

Southern California Games Workshop League  
Presents

## So Cal Slaughter In Space II



In this packet you will find your basic rules and scenarios for the second annual So Cal Slaughter in Space Indi GT. Please read the rules carefully before starting the first round of the tournament. Judges will be available should you have any questions.

## **Schedule:**

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Friday, April 16<sup>th</sup> – Setup and Registration

Noon to 5pm – Early Registration and open gaming at the convention hall, 5pm onward Tournament mixer for all, taking place at a place to be determined.

Saturday, April 17<sup>th</sup> (Day One)

8:15am to 8:40am Final Registration at the convention hall.

9:30am to Noon Round One–Planetfall

Noon to 1:00pm Lunch Break

1:00pm to 3:30pm Round Two– Cut the head off the Beast

4:00pm to 6:30pm Round Three– Strike at the Heart

6:30pm to 7:00pm Cleanup

Sunday April 18<sup>th</sup> (Day Two)

9:30 to Noon Round Four– Thinning their numbers

Noon to 1:00 Lunch

1:00 to 3:30 Round Five– No holding back

3:30 to 4:00 Cleanup

4:00 to 5:00 Awards Ceremony

5:00 to 6:00 Teardown

Note that Day One will have two hour rounds, while Day Two will have two and a half hour rounds. Our convention hall has strict time limits, so rounds must be conducted in a speedy manner.

## **Armies:**

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- Armies will consist of no more than 2000 points using a standard force organization chart.
  - The following codexs are approved.
    - 5<sup>th</sup> edition Tyranid, Space Wolf, Imperial Guard and Space Marine – 4<sup>th</sup> edition – Black Templars, Tau Empire, Eldar, Dark Angels, Blood Angels, Choas Demons, Orcs and Choas Space Marine – 3<sup>rd</sup> edition – Deamonhunters, Dark Eldar, Necrons and Witch Hunters.
    - The new Blood Angles will be allowed. Copies are viewable at most Games Workshop Stores.
  - Only the main army lists may be used for the army in question. No appendix lists are permitted.
  - Units from the Forgeworld Imperial Armor Books are not allowed.

## **What you need:**

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- You must bring all materials you needed to play :
  - Main Rule Book
  - Codex used for your army
  - FAQ for the main rule book and you codex used
  - Dice
  - Scatter Dice

- o Templates
- o pen/pencil
- o Measuring Tape
- o calculator
- o A separate printed army list is required for the judges (if not already submitted) and one each of your opponents.
- o Each player must also bring two objective markers seated on a 40mm round base.

### **Rules Conventions:**

All current Games Workshop FAQs are in play. Any rules issues not addressed under the current Games Workshop FAQs may be discussed with the judges. As always, remember we are here to have fun and the rules are a means to that end, not an obstacle.

- If illegal units or rules violations are found in a player's list, at a minimum, the models in violation will be removed from all subsequent play. Tournament points may be deducted and award eligibility may be forfeited. Please use the feedback form on this website to ask any questions you may have regarding rules issues or legal units in advance!
- Tournament Judges' rulings are final and arguments or poor conduct by players will not be tolerated. Judges reserves the right to remove players from the tournament with no refunds allowed.
- Players who are found in violation of the rules will be penalized at the discretion of the judging staff.
- **Slaughter Style Kill Points**
  - o Troops units and Troop dedicated transports are worth 1 kill point for every full 100 points. Each troop unit and transport is worth a minimum of 1 Kill Point each.
    - Example:
 

|                            |             |                |
|----------------------------|-------------|----------------|
| ▪ 10 Marines with upgrades | =185 Points | = 1 Kill Point |
| ▪ In a Rhino with upgrades | = 50 Points | =1 Kill point  |
  - o HQ's, Elites, Fast Attack, and Heavy Support Selections and their dedicated transports are worth 1 Kill point for each partial 100 points.
    - Example:
 

