

SCGWL Fantasy Team Tournament

Rules:

Armies selected must be 1250 points or less per player. All armies must conform to one of the current army books, with the following exceptions.

Any mandatory requirements in the army list selection are waived. This means that Bretonians do not have to take a BSB or even a single Realm unit, Tomb Kings may count the same character (either a priest or prince) as both general and hierophant, and Ogres may select multiple Gnoblar Trapper units, without having to take any hunters.

Special Characters are not permitted. Dogs of War may select Regiments of Renown, as normal, but not special characters from the hero selection.

Allies from the Dogs of War selections may be taken, but only Ogre Kingdoms and Dogs of War armies may select Rhinox Riders of any variety.

Scenarios:

All three scenarios are objective based and will follow the standard SoCal Slaughter scoring format. Victory points will not have any bearing on the outcome of the scenarios, so read the objectives carefully. Tabling ones opponent does not grant an automatic 20 battle points in this tournament.

Scoring:

Use the scoring sheets and checklists provided. Painting will be scored for the Slaughter in Space event, but not the Bunker preview team tournament. Once the game is concluded, both players should report to the scoring table together and hand in their results. It is the responsibility of the players to properly report their scores for tabulation.

Scenario 1: Take the Field

"To the victors go the spoils!"

Deployment:

This Scenario uses standard pitched battle deployment, as outlined in the 7th edition rulebook.

Objective:

The goal is to clear the field of enemies. This means the claiming of table quarters. To claim a table quarter, you must have the only unit of Unit Strength five or more fully within the respective quarter.

Special Rules:

Woodland Ambush is in play for wood elves.

Scoring:

You score 5 battle points for each corner your team controls.

You score 3 battle points for each corner your team contests.

My Team: _____ Our Battle Points: _____

Our Opponents: _____ Their 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 explained in advance if not to wysiwyg standard.
- ◇ My opponent's army was not designed to abuse rules loopholes.
- ◇ My opponent's army was based on a theme and stayed within its fluff.
- ◇ My opponent's army made reasonable use of core choices.
- ◇ My opponent's army did not unreasonably overwhelm the magic or shooting phase.
- ◇ My opponent's army was built for an enjoyable game, not to win at all costs, sacrificing power for fun.

Scenario Two: Headhunt

"You die, she dies, everybody dies!"

Deployment:

This Scenario uses standard pitched battle deployment, as outlined in the 7th edition rulebook.

Objective:

Find the opposing generals and slay them, hopefully while keeping your own head!

Special Rules:

Hero Level characters may not decline challenges. Hero level characters may reroll failed to hit rolls when fighting in a challenge and may reroll failed to wound rolls when fighting another Hero Level character.

Scoring:

You score 6 battle points for each enemy general your team slays.

You score 4 battle points for each of your generals that survive the game.

My Team: _____ Our Battle Points: _____

Our Opponents: _____ Their 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 explained in advance if not to wysiwyg standard.
- ◇- My opponent's army was not designed to abuse rules loopholes.
- ◇- My opponent's army was based on a theme and stayed within its fluff.
- ◇- My opponent's army made reasonable use of core choices.
- ◇- My opponent's army did not unreasonably overwhelm the magic or shooting phase.
- ◇- My opponent's army was built for an enjoyable game, not to win at all costs, sacrificing power for fun.

Scenario 3: Double Thump with Club!

"I'm going to thump with club! Again!"

Deployment:

This Scenario uses standard pitched battle deployment, as outlined in the 7th edition rulebook, except that units may be placed up to 18" in from the table edge, instead of the normal 12".

Objective:

Kill or be killed. Leave none alive.

Special Rules:

Any unit accompanied by a general is affected by Soul Hunger. They may reroll failed to wound rolls.

Scoring:

You score 1 battle points for every non hero unit your team destroys by any means.

You score 1 battle points for every challenge in which your side slays an opposing model.

You score 5 battle points for having the most non-hero units alive and not fleeing at game's end.

A battle point score of 20 is the maximum attainable in this scenario.

If you slay all units in the opposing force, you automatically score 20 battle points in this scenario.

My Team: _____ Our Battle Points: _____

Our Opponents: _____ Their 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 explained in advance if not to wysiwyg standard.
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