

SCGWL Fantasy Mini GT



Welcome to the SCGWL Fantasy Mini 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 (tiv@cox.net) or Quentin (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) Dog of War allies may be taken for any army, other than Bretonians, under the guidelines listed in the Dogs of War PDF file. Rhino Riders of any type are permitted for Ogre Kingdoms and Dogs of War armies only. The Dogs of War Giant may be taken by Empire, Dark Elves, or Skaven, as outlined in the White Dwarf article. Albion entries may be selected as their listing indicates. No Storm of Chaos entries are allowed in this tournament.
- 3) Special Characters and unique unit champions are not permitted in this tournament. Dogs of War may take Regiments of Renown, but not named Dogs of War characters. No other army may select Regiments of Renown.
- 4) Army lists must be 2250 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.
- 5) The SCGWL uses the "sliding" standard. This means that in a turn where a unit charges, it automatically maximizes to the opposing unit in a manner that brings as many models into the fight as possible, once all charge moves have been completed. Once engaged, no further maximizing occurs.

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 with the Sportsmanship and Composition checklists provided with the scoring sheets at the end of the packet. Each checklist provides a 6 point Sportsmanship and Composition bonus. Finally, all players will be judged for painting. This is done with a 40 point checklist from our standard Grand Tournament painting rubric, but halved for a maximum score of 20 points. When submitting score sheets, both players should bring the completed sheets and submit them to the scoring judge, together. The tournament staff encourages accurate sportsmanship and composition scoring, but reserves the right to investigate instances of extremely divergent scores to ensure accuracy.

This means that each player can potentially score as many as 80 battle points, 24 sportsmanship points, 24 composition points, and 20 painting points, for a possible total of 148 points. Favorite's votes will be used solely for tie breaking in categories and do not impact the scores in any manner. Awards will be determined based on attendance, but categories include Best Overall, Best General, Best Painted, Best Sportsman, and Misfire.

Round Schedule:

Registration will begin at 12 noon on Saturday. The rounds will then go as follows:

Round 1 – All Hallows Eve	Saturday 1:00pm to 3:30pm
Round 2 – Trick or Treat	Saturday 4:30pm to 7:00pm
Round 3- The Witching Hour	Sunday Noon to 2:30pm
Round 4- Thump With Pumpkin	Sunday 3:00pm to 5:30pm
Awards and Clean Up	Sunday 5:45pm to 6:00pm

Scenario 1: All Hallows Eve



“Something wicked this way comes.”

Deployment:

This scenario uses the standard deployment rules for Pitched Battle.

Objective:

Your forces have arrived in the forests of Sylvania to investigate the strange portents. Clear the field of Rivals and secure a foothold for your expedition.

Special Rules:

Wood Elven players may use the Woodland Ambush Rule.

All woods, ruins, and buildings in this scenario are haunted by the spirits of Samhain. This means that any unit residing within such a feature must take a terror test at the start of each turn, fleeing towards the nearest table edge if they fail. Units that are immune to psychology must take a Leadership test or suffer 1d6 Strength Four magical hits, against which no Ward saves may be taken.

Scoring:

Score 0 to 14 Battle Points for Margin of Victory, as normal.

You score 2 Battle Points if you have sole control of at least one Woods, Ruin, or Building at the end of the game. To control it you must possess the only unit strength five or greater unit fully within the feature and not be fleeing.

You score 2 Battle Points if you have at least one core unit in the enemy deployment zone at the end of the game. Units that do not count as minimum core choices may not be used to gain these battle points.

You score 2 Battle Points if you slay at least one enemy wizard by the end of the game. Units such as Horrors, Warrior Priests, Rune Smiths, and Lich Priests count as wizards for the purposes of this objective. If your opponent has no such models, you gain this bonus automatically.

Scenario 2: Trick or Treat



“Ooh! Piece of Candy!”