|                                      |              |                 |
|--------------------------------------|--------------|-----------------|
| ▪ 5 Marine Terminators with upgrades | = 270 Points | = 3 Kill Points |
| ▪ In a Drop Pod                      | = 50 Points  | = 1 Kill Point  |
| ▪ In a Land Raider                   | = 250 Points | = 3 Kill        |
  - o The kill point value of a unit is determined at the time it is deployed. Units split into combat squads will split the original point cost of the unit regardless of where weapons are allocated. Units merged with other units are worth the Kill point value of the total value of the unit.
    - Example:
 

|                                       |                      |                 |
|---------------------------------------|----------------------|-----------------|
| ▪ 10 Devastator Marines with upgrades | =295 Points          | = 3 kill Points |
| ▪ Deployed as two 5 man combat squads | = 2 Kill Points each |                 |
    - Example:
 

|  |                     |
|--|---------------------|
| ▪ Three Imperial Guard squads worth 80 points each.    | = 1 Kill Point Each |
| ▪ Deployed together as a single squad worth 240 points | = 2 Kill Points     |
  - o A squadron of vehicles is considered a single unit.

### **Terrain:**

Terrain rules in this tournament are to be applied as follows. Each table should have eight to ten pieces of terrain.

Before each game, players will dice off with the high roller placing the first piece of terrain, alternating with the other player. The table should be divided into six sections of 24"x24" (resulting in three per side) when placing terrain each section must have at least one piece of terrain before you can start doubling up in any section. Terrain pieces must also not be placed within six inches of a table edge or another piece of terrain "space permitting."

The rules for each terrain piece are as follows:

|                | Type     | Movement effect   | Cover Save |
|----------------|----------|-------------------|------------|
| Hills –        | Infantry | None              | Varies*    |
|                | Vehicles | None              | Varies*    |
| Woods–         | Infantry | Difficult terrain | 4+ cover   |
|                | Vehicles | Dangerous terrain | Varies*    |
| Ruins –        | Infantry | Difficult terrain | 4+ cover   |
|                | Vehicles | Dangerous terrain | Varies*    |
| Boulders–      | Infantry | Difficult terrain | 4+ cover   |
|                | Vehicles | Dangerous terrain | Varies*    |
| Fences, Walls– | Infantry | Difficult terrain | 5+ cover   |
|                | Vehicles | None              | No Cover   |
| Craters–       | Infantry | Difficult terrain | 4+ cover   |
|                | Vehicles | Dangerous terrain | No Cover   |

\* Remember 5<sup>th</sup> edition uses true Line of Sight rules so you have to check in each instance.

### Scoring:

Rounds will be scored by both players using the attached worksheets. Once the game is complete, both players will fill out attached scoring sheets with accurate battle, sportsmanship, and composition scores. The players will then both submit their scoring **sheets together** to the Scoring Judge. Any discrepancies in scores will be resolved per the judge's discretion. Battle Points are awarded as follows under the mission objectives. This means that it is possible to score zero to twenty battle points in each round. The scoring sheets also have six point checklists for both Sportsmanship and Composition, which each player should endeavor to objectively and accurately record. Finally, the painting judges will be using a modified checklist that similar to the GW Grand Tournament, with a maximum of 40 painting points awarded. This means there are 100 possible Battle Points, 30 Possible Sportsmanship points, 30 Composition Points, and 40 Painting Points to be gained, for a maximum possible score of 200. In addition, there will be player votes tallied for Best Army, Best Painted, and Favorite Opponent to be used as tie breakers.

### Awards:

The awards are tallied in this order of prestige:

**Overall Champion**– The sum total of all scores with total Best Army and Favorite Opponent votes being used as a tie breaker

**Best General**– Total Battle Points with player scored composition being the tie breaker.

**Best Sportsman**– Sportsmanship Score with Favorite Opponent Votes, then Composition score breaking ties.

**Best Painted**– Total Painting Score with the Best Painted votes, then the head painting judge breaking ties.

**Best Army**– Composition Score with Best Army, then Sportsmanship Score breaking ties.

The Richard Marquez Award– Awarded to the person with the lowest battle points but with impeccable sportsmanship scores. To be named after the new recipient next year.

