

Strategicon SCGWL RTT



Welcome to the SCGWL Strategicon Fantasy Rogue Trader 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. Rhinox 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 the score will be halved from its normal maximum. 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 60 battle points, 18 sportsmanship points, 18 composition points, and 20 painting points, for a possible total of 118 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 8:30 am. The rounds will then go as follows:

Round 1 – King of the Hill	9:30 to 11:45
Round 2 – Conduits of Power	12:00 to 2:30
Lunch Break	2:30 to 3:00
Round 3- Thump With Club	4:00 to 6:15
Awards and Clean Up	6:30 to 7:00

King of the Hill



"I'll kick your ass, I'll tell you what...."

Objective:

Take the center of the field with as substantial a force as you can, while denying your enemy the same territory.

Deployment:

This scenario uses standard pitched battle rules.

Special Rules:

Neither side scores bonus victory points from table corners or slaying the opposing general. Instead, each side scores a bonus of 100 Victory Points for each qualifying unit that resides, at least partially, within six inches of the table center. To be considered a qualifying unit, you must be unit strength five or more. You must also be core unit or have a unit standard. Core units that do not count towards minimum core do not qualify. Therefore, a unit of Phoenix Guard with unit standard and six models would qualify, but an empire hand gunner detachment would not. Furthermore, if your general resides fully within six inches of the table center you receive an additional bonus of 100 Victory Points.

Scoring:

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

Score 2 Battle Points for controlling at least one hill feature. Controlling and contesting is determined identically to how table corners are normally assessed.

Score 2 Battle Points for capturing or destroying the enemy Battle Standard Bearer. If the enemy has no Battle Standard, then you gain this bonus automatically.

Score 2 Battle Points for having at least one Wizard model fully within six inches of the table center at the end of the game. Any model that produces dispel dice counts as a wizard for this bonus, meaning that Rune Smiths, Lich Priests, and Warrior Priests can count for this bonus.

Conduits of Power



"It takes a lot of effort to be completely ruthless."

Objective:

Tap into the lines of power that the Old Ones erected and achieve magical domination on the battlefield.

Deployment:

This scenario uses standard pitched battle rules for deployment. Wood Elven players may use their woodland ambush rule. Each player must also place one objective marker somewhere outside of both deployment zones and more than eight inches away from any table edge or another objective. These represent Earth Nodes.

Special Rules:

Any wizard attempting to cast a spell within six inches of an Earth Node counter must substitute one of the casting dice used in the attempt with the artillery die. The number on this die is counted as part of the casting total as normal, except that it will never contribute to any Irresistible Force result and it will never trigger items and effects that rely on doubles, such as the Ring of Hotek or Book of Hoeth. If the artillery die rolls a misfire result, then the spell counts as if it were miscast.

Scoring:

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

Score 1 Battle Point if you cast at least one spell successfully using the Artillery die at any point in the game.

Score 2 Battle Points if you control at least one Earth Node at the end of the game. To control an Earth Node, you must have the only unit strength five or more unit within three inches of the counter.

Score 3 Battle Points if you destroyed the most expensive model or unit that generates dispel dice in the enemy army.

Thump with Club!



"I'm going to Thump with Club!"

Objective:

There can be only one, so it might as well be you.

Deployment:

This scenario uses standard pitched battle deployment, but units may be placed up to 18 inches from their table edge, instead of 12 inches. Wood elven players may use their woodland ambush special rule.

Special Rules:

Any unit accompanied by the general benefits from Soul Hunger. It may reroll any failed "to wound" rolls, regardless of the source.

Challenges may never be refused in this scenario.

Any unit champion slain in this scenario is worth an additional 25 Victory Points. Any hero choice (or any other non-lord character, such as a Dark Elf assassin) that is slain is worth an additional 50 victory points. Any Lord choice or Large Target that is slain is worth an additional 100 Victory Points.

Scoring:

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

Score 1 Battle Point for destroying at least one enemy model in a challenge or running down the model after a combat where said challenge took place.

Score 2 Battle Points if your most expensive non-character unit is still alive and not fleeing at the end of the game.

Score 3 Battle Points if you reduced the most expensive enemy unit to half wounds/models or less. In the event of a tie, reducing any unit of the highest value will count for this objective.

Round 2: Conduits of Power

		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: King of the Hill

		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 3: Thump with Club!

		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.
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- My opponent's army was built for a fun game, rather than optimized choices across the board.

Favorite Opponent: _____

Favorite Army: _____

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