– Minor Victory = 11 Points for you / 7 Points for your opponent
7 – 13 Kill points more	– Major Victory = 14 Points for you / 4 Points for your opponent
14 + Kill points more	– Massacre = 18 Points for you / 1 Point for your opponent

There are also 2 Bonus points awarded if you control your Fallen objective. See below.

GAME LENGTH:

The game lasts 5 turns. At the end of turn 5 roll the dice and on a 3+ the game continues at least one more turn.

At the end of turn 6 roll a dice and on a 5+ you will play one more turn.

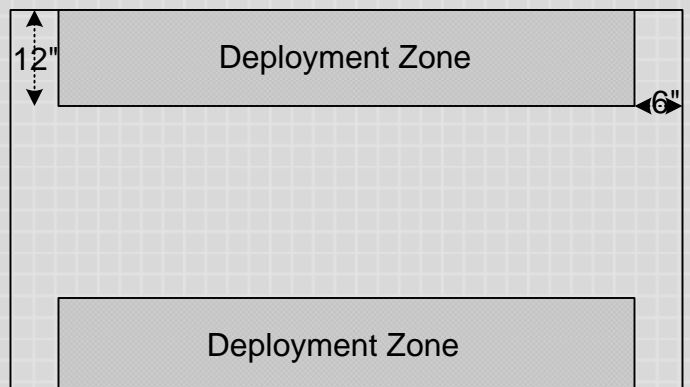
After turn 7 the game automatically ends.

The game ends immediately when the tournament judge says time has elapsed. Remember to only start a game turn if you have a reasonable expectation that both players will be able to finish their player turns before time is called.

THE FALLEN:

The Placement of the Fallen can not start with in 12" of a table edge or the other “Fallen Objective”

Any unit can control the “Fallen Objective”. To control the object you must have one model from a any unit with in 3" of it and no enemy units. You can get two(2) Bonus points if you control your own fallen objective at the end of the game.



MISSION 2: MARK THE GRAVES

MISSION SPECIAL RULES:

Deep Strike
Reserves
Infiltrate
Scout
Outflank

Units fall back towards their own table edge

SETUP

1. Discuss terrain features with your opponent (p. 13 Rule Book or Reference Chart) Make sure the three building are in in the proper locations (See Diagram below.)
2. Determine deployment Zones (see diagram below)
3. Players roll off and winner starts by placing their "Fallen" objective and scattering it d6" twice and then the other player does the same. If a hit is rolled then you may chose which direction it scatters.
4. Players roll off and winner chooses to go first or second. The player going first chooses their deployment zone.
5. The player going first deploys their forces.
6. The player going second deploys their forces.
7. Deploy any infiltrators and make scout moves. (p. 75,76 Rule Book)
8. The second player may attempt to "Seize the Initiative!" (p. 92 Rule Book)
9. Start the game and have fun!!

VICTORY CONDITIONS

At the end of the game who ever gets more control points than your opponents is victorious. To gain Control points you must plant your control marker in one of the three buildings. Only un-embarked scoring units can plant the flag. The flag can only be removed by other un-embarked scoring units. At the end of each **Game turn** you get one Control point for each of the buildings at the edges of the table. You get 2 Control points at the end of each **Game turn** for the building the center of the table.

Equal Number of Control points	- Draw = 9 points Each
1 - 2 Control points more	- Minor Victory = 11 Points for you / 7 Points for your opponent
3 - 5 Control points more	- Major Victory = 14 Points for you / 4 Points for your opponent
6 + Control points more	- Massacre = 18 Points for you / 1 Point for your opponent

There is also 2 Bonus points awards if you control you Fallen objective. To control the object see bellow.

GAME LENGTH:

The game lasts 5 turns. At the end of turn 5 roll the dice and on a 3+ the game continues at least one more turn.

At the end of turn 6 roll a dice and on a 5+ you will play one more turn.

After turn 7 the game automatically ends.