Deployment:

This scenario uses the standard deployment rules for Pitched Battle. Prior to rolling for choice of sides, each player must take turns placing objective markers. A total of four markers are placed on the board. Each marker must be in a different table corner. They may not be placed within terrain, within 12” of a table edge, or within 6” of another counter.

Objective:

You are here to pick through the ruins of the ancient tribes of man for trinkets of ancient power, while denying the enemy the spoils. The Objective Markers represent potential spoils left behind that the armies may scavenge. At the end of each game turn, if a player has the sole unengaged unit in contact with an objective marker, they acquire one Loot Point. In addition, the player must roll a six sided die. On a roll of one through four, nothing happens. On a roll of five, the counter is removed, as all potential loot has been exhausted, and the player receives one additional Loot Point. On a roll of six, the player has looted a cursed item and suffers 1d6 strength three hits, in addition to the effects of rolling a five. Loot Points may never be lost and should be tracked during the game.

Special Rules:

Any unit in base contact with an Objective Marker is considered Stubborn. At the end of the game, each Loot Point scored is worth 100 VP.

Scoring:

Score 0 to 14 Battle Points for Margin of Victory, as normal.

You score 1 battle point for exhausting an Objective Marker of loot.

You score 2 battle points for claiming Loot Points from two different Objectives.

You score 3 battle points for having sole control of at least one Objective at the end of the game.

Scenario 3: The Witching Hour



"You'd be amazed what you'll agree to when you're on fire."

Deployment:

This scenario uses the standard deployment rules for Pitched Battle. In addition, prior to rolling for sides, each player must place their two objective markers on the table. One marker must be placed in each table corner, 30" from the short table edge and 18" from the long table edge. Done properly, this will result in a perfect 12" by 12" square in the center of the table.

Objective:

Perform the Ritual to the Lady of the Night before her arrival at midnight, or face her wrath.

Special Rules:

On turns one through four, any casting or dispel roll which includes any doubles will fail automatically, as if a miscast had been rolled. On turns five and six, any casting or dispel roll which includes any doubles (including double ones) will automatically succeed, as if irresistible force had been rolled. This circumvents all standard war gear and magic rules.

At the end of each game turn, any unengaged unit in contact with an Objective Marker may sacrifice a model to appease the Lady of the Night. Remove the model from play (no saves of any kind) and set it aside as a sacrifice, then roll a single die. On a roll of 6 or more, the Lady is unsatisfied with the sacrifice and claims a further d6 models from the unit, with no saves of any kind allowed. These are not set aside with the original model as they are simply casualties. At the end of the game, the player with the most sacrificed models receives a bonus of 250 VPs.

Scoring:

Score 0 to 14 Battle Points for Margin of Victory, as normal.

You score 1 Battle Points if you control at least one Objective Marker at the end of the game.

You score 2 Battle Points if you have at least one wizard fully within the one foot square zone outlined by the objective markers.

You score 3 Battle Points if sacrifice a Hero or Lord to the Lady of the Night.

Scenario 4: Thump with Pumpkin



"I'm going to thump with Pumpkin! A flaming one!"

Deployment:

This scenario uses the standard deployment rules for Pitched Battle.

Objective:

It's time to clear out of this cursed forest and burn down everything that gets in your way.

Special Rules:

Wood Elven players may use their Woodland Ambush rule.

After deployment, declare two heroes or unit champions as being armed with flaming pumpkins. Once per game, these may be thrown at an enemy unit within 8" of the model. Do not roll to hit, but roll a single die. On a roll of 2-6, place one of your objective markers next to the unit. On a roll of 1, place it next to your own unit, as you have fumbled the toss. At the start of each subsequent player turn, any unit with such a marker under that player's control must roll the artillery die. Only one die is rolled, no matter how many markers the unit has, and the unit only ever rolls on the controlling player's turn. In the event of a misfire, the magic of the pumpkin is exhausted and one counter is removed. Otherwise, the unit suffers a number of S4 flaming magical hits equal to the number rolled on the die.