In addition, there will be awards handed out every round for misfires and being the first to accomplish scenario related tasks.

### **Sportsmanship:**

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Remember that Warhammer 40,000 is a game, a hobby and a pleasure.

Please help to make it a fun weekend for everyone!

Our tournaments are not meant to be cut-throat, win-at-all costs competitions, and because of this we expect and require participants to compete in an especially friendly manner. Please keep in mind that things which your regular opponents find acceptable may cause offence to a stranger, so please be on your very best behavior, and try to go out of your way to make the game as enjoyable an experience as possible for your opponent.

Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves!

### **Pairings:**

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In order to insure that everyone gets the best possible tournament experience and fair competition, we use the following method for pairing people in the first two rounds. Prior to the tournament, three judges will score each army list on a scale of 0–5, based on their own personal criteria of whether said list is reasonable, use of Special Characters, Overwhelming any one phase, rules abusiveness, adequate use of unit selections, Army Fluff, and fun to play against. These scores are then totaled establishing a Judge Comp score. This score has no impact on overall scoring. It is used purely for pairings. This will result in a score of 0 –15 from those numbers we will pair the players with like comp scores for the first two rounds of the tournament, so for those games you should be fighting an opponent with a similar power of army. Some minor exceptions will be made to pair people up or down to prevent people who traveled exceptional distances from playing people from their own crew, but only for first two rounds. After round two, all pairings are done strictly by Battle Points with the Judge Comp scores as a tie breaker, if necessary.

- The only exception is that you can never play the same opponent twice in the tournament. If, for some reason, you are paired against someone you have already played the scoring judge will move the person with the fewer battle points down one pairing and the higher of the lower pairing will move up unless they have also played. In that case we will then pair upwards with the person with fewer battle points from the upper pairing moving down.
- The pairings for each round will be posted as soon as they are determined. **Please be sure to arrive at your table ready to play and on time.** We ask that each player be conscious of the time and that you play at a regular and steady pace to complete the game. Anyone found slow playing or deliberately stalling for any reason will be penalized.

### **Interference:**

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Only you and your opponent play the battles. Guests and visitors to the tournament are welcome but all visitors are asked to refrain from interfering in games.

This is a competitive environment between 2 players and visitors may provide an unfair advantage to a player.

Please refrain from picking up models from a game in progress especially without a player's permission.

Although visitors are encouraged to cheer on their friends please refrain from making rules calls, tactical suggestions, pointing out things a player missed or otherwise interfering with game play.

An opponent may request that a judge have a visitor removed if they feel they are interfering with a game. We will do our best to ensure that this request will not affect the sportsmanship score.

### **Tournament Staff:**

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The following people are the main points of contact for the tournament, but by no means the only contributors to its creation. Any questions during the tournament should be directed to the judges, but feel free to discuss comments and concerns with any tournament staff.

Scott Tiveron/Quentin Bohn Tournament Organizers

Mike Elabari Tournament Treasure

Scott Tiveron Scenario Design, Rules Judge

Carol Tiveron Terrain Design, Painting Judge

Jennifer Starling Terrain Design, Logistics

Matt Manders Scoring Judge

Toby Walker Painting Judge, GMI Sponsor

[WWW.SCGWL.COM](http://WWW.SCGWL.COM)

[tiv@cox.net](mailto:tiv@cox.net)

## Mission 1: Planetfall

### Overview:

In the early morning orders to invade are issued. The Enemy knows you are coming, and you must secure a foothold on the planet. Your forces have been assigned to take control of a few key assets.