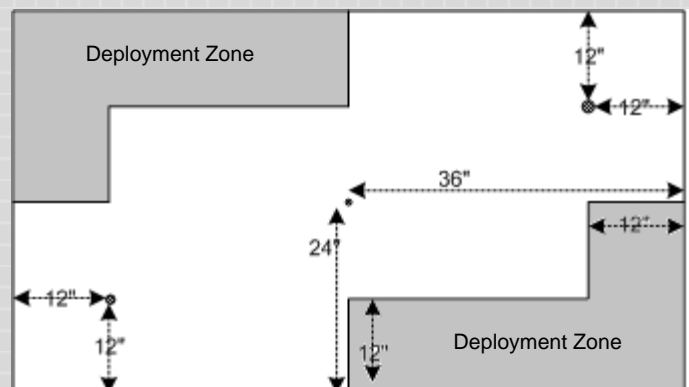
The game ends immediately when the tournament judge says time has elapsed. Remember to only start a game turn if you have a reasonable expectation that both players will be able to finish their player turns before time is called.

THE FALLEN:

The Placement of the Fallen can not start with in 12" of a table edge or the other "Fallen Objective"

Any unit can control the "Fallen Objective". To control the object you must have one model from a any unit with in 3" of it and no enemy units.

You can get two(2) Bonus points if you control your own fallen objective at the end of the game.



MISSION 3: SEARCH FOR DEAD

MISSION SPECIAL RULES:

Deep Strike	Prior to deployment pick one troop and that troop gains the
Reserves	outflank "Universal Special Rule"
Infiltrate	
Scout	
Outflank	

Units fall back towards their own table edge

SETUP

1. Discuss terrain features with your opponent (p. 13 Rule Book or Reference Chart)
2. Determine deployment Zones (see diagram below)
3. Players roll off and winner starts by placing their "Fallen" objective and scattering it d6" twice and then the other player does the same. If a hit is rolled then you may chose which direction it scatters.
4. Players roll off and winner chooses to go first or second. The player going first chooses their deployment zone.
5. The player going first deploys their forces.
6. The player going second deploys their forces.
7. Deploy any infiltrators and make scout moves. (p. 75,76 Rule Book)
8. The second player may attempt to "Seize the Initiative!" (p. 92 Rule Book)
9. Start the game and have fun!!

VICTORY CONDITIONS

At the end of the game who ever controls more objects than your opponents is victorious. You must search for the objectives. To do so "any" unit with a WS characteristic may search any terrain feature it currently occupies. To search nominate a unit and at the end of the movement phase roll a d6 and on a 3+ that terrain piece contain a objective. You may place an objective there now. You may only discover one objective per player turn and no more than five objectives total may be discovered. At the end of the game a scoring unit must have a model with in 3" and no enemy models.

Note: if you fail to find an object in a given piece of terrain you can search that piece again next turn. A given piece of terrain can only contain one objective marker.

Equal Number of Objectives Controlled	– Draw = 9 points Each
1 More Objectives Controlled	– Minor Victory = 11 Points for you / 7 Points for your opponent
2 – 3 More Objectives Controlled	– Major Victory = 14 Points for you / 4 Points for your opponent
4 + More Objectives Controlled	– Massacre = 18 Points for you / 1 Point for your opponent

There is also 2 Bonus points awards if you control you Fallen objective. To control the object see below.

GAME LENGTH:

The game lasts 5 turns. At the end of turn 5 roll the dice and on a 3+ the game continues at least one more turn.

At the end of turn 6 roll a dice and on a 5+ you will play one more turn.

After turn 7 the game automatically ends.

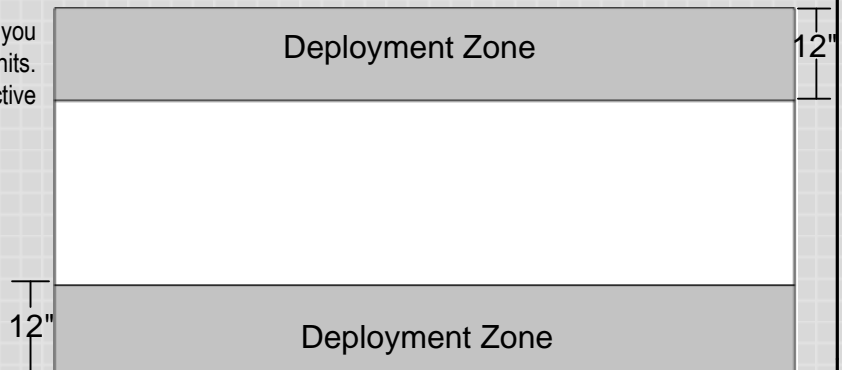
The game ends immediately when the tournament judge says time has elapsed. Remember to only start a game turn if you have a reasonable expectation that both players will be able to finish their player turns before time is called.

