

SCGWL FANTASY TEAM TOURNAMENT



WARHAMMER FANTASY

Some fantasy has cannons. Some fantasy has demons. Ours has both. Oh yeah, it kicks ass too.

Welcome to the Strategicon Fantasy Team Tournament. Within this packet, you will find all of the rules, scenarios, and score sheets for this event. Any questions about this particular event can be directed to either Scott (scott.tiveron@gmail.com) 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) 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 Monstrous Cavalry.
- 3) Special Characters are not permitted for this tournament.
- 4) Army lists must be 1500 points per player, or less. Each army must be fielded as a legal stand alone army, with no sharing of points or allowances between the teammates.

- 5) 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.
- 6) 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.
- 7) All 8th 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) with your concerns.
- 8) Teams will follow all the magic phase and ally rules as outlined in the alliance section of the Warhammer Rulebook, based on what races they each select.

Event Registration Details:

Participation in this event requires only a valid Strategicon Convention Badge. The event will take place at the Sheraton Gateway Hotel, near LAX Airport on May 28th. The Sheraton Gateway has special rates available for convention goers, which can be referenced on the convention web site at www.strategicon.net, along with a complete listing of the many events at this gaming convention.

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. None of the scenarios in this tournament are won through victory points, but are instead won through scenario specific mission objectives outlined in each scenario description. Along with bonus points, teams can score a range of zero to twenty Battle Points in each round. Under no circumstances should any round result in more than 20 battle points for a team, regardless of creative interpretation of the score sheets.

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 4 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 4 +1 +2 -1 (for a total of 11). This is done separately for Composition and Sportsmanship, with a minimum score of zero in either category. Any player who accumulates four 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, which we will halve for this event, resulting in a maximum of 20 points for painting. The painting judge is the final arbiter of all painting scores.

This means that each player can potentially score as many as 60 battle points, 10 sportsmanship points, 10 composition points, and 20 painting points, for a possible total of 100 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 Sportsman- This is the highest Sportsmanship Score, with Favorite Opponent Votes then Composition Scores as the tie breakers.

Round Schedule:

Saturday May 28th:

Late Registration	8:15am until 9:15am
Round 1- Pride in the Colors	9:30am until Noon
Lunch Break	Noon until 1:00pm
Round 2- Crossroads	1pm until 3:30
Round 3- Double Thump with Club!	4:00pm until 6:30pm
Awards and Cleanup	6:30 until 7:00pm

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)

Scott Tiveron- Co-Commissioner, Logistics (Scott.Tiveron@gmail.com)

Mike Ulibarri- League Treasurer (mgu@earthlink.com)

Carol Tiveron- Terrain Design, Lead Paint Judge

Jennifer Starling- Terrain Design, Logistics

Matt Manders- Scoring Judge

Scenario 1: Pride in the Colors



“What’s mine is mine and what’s yours is mine, too.”

Deployment:

This scenario uses Battle Lines rules for deployment. Wood elven players may use their Woodland Ambush army rule.

Special Rules:

None.

Scoring:

Hold and Capture Standards (up to 16 Battle Points) – At the end of the game, each team counts the total number of standards they still have on the table and adds the total number of enemy standards that they captured during the game to this total. If your team has no units remaining, score zero battle points. If this total is less than your enemy team, score four battle points. If you score the same as your enemy, score eight battle points. If you score more than your opponent, score twelve battle points. If you score more than double what the enemy has or they have no non-fleeing units on the table, score sixteen points.

Bonus 1 Battle Point– Slay at least one enemy battle standard bearer. Score this automatically if the enemy team has less than two such models.

Bonus 1 Battle Point – Slay both enemy battle standard bearers. Score this automatically if the enemy team has only one BSB and you slay the other, or they have no such models. This is cumulative with the above bonus.

Bonus 2 Battle Points – Score this if at least one of your team’s battle standards ends the game inside the enemy deployment zone.

Scenario 2: Crossroads



“What we have here is failure to communicate.”

Deployment:

Divide the table into four corners. Each team rolls off and the team with the highest score selects one player. That player deploys his entire army anywhere within that corner, but at least 12” away from the table center. Then, the other team selects a player to deploy the same way in an adjacent corner. Then the first player’s teammate deploys in the same manner in the corner directly opposite of the first. Finally, the fourth player deploys in the remaining corner. The team that deployed first receives a +1 to the roll to go first.

Scoring:

Table Corners (0-4 Battle Points per Corner) – If only one team has models within a corner, that team scores four points and the other scores zero. If team has more units with command models fully within a corner than the other, then that team scores three points and the other team scores one. If both teams have an identical number of units within a corner with command models –OR- both teams have units without any command models in a corner, then each team scores two points for that corner.

Bonus 1 Battle Point– Score this if one of your team’s generals ended the game in a corner other than the one they began in.

Bonus 1 Battle Point – Score this if both of your team’s generals ended the game in a corner other than the one they began in. This is cumulative with the above bonus.

Bonus 2 Battle Points – Score this for eliminating all enemy rare selections. Score this automatically if they have no such units.

Scenario 3: Double Thump with Club!



“Ah well, who wants to live forever?”

Deployment:

This scenario uses all of the rules for Battle Lines deployment, with one exception. Each general must be placed within 24 inches of the table center. Wood elven armies may use their Woodland Ambush rule in this battle.

Special Rules:

Any unit accompanying an army general, including the general itself, may reroll any failed to wound rolls from close combat only. Challenges may not be refused in this scenario, under any circumstances.

Scoring:

Annihilation (up to 16 Battle Points) – At the end of the game, each team counts the total number of non-character non-fleeing units alive and adds to that number the total number of enemy units that are either destroyed or are fleeing. If your team has no units remaining, score zero battle points. If this total is less than your enemy team, score four battle points. If you score the same as your enemy, score eight battle points. If you score more than your opponent, score twelve battle points. If you score more than double what the enemy has or they have no units remaining, score sixteen points.

Bonus 1 Battle Point– Slay at least one enemy general.

Bonus 1 Battle Point – Slay both enemy generals. This is cumulative with the above bonus.

Bonus 2 Battle Points – Score this if your team has more total standards (including BSBs) and captured standards than the enemy team.

2: Crossroads

		Battle Points Scored:
My Name:	_____	_____
Opponent:	_____	_____

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: Pride in the Colors

		Battle Points Scored:
My Name:	_____	_____
Opponent:	_____	_____

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: Double Thump with Club!

		Battle Points Scored:
My Name:	_____	_____
Opponent:	_____	_____

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: _____