### Scenario Rules:

Deep Strike, Infiltrate, Reserves (Enter from your deployment zone), Outflank, Dawn of War (except See new deployment), and Booby-trapped Objectives. (When a new unit moves with-in 3" roll a die on a 5+ the unit takes d6 wounds), Night fight for turn one.

### Deployment:

Step One: Discuss terrain features with your opponent. (Reference Chart)

Step Two: Deployment zones will be 12" from the table edges along a table corner spanning half the length of the long and short board edges. (See diagram)

Step Three: (3 Total objectives) Place objects on the table as see in the diagram.

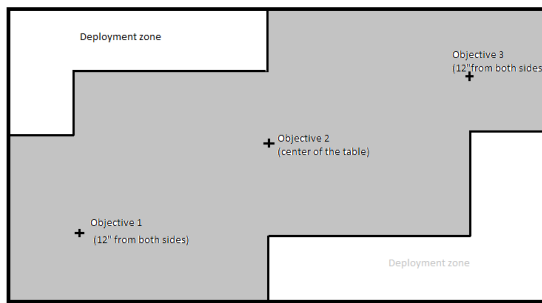
Step Four: The players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the deployment zones and deploys his/her forces.

Step Five: His/her opponent then deploys in the opposite deployment zone.

Step Six: Deploy any infiltrators and make any scout moves. (p. 75, 76 Rule Book)

Step Seven: The player who deployed second may attempt to Seize the Initiative! (p. 92 Rule Book)

Step Eight: Shake hands and Start the game!



### Objectives:

*Primary:* (12 Points) Whoever controls the most objectives at the end of the game wins the primary objective.

Objectives can only be claimed by troop choices. The units can't be embarked in order to control the objective. When the first infantry unit moves with in 3" to control the object roll the dice and on a 5+ the unit takes d6 wounds. (5 points) If both players control an equal number of objectives.

*Secondary:* (5 Points) Keep all of your enemies out of your deployment zone at the end of the game.

*Bonus:* (2 Points) Destroy all of your enemies Heavy support choices.

(1 Point) If your most expensive "Troops" unit is alive and not fleeing.

### Game Length:

The game lasts 5 turns. At the end of turn 5 roll the dice and on a 3+ the game continues at least one more turn.

At the end of turn 6 roll a dice and on a 5+ you will play one more turn.

After turn 7 the game automatically ends.

Else the game ends immediately when the tournament judge says time has elapsed. Remember to only start a game turn if you have a reasonable expectation that both players will be able to finish their player turns before time is called.

## Mission 2: Cut the Head off the Beast

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### Overview:

Now that you have a foothold you need to strike at the command structure to cause chaos in your enemies' forces. You also have to try to preserve your forces until they can be reinforced. You have intercepted enemy's communications to locate where their command will be. The time to strike is now!

### Scenario Rules:

Deep Strike, Infiltrate, Reserves (Enter from your deployment zone), and Outflank.

### Deployment:

Step One: Discuss terrain features with your opponent. (Reference Chart)

Step Two: Deployment zones will be 12" from the long table edges. (See diagram)

Step Three: The players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the deployment zones and deploys his/her forces.

Step Four: His/her opponent then deploys in the opposite deployment zone.

Step Five: Deploy any infiltrators and make any scout moves. (p. 75, 76 Rule Book)

Step Six: The player who deployed second may attempt to Seize the Initiative! (p. 92 Rule Book)

Step Seven: Shake hands and Start the game!



### Objectives:

*Primary:* (12 Points) Whoever has the most kill points alive at the end of the game wins the primary objective, Dedicated transports don't count.

*Secondary:* (5 Points) You have destroyed or caused all of your enemies HQ unit(s) to flee.

*Bonus:* (2 Points) If one of your HQ choice has destroyed at least one of the enemies HQ choices.

(1 Points) If you're most expensive unit is alive and not fleeing.

### Game Length:

The game lasts 5 turns. At the end of turn 5 roll the dice and on a 3+ the game continues at least one more turn.