THE FALLEN:

The Placement of the Fallen can not start with in 12" of a table edge or the other "Fallen Objective"

Any unit can control the "Fallen Objective". To control the object you must have one model from a any unit with in 3" of it and no enemy units.

You can get two(2) Bonus points if you control your own fallen objective at the end of the game.



MISSION 4: SEEK VENGEANCE

MISSION SPECIAL RULES:

Deep Strike
Reserves
Infiltrate
Scout
Outflank

Units fall back towards their own table edge

SETUP

1. Discuss terrain features with your opponent (p. 13 Rule Book or Reference Chart)
2. Determine deployment Zones (see diagram below)
3. **Players roll off and the winner nominates the first enemy units (entire force organization slot) they will be seeking vengeance against, alternating with your opponent, until each side has nominated their four(4) units.**
4. Players roll off and winner starts by placing their "Fallen" objective and scattering it d6" twice and then the other player does the same. If a hit is rolled then you may chose which direction it scatters.
5. Players roll off and winner chooses to go first or second. The player going first chooses their deployment zone.
6. The player going first deploys their forces.
7. The player going second deploys their forces.
8. Deploy any infiltrators and make scout moves. (p. 75,76 Rule Book)
9. The second player may attempt to "Seize the Initiative!" (p. 92 Rule Book)
10. Start the game and have fun!!

VICTORY CONDITIONS

At the end of the game who ever has more "SS Kill Points" than your opponent is victorious. The Four units(**entire force organization slot**) you nominated are the only units that are worth any "SS Kill Points". See Chart below for the margin of victory.

Note: only units nominated for vengeance count all other units are irrelevant.

Even Number of Kill points	- Draw = 9 points Each
1 - 3 Kill points more	- Minor Victory = 11 Points / 7 Points
4 - 6 Kill points more	- Major Victory = 14 Points / 4 Points
7 + Kill points more	- Massacre = 18 Points / 1 Point

There is also 2 Bonus points awards if you control you Fallen objective. To control the object see bellow.

GAME LENGTH:

The game lasts 5 turns. At the end of turn 5 roll the dice and on a 3+ the game continues at least one more turn.

At the end of turn 6 roll a dice and on a 5+ you will play one more turn.

After turn 7 the game automatically ends.

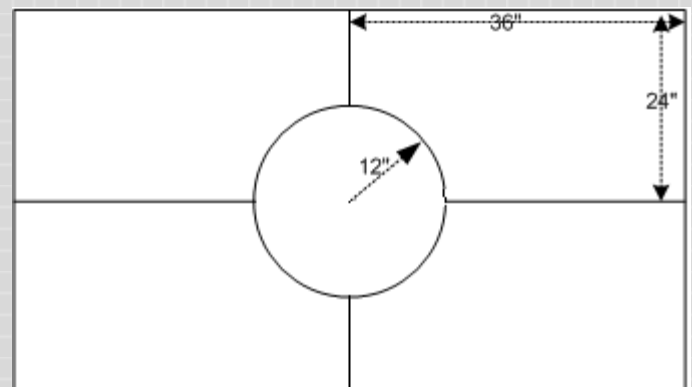
The game ends immediately when the tournament judge says time has elapsed. Remember to only start a game turn if you have a reasonable expectation that both players will be able to finish their player turns before time is called.

THE FALLEN:

The Placement of the Fallen can not start with in 12" of a table edge or the other "Fallen Objective"

Any unit can control the "Fallen Objective". To control the object you must have one model from a any unit with in 3" of it and no enemy units.

You can get two(2) Bonus points if you control your own fallen objective at the end of the game.