Challenges may not be declined in this scenario.

Scoring:

Score 0 to 14 Battle Points for Margin of Victory, as normal.

You score 1 Battle Points if you used both of your pumpkins before the end of the game.

You score 2 Battle Points if you slay an opposing model in a challenge, or run it down during a challenge.

You score 3 Battle Points if you destroy all enemy models capable of casting spells. This includes any model with a bound power or that generates dispel dice, such as Corpse Carts, Horrors, Warrior Priests, Rune Smiths, and Lich Priests. In the event that your opponent has no such models, you automatically claim this objective.

Round 2: Trick or Treat

		Battle Points Scored:
My Name:		
Opponent:		

Sportsmanship: (Check all that apply)

- My opponent was prepared and on time.
- My opponent played his turns in a reasonable amount of time.
- My opponent conducted their dice rolls and measurements in a transparent and accurate manner.
- My opponent resolved rules and game issues in a reasonable and fair 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 and is a credit to the hobby.

Composition: (Check all that apply)

- 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 was themed and the units all contributed to that theme.
 - My opponent's army made reasonable and appropriate use of core troop selections.
 - My opponent's army did not unreasonably overwhelm any phase to a frustrating degree.
 - My opponent's army was built for a fun game, rather than optimized choices across the board.
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Round 1: All Hallows Eve

		Battle Points Scored:
My Name:		
Opponent:		

Sportsmanship: (Check all that apply)

- My opponent was prepared and on time.
- My opponent played his turns in a reasonable amount of time.
- My opponent conducted their dice rolls and measurements in a transparent and accurate manner.
- My opponent resolved rules and game issues in a reasonable and fair 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 and is a credit to the hobby.

Composition: (Check all that apply)

- 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 was themed and the units all contributed to that theme.
- My opponent's army made reasonable and appropriate use of core troop selections.
- My opponent's army did not unreasonably overwhelm any phase to a frustrating degree.
- My opponent's army was built for a fun game, rather than optimized choices across the board.

Round 4: Thump With Pumpkin

		Battle Points Scored:
My Name:		
Opponent:		

Sportsmanship: (Check all that apply)

- My opponent was prepared and on time.
- My opponent played his turns in a reasonable amount of time.
- My opponent conducted their dice rolls and measurements in a transparent and accurate manner.
- My opponent resolved rules and game issues in a reasonable and fair 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 and is a credit to the hobby.

Composition: (Check all that apply)

- 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 was themed and the units all contributed to that theme.
 - My opponent's army made reasonable and appropriate use of core troop selections.
 - My opponent's army did not unreasonably overwhelm any phase to a frustrating degree.
 - My opponent's army was built for a fun game, rather than optimized choices across the board.
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Round 3: The Witching Hour

		Battle Points Scored:
My Name:		
Opponent:		

Sportsmanship: (Check all that apply)

- My opponent was prepared and on time.
- My opponent played his turns in a reasonable amount of time.
- My opponent conducted their dice rolls and measurements in a transparent and accurate manner.
- My opponent resolved rules and game issues in a reasonable and fair 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 and is a credit to the hobby.

Composition: (Check all that apply)

- 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 was themed and the units all contributed to that theme.
- My opponent's army made reasonable and appropriate use of core troop selections.
- My opponent's army did not unreasonably overwhelm any phase to a frustrating degree.
- My opponent's army was built for a fun game, rather than optimized choices across the board.

Final Hand In Sheet:

Favorite Opponent: _____

Favorite Army: _____

Remember to place these votes on the score sheet prior to turning in the round three scoring.

My Name: _____

My Email Address: _____

Note that SCGWL will only use this information for the purposes of notifying you of upcoming events. We will not distribute contact information to anyone for any reason.

My Favorite Scenario: _____

Why: _____

Least Favorite Scenario: _____

Why: _____

Thanks for your participation!

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