At the end of turn 6 roll a dice and on a 5+ you will play one more turn.

After turn 7 the game automatically ends.

Else the game ends immediately when the tournament judge says time has elapsed. Remember to only start a game turn if you have a reasonable expectation that both players will be able to finish their player turns before time is called.

## Mission 3: Strike at the Heart

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### Overview:

Your forces have been assigned the task of destroying a couple of the enemy's communication relays. You also have to try to protect the communication relays that your forces have just setup. The enemy knows you are coming. Who will prevail?

### Scenario Rules:

Deep Strike, Infiltrate, Reserves (Enter from your deployment zone), and Outflank.

### Deployment:

Step One: Discuss terrain features with your opponent. (Reference Chart)

Step Two: 12" in from each long table edge and 6" in from each short edge. See diagram. (See diagram)

Step Three: The players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the deployment zones and deploys his/her forces.

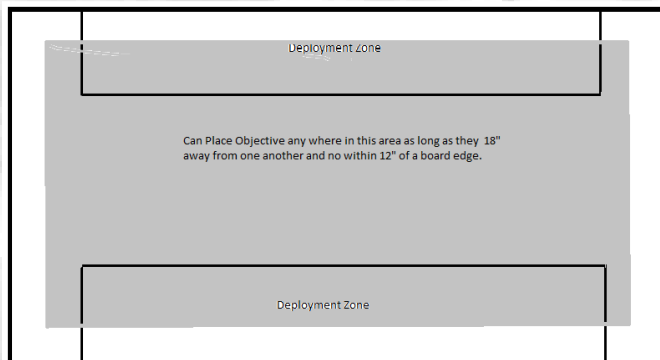
Step Four: (Total of 4 objectives, 2 each) Choose sides and then place your two objectives anywhere in the shaded areas with at least 12" away from and 6" from a table edge.

Step Five: His/her opponent then deploys in the opposite deployment zone.

Step Six: Deploy any infiltrators and make any scout moves. (p. 75, 76 Rule Book)

Step Seven: The player who deployed second may attempt to Seize the Initiative! (p. 92 Rule Book)

Step Eight: Shake hands and Start the game!



### Objectives:

*Primary:* (6 Points) For each of the enemies objective markers that you have destroyed. Every model with a weapon skill in your army carries satchel charges. To destroy the objective you must be in sole control of the objective (anything can contest) at the end of any player turn and that unit must not be embarked at the time.

*Secondary:* (3 Points) For each of your objectives that remain at the end of the game.

*Bonus:* (2 Points) If one of your HQ choices has destroyed at least one of the enemy objectives.

### Game Length:

The game lasts 5 turns. At the end of turn 5 roll the dice and on a 3+ the game continues at least one more turn.

At the end of turn 6 roll a dice and on a 5+ you will play one more turn.

After turn 7 the game automatically ends.

Else the game ends immediately when the tournament judge says time has elapsed. Remember to only start a game turn if you have a reasonable expectation that both players will be able to finish their player turns before time is called.

## Mission 4: Thinning Their Numbers

### Overview:

No more wasting time. You know where your enemy is. Your orders are clear. You must reduce their numbers. It is time to destroy the enemies' moral and dissolve their will to fight.

### Scenario Rules:

Deep Strike, Infiltrate, Reserves arrive one turn earlier IE start rolling on turn 1. (Enter from your deployment zone), Outflank, Preliminary Bombardment (After deployment you roll a die for each of your opponents units on a 6 that unit takes d6 wounds or if it is a vehicle it starts stunned).

### Deployment:

Step One: Discuss terrain features with your opponent. (Reference Chart)

Step Two: Deployment zones are formed by making two triangles that are formed by measuring 18" away from the two adjacent corners. The other triangle is formed by doing the same in the opposite corner. (See diagram)

Step Three: Place objectives anywhere in the shaded areas with at least 12" away from and 6" from a table edge.