MISSION 5: PROTECT THE FALLEN

MISSION SPECIAL RULES:

Deep Strike
Reserves
Infiltrate
Scout
Outflank

Units fall back towards their own table edge

SETUP

1. Discuss terrain features with your opponent (p. 13 Rule Book or Reference Chart)
2. Determine deployment Zones (see diagram below)
3. **Players roll off and winner starts by placing their first objective alternating placement with opponent until a total of four objectives have been placed. When placing objectives they cant be placed within 12" of a table edge or another objective.**
4. **Players now place there hidden bids on the four objectives. Each objective is worth either 3,2,1,or 0. You must assign each of the 4 values no duplication.**
5. Players roll off and winner starts by placing their "Fallen" objective and scattering it d6" twice and then the other player does the same.
6. Players roll off and winner chooses to go first or second. The player going first chooses their deployment zone.
7. The player going first deploys their forces.
8. The player going second deploys their forces.
9. Deploy any infiltrators and make scout moves. (p. 75,76 Rule Book)
10. The second player may attempt to "Seize the Initiative!" (p. 92 Rule Book)
11. Start the game and have fun!!

VICTORY CONDITIONS

At the end of the game reveal what you bid on each objective and whoever controls the highest total of objective points is victorious. Only scoring units can control a object and they can only control one objective. The scoring unit has to have a model with in 3" and no enemy models with in 3".

Equal Number of Control points	- Draw = 9 points Each
1 Control point more	- Minor Victory = 11 Points for you / 7 Points for your opponent
2-3 Control points more	- Major Victory = 14 Points for you / 4 Points for your opponent
4 + Control points more	- Massacre = 18 Points for you / 1 Point for your opponent

There is also 2 Bonus points awards if you control you Fallen objective at the end of the game. To control the object see bellow.

GAME LENGTH:

The game lasts 5 turns. At the end of turn 5 roll the dice and on a 3+ the game continues at least one more turn.

At the end of turn 6 roll a dice and on a 5+ you will play one more turn.

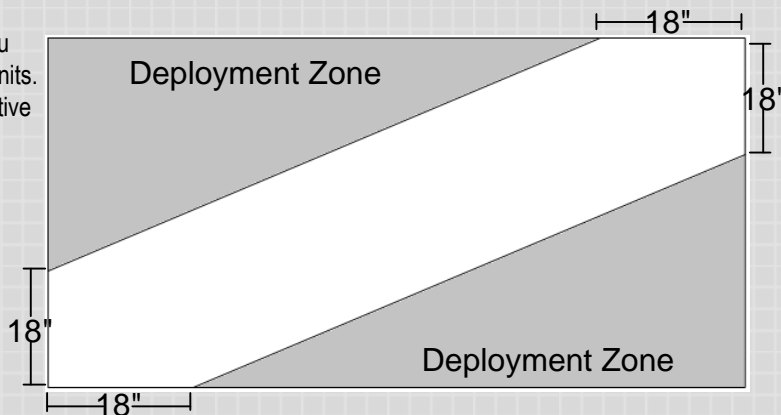
After turn 7 the game automatically ends.

The game ends immediately when the tournament judge says time has elapsed. Remember to only start a game turn if you have a reasonable expectation that both players will be able to finish their player turns before time is called.

THE FALLEN:

The Placement of the Fallen can not start with in 12" of a table edge or the other "Fallen Objective"

Any unit can control the "Fallen Objective". To control the object you must have one model from a any unit with in 3" of it and no enemy units. You can get two(2) Bonus points if you control your own fallen objective at the end of the game.



Battle Results- Round 2: Mark The Graves

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.

(check which bests describes my opponents army)

- 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.
- 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..
- 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..
- 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: Joint the Fallen

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.

(check which bests describes my opponents army)

- 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.
- 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..
- 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..
- 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: Seek Vengeance

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.

[\(check which bests describes my opponents army\)](#)

- 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.
- 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..
- 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..
- 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: Search for Dead

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.

[\(check which bests describes my opponents army\)](#)

- 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.
- 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..
- 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..
- 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: Protect the Fallen

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.
 - (check which best describes my opponents army)
 - 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.
 - The army was powerful, but not over the top. This is the caliber 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..
 - 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..
 - This army was not fair at all. In fact, it was way too powerful and no one should be burdened by playing against it..

Your Name: _____

My Favorite Opponent was: _____

The Best Painted Opponent was: _____

Players Choice: _____

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.