

SCGWL: Warbands Tournament

Rules:

Armies selected must be 750 points or less. All armies must conform to one of the current army books with the following exceptions:

All mandatory requirements in the army list selection are waived. This means that Bretonians are not required to take Knights of the Realm or Battle Standard Bearer, Ogres may take multiple gnoblar trapper units without taking Hunters, and a Tomb King army may count the same model as both general and hierophant.

Special Characters are not permitted. Dogs of War may select Regiments of Renown, but may not take special characters from the Hero section. Allies from the Dogs of War and Ogre Kingdom armies may be taken, as normal.

Armies are not required to have any characters, but may instead opt to designate a unit champion as their general. Any army choosing to do this may not take a Battle Standard. Vampire Count Armies who opt for this option may march if their units are within 12 inches of this unit champion.

Tomb Kings and Vampire Counts do not crumble as a result of losing their general or hierophant.

All minimum unit sizes are ignored for this tournament. Units fielded below their normal minimum size may not take any commands or unit upgrades that are not weapons or armor. This means that a 10 man Night Goblin regiment may not take nets or fanatics, but may select spears, for example. Units fielded as a single model may not be joined by heroes.

Scenarios:

All three scenarios are victory point based and will follow the standard SoCal Slaughter scoring format. The score sheets are provided at the end of the packet. Unlike normal battles, the bonus points for killing the enemy general, table corners, and banners are reduced to 50 points each. All games will be played on a four by four table, with four pieces of static terrain.

Scoring:

Painting will be scored using the standard SoCal Slaughter Checklist, but with the total halved for a maximum score of 20 points for painting. There are 18 points for Sportsmanship and another 18 points for Composition that you can score. There are 20 Battle Points for each scenario. You need to win by 200 VPs to get a minor win, 500 to get a major win, and 800 to get a massacre.

Scenario 1: Treasure Hunt

“Ooh! Piece of Candy!”

Deployment:

This Scenario uses standard pitched battle deployment, as outlined in the 7th edition rule book, but on a 4' x 4' table. 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:

Both sides are here to loot valuables from a recent major battle. The counters represent potential spoils left behind that the Warbands 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 Counter is considered Stubborn. At the end of the game, each player receives a bonus 25 VPs for each Loot Point that they scored.

Scoring:

Score zero to fourteen battle points, 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 2: False Negotiations

"It's a trap!"

Deployment:

This Scenario uses standard pitched battle deployment, as outlined in the 7th edition rule book, but on a 4' x 4' table. Once sides have been chosen, each player must select their largest unit, by model count, and place them in base to base contact in the exact center of the table. Each player may choose to put characters into this unit as normal, but any attached units, such as empire detachments or skaven gun teams, must be placed in the normal deployment zone. The rest of the deployment is conducted as normal. Each side may also choose to place one unit into reserve, which may not include any attached units or characters.

Objective:

Both Warbands planned on double crossing the other under the pretense of a truce. Now it's time to spring the trap.

Special Rules:

The units placed in the table center are considered to be part of an ongoing combat. If a player put a unit into reserve, it will arrive on turn two from anywhere along any table edge, as if it had pursued off the table.

Scoring:

Score zero to fourteen battle points, as normal.

You score 1 battle point for destroying the enemy unit that started in the table center.

You score 2 battle points for destroying the enemy general.

You score 3 battle points if your deployment zone has no enemy units at the end of the game.

Scenario 3: Thump with Stick

"It's like a club, only smaller!"

Deployment:

This Scenario uses standard pitched battle deployment, as outlined in the 7th edition rule book, but on a 4' x 4' table, except that units may be placed 18" in from the table edge instead of the normal 12".

Objective:

Kill or be killed. Leave none alive.

Special Rules:

Any with the general is affected by Soul Hunger. They may reroll all failed to wound rolls. Units destroyed or run down in close combat are worth double VP.

Scoring:

Score zero to fourteen battle points, as normal.

You score 1 battle point for slaying an opposing model as a result of a challenge.

You score 2 battle points for destroying the enemy general.

You score 3 battle points if your opponent has no units capable of ranged attacks or magic at the end of the game.

Scoring Guidelines:

Battle Points Gained for Victory Point differential:

Loss by 800 or more (Massacred)- 0 Battle Points

Loss by 500 or more (Major Loss)- 2 Battle Points

Loss by 200 or more (Minor Loss)- 4 Battle Points

Loss or win by less than 200 (Tie)- 7 Battle Points

Win by 200 or more (Minor Win)- 10 Battle Points

Win by 500 or more (Major Win)- 12 Battle Points

Win by 800 or more (Massacre)- 14 Battle Points

Scenario 1: Treasure Hunt-

My Name: _____ Our Battle Points: _____

My Opponent: _____ 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 2: False Negotiations-

My Name: _____ Our Battle Points: _____

My Opponent: _____ 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 1: Thump with Stick-

My Name: _____ Our Battle Points: _____

My Opponent: _____ 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.

Favorites Voting:

Favorite Opponent: _____

Favorite Army: _____