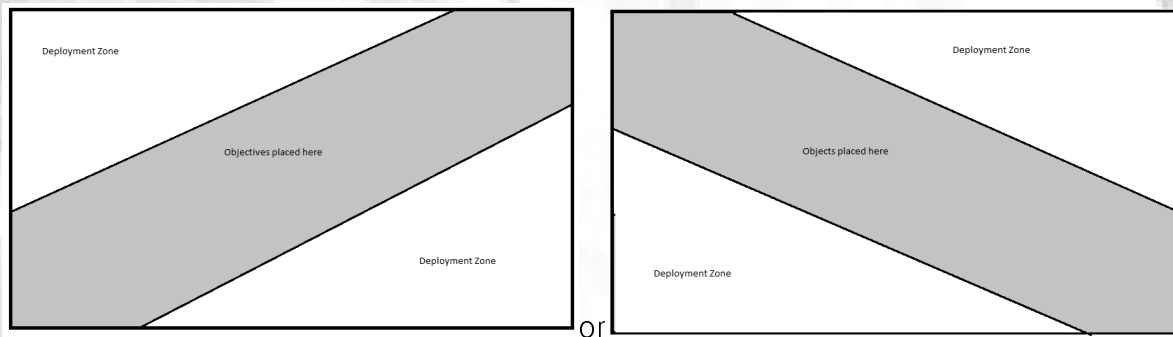
Step Four: The players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the deployment zones and deploys his/her forces.

Step Five: His/her opponent then deploys in the opposite deployment zone.

Step Six: Deploy any infiltrators and make any scout moves. (p. 75, 76 Rule Book)

Step Seven: The player who deployed second may attempt to Seize the Initiative! (p. 92 Rule Book)

Step Eight: Shake hands and Start the game!



### Objectives:

Primary: (3 Points) for each force category (Elite, Fast attack, Troops, Heavy Support) where all units are reduced to less than half strength or immobilize (automatic if opponent doesn't have any). If both succeeds in a category (2 Points).

Secondary: (5 Points) You must control one of you own objective markers.

Bonus: (2 Points) Control one of your enemy markers.

(1 Points) Destroyed at least one of your enemies HQ choices.

### Game Length:

The game lasts 5 turns. At the end of turn 5 roll the dice and on a 3+ the game continues at least one more turn.

At the end of turn 6 roll a dice and on a 5+ you will play one more turn.

After turn 7 the game automatically ends.

Else the game ends immediately when the tournament judge says time has elapsed. Remember to only start a game turn if you have a reasonable expectation that both players will be able to finish their player turns before time is called.

## Mission 5: No Holding Back

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### Overview:

The bloodiest part of the fight is upon you. Nightfall is right around the corner and you have to finish what you started. You have the enemies' location. All that is left is to engage them. ...

### Scenario Rules:

Deep Strike, Infiltrate, Reserves (Enter from your deployment zone), Outflank, Night Fight (Starting turn 5 until games end).

### Deployment:

Step One: Discuss terrain features with your opponent. (Reference Chart)

Step Two: Deployment is Spearhead type deployment (page 93 Rule Book). (See diagram)

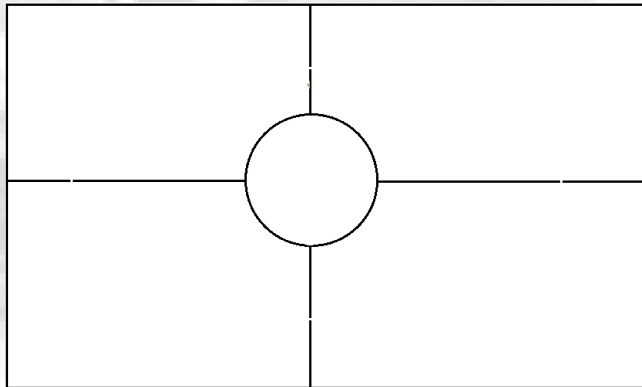
Step Three: The players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the deployment zones and deploys his/her forces.

Step Four: His/her opponent then deploys in the opposite deployment zone.

Step Five: Deploy any infiltrators and make any scout moves. (p. 75, 76 Rule Book)

Step Six: The player who deployed second may attempt to Seize the Initiative! (p. 92 Rule Book)

Step Seven: Shake hands and Start the game!



### Objectives:

Primary: (12 Points) Slaughter Style Kill Points whom ever has the most.

Secondary: (2 Points) For each Table Quarter you control. To control a table corner you must have the most scoring units wholly in that table corner non scoring units have no effect on this objective.

### Game Length:

The game lasts 5 turns. At the end of turn 5 roll the dice and on a 3+ the game continues at least one more turn.

At the end of turn 6 roll a dice and on a 5+ you will play one more turn.

After turn 7 the game automatically ends.

Else the game ends immediately when the tournament judge says time has elapsed. Remember to only start a game turn if you have a reasonable expectation that both players will be able to finish their player turns before time is called.

### **Battle Results– Round 2: Cut off the Head**

Player Name: \_\_\_\_\_ Battle Points: \_\_\_\_\_

Opponent: \_\_\_\_\_ 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 Troop choices.
- ◇– My opponent's army did not unreasonably overwhelm the hand-to-hand or shooting phase.
- ◇– My opponent's army was built for an enjoyable game, not to win at all costs and sacrificed power for fun.

### **Battle Results– Round 1: Planetfall**

Player Name: \_\_\_\_\_ Battle Points: \_\_\_\_\_

Opponent: \_\_\_\_\_ 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 Troop choices.
- ◇– My opponent's army did not unreasonably overwhelm the hand-to-hand or shooting phase.
- ◇– My opponent's army was built for an enjoyable game, not to win at all costs and sacrificed power for fun.

### **Battle Results– Round 4: Thinning Their Numbers**

Player Name: \_\_\_\_\_ Battle Points: \_\_\_\_\_

Opponent: \_\_\_\_\_ 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 Troop choices.
- ◇– My opponent's army did not unreasonably overwhelm the hand-to-hand or shooting phase.
- ◇– My opponent's army was built for an enjoyable game, not to win at all costs and sacrificed power for fun.

### **Battle Results– Round 3: Strike at the Heart**

Player Name: \_\_\_\_\_ Battle Points: \_\_\_\_\_

Opponent: \_\_\_\_\_ 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 Troop choices.
- ◇– My opponent's army did not unreasonably overwhelm the hand-to-hand or shooting phase.
- ◇– My opponent's army was built for an enjoyable game, not to win at all costs and sacrificed power for fun.

**Battle Results– Round 5: No Holding Back**

Player Name: \_\_\_\_\_ Battle Points: \_\_\_\_\_

Opponent: \_\_\_\_\_ 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 Troop choices.
- ◇– My opponent’s army did not unreasonably overwhelm the hand-to-hand or shooting phase.
- ◇– My opponent’s army was built for an enjoyable game, not to win at all costs and sacrificed power for fun.

**Favorites:**

Your Name: \_\_\_\_\_

My Favorite Opponent was: \_\_\_\_\_

The Best Painted Opponent was: \_\_\_\_\_

Players Choice: \_\_\_\_\_

Favorite Mission: \_\_\_\_\_ WHY: \_\_\_\_\_

Least favorite Mission: \_\_\_\_\_ WHY: \_\_\_\_\_

**Player Registration Form:**

Player Name: \_\_\_\_\_

Army Played: \_\_\_\_\_

Did you Paint your own army? (Y/N): \_\_\_\_\_

Game Club Affiliation: \_\_\_\_\_

Street Address: \_\_\_\_\_

City, State, Zip: \_\_\_\_\_

Email Address: \_\_\_\_\_

SCGWL will only use contact information for the purpose of tournament announcement and will under no circumstances distribute any personal information to any other party.